

# SEASON INFORMATION

## Awards and Prizes:

1. Player Ranking System
  - 1.1 All players will receive 1 point for every match that they play in, during the season.
  - 1.2 Players in contention for the 'Man of the Match' award will receive bonus Ranking Points [See 2.1].
2. Man of the Match.
  - 2.1 A tournament official will observe each match and decide upon a 3, 2, 1 ranking of all players in the match. The individual who receives the '3' will be the Man of the Match, and shall be awarded with a prize (TBD).
3. Player of the Month.
  - 3.1 The player who has accumulated the most Ranking Points during each calendar month will be recognised as the 'Player of the Month'.
4. Player of the Season.
  - 4.1 The player who has accumulated the most Ranking Points during the entire season will receive the 'Player of the Season' award.
5. Players Player of the Season.
  - 5.1 During the final 2 weeks of the season, all players and coaches will have the opportunity to vote for the 'Players Player of the Season' award.
6. Golden Boot
  - 6.1 Awarded to the individual player who scores the most goals in the season.
7. Golden Glove
  - 7.1 Awarded to the goalkeeper with the most Ranking Points at the end of the season.
8. Team of the Week
  - 8.1 The best 5 players each week (1 Goalkeeper, 4 Court) will be recognised as the 'Team of the Week'.
9. Team of the Season/All Star 5
  - 9.1 The 5 players (1 Goalkeeper, 4 Court) who have accumulated the most Ranking Points over the season.

## Livestreaming and Commentary:

1. Each week, 1 of the courts will be selected to host livestreamed matches.
  - 1.1 Over the duration of the season, all teams will have matches livestreamed.

## Match Duration:

1. Matches will be consistent of 2x 20-minute halves, with a 2-minute break at half time.
  - 1.1 There is no stop clock.
2. Each team will receive 1 time out per match.
  - 2.1 Time outs will last for 1 minute, and the match-time will be paused during the timeout.
  - 2.2 No time outs may be called in the last minute of play.

## Squad Size and Transfers:

1. Each team may have a maximum of 12 players registered per season.
2. As soon as a player has played 3 matches for a particular club, they are tied to them for the remainder of the season, and unable to play for another team in the league

3. Players who have played 2 or less matches for a particular club may submit a transfer request to join another club in the league.
  - 2.1 In order for a player to be eligible for a transfer, they cannot have played more than 3 matches for their current team.
  - 2.2 The captain/coach/manager of both teams involved must sign the transfer contract, along with the competition manager, who will oversee the transfer.
  - 2.3 The transferring player must miss a minimum of 3 matches before they can start playing for their new team.
4. If a club can demonstrate a player's inability to play over an extended period of time, a formal submission can be made for consideration to release the player.
  - 3.1 This player will be unable to participate in matches for any other team in the league that season.
  - 3.2 The releasing of a player will enable the club to sign an additional.

#### Team Bond and Match Payments:

1. Teams will have the option of paying upfront, or paying week-to-week.
  - 1.1 Teams wishing to pay upfront will be able to do so until the beginning of Round 3 of the season.
  - 1.2 Teams that pay upfront will not have to place a "Team Bond". However, if the team then forfeits a match they must inform tournament officials by Friday 5pm that week of their intent to continue playing in the league. Failure to do so will see the team removed from the league.
2. Prior to the beginning of the season, all teams paying opting to pay week-to-week will be required to place down a "Team Bond". This amount is 2 weeks worth of match fees, and is in place to cover costs in the event of a forfeit/no-show.
  - 1.1 If your team does not show up to their match, or has to forfeit the match, then their bond will be used to cover the match fees of both teams in the scheduled game.
  - 1.2 In the event that your team loses their bond (as per the ruling in 1.1), the team is required to place a new bond before Friday 5pm that week, or they will be removed from the competition.
  - 1.3 At the end of the season, all teams will receive their bond back.

#### Team Kits:

1. All teams will be required to wear matching-coloured uniforms (shirt, shorts, and socks), with numbers on their shirts.
  - 1.1 If teams are wearing plain-coloured "standard", or "stock" kits, the branding of items worn by individual players is irrelevant,
2. If a team chooses to wear "custom" kits, then all players will be required to wear identical kits. Players who do not meet this requirement will not be permitted to play in the match.
3. Players in the Team must have their own set number for the season. Players are not allowed to swap their number during the season, and no player may use the same number once a member of the team has worn it.

#### Team Names and Logo's:

1. All teams are required to have a name that has been approved by the tournament organisers.
  - 1.1 In the event a name does not meet the standards deemed acceptable by the tournament organisers, the team in question will be required to submit a new name, until an acceptable one has been met.

2. All teams will be required to have a logo.
  - 2.1 Teams will be permitted to play up to Round 3 of the season without a logo. Any matches after this date will be forfeited until a logo is submitted.
  - 2.2 All logo's must be approved by the tournament organisers. In the event the logo does not meet the standards deemed acceptable by the tournament organisers, the team in question will be required to submit a new logo, until an acceptable one has been met.
  - 2.3 Teams are not required to have their logo displayed on their playing kit.

Team Sheets:

1. Once a team's payment has been accepted (either the weekly fee, or upfront season cost) they will be able to fill in their match sheets.
  - 1.1 Match sheets are to be filled in on a game-to-game basis, and must be completed before scheduled kick off time.