

**GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")**

**FUTSAL LEAGUE RULES 2018/2019**

**TABLE OF CONTENTS**

1. FUTSAL LEAGUE
2. CONTROL OF THE LEAGUES
3. LAWS OF THE GAME
4. LEAGUE COMPETITION
5. PARTICIPATION IN LEAGUE
6. PLAYER REGISTRATION
7. PLAYER REGISTRATION STATUS
8. TRANSFER & REGISTRATION WINDOW
9. THE LEAGUE COMPETITION
10. FUTSAL SUPER CUP
11. PLAYERS
12. SUBSTITUTIONS
13. INABILITY TO FIELD A TEAM ON MATCHDAY
14. ADVERTISING
15. PLAYER IDENTIFICATION AND STRIP
16. CLUB EMBLEMS
17. CLOTHING AND MANUFACTURE
18. NUMBERS
19. PLAYERS NAMES
20. SPONSOR DESIGNATIONS
21. MATCH OFFICIALS
22. TEAM SHEETS
23. CHECKING OF IDENTITY
24. DISPUTES AND COMPLAINTS
25. POLICIES AND REGULATIONS
26. BREACH OF RULES
27. APPLICABILITY OF RULES



**FUTSAL LEAGUE RULES**  
**2019/2020**

**1. FUTSAL LEAGUE**

1.1 The Futsal League is made up of the following divisions: -

- i. **Premier** Division -The top division consisting of the **11** Teams listed in Schedule 1. All matches to be played in conformity with the FIFA Futsal Laws of the Game at the Tercentenary Sports hall
- ii. **Championship** -Consisting of **12** listed in Schedule 2. All matches to be played in the Small or Tercentenary sports hall (until new Europa Point facilities are allocated by the GSLA)  
(each a **Division** and together referred to as the **League**)

**2. CONTROL OF THE LEAGUES**

- 2.1 The organisation, control and management of the League shall be the sole responsibility of the GFA;
- 2.2 The Governance & Strategy Board of the GFA (as this term is defined in the GFA Statutes (the "Statutes") shall have the power to add, alter and/or remove these Rules;
- 2.3 All Teams participating in the League must comply with and shall be bound by these Rules;
- 2.4 The GFA Board of Directors has the power to action and make decisions, orders, and rulings and impose such penalties as it deems appropriate in relation to any matter not specifically mentioned in these Rules.
- 2.5 The GFA has exclusive entitlement and authorisation to use, sell or otherwise exploit all marketing and commercial rights associated with the League

**3. LAWS OF THE GAME**

- 3.1 Unless provided for in these Rules, all Matches (as defined below) in the League will be played in conformity with the FIFA Futsal Laws of the Game as amended from time to time.
- 3.2 The First Division matches last two halves of 25 running minutes. The time shall only be stopped for a team Time-Out (as this is defined in the FIFA Futsal Laws of the Game

**4. LEAGUE COMPETITION**

4.1 The following League factors will be confirmed by the Futsal Committee to Teams by no later than 30 days prior to the commencement of the relevant season: -

- i. Commencement Date of the League;
- ii. Commencement Date of each Division;
- iii. Number of Teams in each Division;
- iv. Number of Rounds in each Division;

- v. Fixture Schedule for each Division;
- vi. Number of Teams eligible for Promotion to a higher Division; and
- vii. Number of Teams eligible for Relegation to a lower Division.

## **5. PARTICIPATION IN LEAGUE**

- 5.1 A Team may only participate in the League if it is duly registered with the GFA as or under a Club (as this term is defined in the Statutes).
- 5.2 A Club may only have one Team in each Division at any given time. The Futsal Committee will, in its sole discretion, decide whether a Team belongs to a Club for the purposes of this Rule.
- 5.3 A Team must register its Players (as this term is defined in the Statutes) in accordance with Rule 6 below and must adhere to the Home-Grown Player Rules more particularly defined in Schedule 5 hereinafter contained.
- 5.4 A Team may only acquire and transfer its Players in accordance with FIFA's and the Association's Regulations on the Status and Transfer of Players

## **6. PLAYER REGISTRATION**

- 6.1 A Player is only eligible to register in the League if at the date of registration, he is over the age of 16 years.
- 6.2 The Fee for the registration of a Player is £50.00.
- 6.3 During any given season, the maximum number of Players registered in a Team is 16. A max of 9 may be of Non-Home-Grown status.
- 6.4 During any given season, the minimum number of Players registered in a Team is 8.
- 6.5 In a Match Day Team of 14, a minimum of 8 places are reserved exclusively for Home Grown Players.
- 6.6 The possible combinations that enable Teams with different number of Players to comply with these requirements are set out in Schedule 6 and 7.
- 6.7
- 6.8 If a Team has fewer than 8 Home Grown Players, then the maximum number of Players that can be registered is reduced accordingly. Refer to Schedule 6 and 7 for the possible combinations to comply with the requirements.

### **11-a-Side Players**

- 6.9 A player may only be registered for one futsal club at a time. A Player may, however, also be registered for one eleven-a-side club during this time (the Eleven-a-Side Player). It is not necessary for the futsal and the eleven-a-side Team to belong to the same Club.

## **7. PLAYER REGISTRATION STATUS**

- 7.1 Players must be registered with the GFA in accordance with the GFA Rules and the Regulations on the Status and Transfer of Players ("RSTP Regulations").

## **8. TRANSFER & REGISTRATION WINDOWS**

- 8.1 There will be two transfer windows in each League Season as follows: -
- i. The first commences on 15<sup>th</sup> June 2019. if a working day, if not on the first working day thereafter, at a time determined by the Management Board (the “Summer Window”),
  - ii. The second transfer window commences on the 2<sup>nd</sup> January 2019 and ends on the 31<sup>st</sup> January 2020. If a working day, and again, if not, on the first working day thereafter, at a time determined by the Board of Directors (the Winter Window)
- 8.2 During each transfer window, Teams can transfer Players in accordance with the RSTP Regulations.
- 8.3 Transfers outside the Transfer Windows will not be allowed except as provided for in the RSTP Regulations.
- 8.4 Players may be registered with a maximum of two Teams during one season. During this period, the Player is only eligible to play in GFA Futsal official matches for a maximum of two Teams.

## **9. THE LEAGUE COMPETITION**

### **SCORING SYSTEM**

- 9.1 Each registered Team shall play each other in their respective Divisions (the “League Match”)
- 9.2 The winner of each League Match shall score three (3) points. Each Team participating in a League Match which is drawn, shall score one (1) point. No points are awarded to the Team that loses a Match;

### **THE LEAGUE TABLE**

- 9.3 The results of the League Matches shall be recorded by the GFA in a table containing in respect of each Team and Division the following information:
- i. The number of League Matches played in that Season;
  - ii. The number of League Matches won, drawn and lost as a Home Team in that Season;
  - iii. The number of goals scored in League Matches by, and against that Team in that Season;
  - iv. The number of points scored by the Team in that Season;
  - v. The position of Teams in the table shall be determined by the number of points scored in that Season, the Team having the scored the highest number of points being at the top of the table, and the Team having scored the lowest number of points being at the bottom.
  - vi. If any two or more Teams have scored the same number of points their position in the table shall be determined on head to head goal difference in the season. If any two or more Teams have scored the same number of points and have the same head to head goal difference in the season, they shall play each other in a one-off playoff match (only applies to League Winners and Promotion/Relegation Places).

### **LEAGUE CHAMPIONSHIP**

- 9.4 The Team which is at the top of the table at the end of the Season shall be the League Champions in their respective Divisions. The League Champions shall receive a trophy which it shall return to the GFA in good order and condition by no later than 3 weeks prior to the final League Match of the next Season. Any damage to the trophy will need to be paid by the Club under which the Team is registered. Failure to do so will result in the GFA deducting the amount payable for the damage from any annual funds given to the Club by the GFA.
- 9.5 The League Champions shall further receive commemorative medals to be presented to the Team, its Manager and to all its Players.
- 9.6 The League Premier Champions will also receive a maximum of £1k prize money

## **PROMOTION AND RELEGATION**

- (1) In the case of the **Championship**, the League Champions shall be promoted to the **Premier** Division for the following Season. The team that finishes second in the First division will play the team that finishes 'second from the bottom' of the Premier Division to determine the final play off place for the Premier and First Division respectfully.

### **Play offs.**

- (1) Each League (Premier and Championship) will 'split' after the 1<sup>st</sup> round of matches to allow a more balanced competition. The number of clubs in each half of the split will be determined by the final number of teams that register in the respective Leagues by the 31<sup>th</sup> August.
- (2) The first four Teams in the Premier division at the end of the season, shall be eligible to play in a play-off competition. The Team that finishes first will play the Team that finished fourth and the Team that finished second will play the Team that finished third in the Semi Finals. These games will be played over the best of 3.
- (3) In each play-off game a winner must be determined. If in the event of a draw, penalty kicks will determine the winner of the game.
- (4) The Teams which win their respective ties will face each other in a final. These games will be played over the best of 3. In each Final play-off game, a winner must be determined. If in the event of a draw, penalty kicks will determine the winner of the game.
- (5) The winner of the Final Four team Play-Off shall become the Premier Division Play-off Champions.
- (6) The winner of the Premiership play-off shall be eligible to participate in the UEFA Futsal Cup and will receive an appropriate trophy and medals.
- (7) Prize Money will consist of £4K and the usual UEFA remuneration and GFA assistance.
- (8) The Team that finishes second last in the Premier Division shall play a play-off match against the Team that finishes runner-up in the Second Division. (the Championship League Play-Off) The winner of the First Division Play-Off shall play in the Premier Division the next Season, and the loser shall play in the Championship the next Season.
- (9) If at the conclusion of the Season, the League placings, cannot be determined as a result of 2 or more Teams being equal on points and head to head goal

difference, the Teams concerned shall play each other in a one-off play-off match.

## **10. FUTSAL SUPER CUP ('LUISITO BONAVIA TROPHY')**

10.1 The winner of the Final Four Playoff and the winner of the Futsal Rock Cup shall be entitled to compete for the Futsal Super Cup ('Luisito Bonavia Trophy') and shall be the curtain raiser at the beginning of the following season. If the winner of the Final Four Playoff is the same as the winner of the Futsal Rock Cup, then the Runner-up of the Futsal Rock Cup will be entitled to compete for the Futsal Super Cup.

## **11. PLAYERS**

11.1 A Match is played by two Teams, consisting of a maximum of 5 Players on each Team;

11.2 A Match may not start if a Team consists of fewer than 3 Players. In such a case, the Match will be abandoned and the Team with fewer than 3 Players will forfeit the Match.

11.3 The minimum number of Players on a Team Sheet on match day is 6. If a Team has less than 6 players on match day, the match will be played but the team will receive a warning.

11.4 After 3 warnings the Team will receive a fine. A Team not attending or is unable to complete a match due to insufficient number of players, then the Team will automatically receive a fine in accordance with the GFA Disciplinary Rules.

11.5 All teams will field a minimum of **1 HGP** on the court for the duration of the full match.

11.6 It is agreed that from the season 2020/21 that all teams will field a minimum of 2 HGP on the court for the duration of the full match. A Home-Grown Player is a Player who is eligible for selection for the Gibraltar National Squad in accordance with the Article 6 of the FIFA Statutes which states as follows:

- (a) Only a Player Member in possession of a British passport shall be eligible to play for the national squads in any international or other match arranged by the Gibraltar FA.
- (b) In addition to being in possession of a British passport, the Player Member must fulfil at least one of the following conditions: -
  - i. He/she was born in Gibraltar.
  - ii. Her biological mother or biological father was born in Gibraltar.
  - iii. Her biological grandmother or grandfather was born in Gibraltar; or
  - iv. She has lived continuously in Gibraltar for at least two years.
  - v. Each Team must prove, to the satisfaction of the GFA, that their Home-Grown Players satisfy the above.

## **12. SUBSTITUTIONS.**

12.1 A maximum of 9 substitutes may be used in any Match;

12.2 The number of substitutions made in a Match is unlimited

12.3 In conformity with these Rules, a Team cannot list more than 14 Players in a Match Team Sheet (the "Match Day Squad")

12.4 The Match Day Squad must consist of a minimum of 8 Home Grown Players.

12.5 The possible combinations that enable Teams with different number of Players to comply with these requirements are set out in Schedules 6 and 7.

## **13. INABILITY TO FIELD A TEAM ON MATCHDAY**

13.1 If a Club is unable to field a Team for any League Match, the following procedure must be followed:

- i. The Club must write to the Futsal Committee by email no later than 72 hours prior to the respective League Match, explaining the reasons for not being able to field a Team and requesting a postponement;
- ii. The Futsal Committee will then forward the request to the GFA Board of Directors, who, in its sole discretion, decide whether to re-schedule the League Match in question and communicate the decision to the Team by email within 48 hours of receiving the Club request.

13.2 The GFA will only consider re-scheduling the League Match in question as per 13(i) above under exceptional circumstances.

13.3 The GFA has the discretion to waive the 72-hour time limit set in 13(i) above.

13.4 If the GFA decides the League Match should be re-scheduled, the Futsal Fixture Secretary will be instructed to provide a new date for the postponed Match and the Clubs shall be informed accordingly.

13.5 If the GFA decides the League Match in question should continue, and the Club does not field a Team, the 3 points will be awarded to the opponent Team in the League Match in question. Disciplinary sanctions may also be imposed in accordance with the GFA Disciplinary Rules

## **14. ADVERTISING**

- a. For the purposes of this Rule, the following words have the following definition and interpretation: -
- b. "Advertising" means any designation, message, logo, trademark, name or emblem of any nature
- c. "Clothing" means the Match clothing of a Player or Team and shall include, without limitation shirts, shorts, socks, undershorts, t-shirts (or any other item of clothing worn under the shirt), sweat-bands, headbands, caps, tracksuits, gloves, waterproofs, sweat tops, sock tie-ups. Also, any outer garments worn by substitutes and Club Officials in the Technical Area at any time.

- d. "Futsal boots" means any footwear worn during the period of a Match by a Player
- e. The appearance on, or incorporation in, any item of clothing (including Futsal boots) of any distasteful, threatening, abusive, indecent, insulting, discriminatory or otherwise ethically or morally offensive message, or any religious or political message is prohibited. The advertising of tobacco products is prohibited. A Player removing his shirt to reveal slogans, advertising or personal statements will be sanctioned by the GFA.

#### **15. PLAYER IDENTIFICATION AND STRIP**

- a. Before the commencement of each Season each Team shall allocate a different shirt number from 1-20 to each Player of its Team (If the number 1 is used, it must be worn by a goalkeeper only).
- b. A Team shall likewise allocate a shirt number to any Player joining its Team during the Season
- c. . While he remains with the Team, a Player will retain his shirt number throughout the Season for which it was allocated.
- d. Upon a Player leaving a Team, the shirt number allocated to him may be re-allocated to a new Player joining the Team
- e. When playing in League Matches each Player shall wear a shirt on the back of which shall be prominently displayed his shirt number and (if so wished) above that his surname or such other name as may be approved in writing by the Board of Directors
- f. The Player's shirt number shall also appear on the front of the shirt (at chest height) and/or the front of the shorts
- g. The colour and design of Team's shirt, shorts and socks (together the "Kit") shall be submitted by the Team to the GFA by no later than 30 days prior to the commencement of the Season.
- h. The colour and design of the shirt and socks worn by the goalkeeper when playing in League Matches shall be such as to distinguish him from the other Players and from Match Officials.
- i. Where the Kit of two competing Teams are similar, the Team deemed to be playing Away (the Team listed second on the fixture list) must change to its Away Kit unless alternative arrangements are mutually agreed by the two competing Teams in conjunction with the Match Officials.
- j. The Kit cannot be so like the clothing worn by Match Officials that it would cause the colours to clash.
- k. The captain of each Team appearing in a League Match shall wear an armband.

#### **16 CLUB EMBLEM AND NAME**

- 16.1 On futsal boots – the officially designated Club emblem, name, initials, nickname or trademark registered by the Club Member, or a combination of such, may appear without restriction;
- 16.2 On all other Clothing – The officially designated Club emblem, name, initials, nickname or trademark registered by the Club Member, or a combination of such, may appear:
  - i. Once only on the front of the shirt, providing it does not exceed an area of 100 square centimetres; and
  - ii. Once only anywhere on the shorts, providing it does not exceed an area of 50 square centimetres; and
  - iii. Once only on each sock, providing it does not exceed an area of 50 square centimetre



## **17. CLOTHING MANUFACTURER**

- a. On Futsal boots – The established mark, logo, name, or model/style of futsal boots or their manufacturer, or a combination of the same, may appear without restriction
- b. On all other Clothing – The established mark, logo, name or model/style of a clothing manufacturer, or a combination of the same, may appear once only;
- c. On the shirt and on the shorts provided it is an area no greater than 20 square centimetres;
- d. On each of the goalkeeper's gloves, and on a goalkeeper's cap, provided such does not exceed an area of 20 square centimetres
- e. On each of an outfield Player's gloves provided such does not exceed an area of 20 square centimetres;
- f. On the front and back on any t-shirt or any other item of clothing worn under the shirt provided such does not exceed an area of 20 square centimetres and this is not visible outside the playing shirts during the period of the Match;
- g. On undershorts worn under playing shorts provided such does not exceed an area of 20 square centimetres and this is not visible outside the playing shorts during the period in the Match.

## **18. NUMBERS.**

- 18.1 On Futsal boots – A Player's shirt number may appear on his boots without restriction;
- 18.2 On all other Clothing – the Player's shirt number must be clearly legible and positioned in the centre of the back of the shirt;
- 18.3 The number should be between 20cm and 35cm in height;
- 18.4 The number may also appear on the front of the front of the shirt and/or shorts which must correspond with the number on the shirt;
- 18.5 The number on the front of the shirt and/or shorts should be between 10cm and 15cm in height;
- 18.6 The officially designated logo or name of the League Competition or combination of the same may appear once only on each of the Player's shirt numbers providing the logo, name or combination does not exceed an area of 20 square centimetres. No other advertising or other marking is allowed on a Player's shirt number.

## **19. PLAYER'S NAMES: -**

- 19.1 On Futsal boots – a Player's name, including any appropriate nickname or initials, may appear on that Player's boots without restriction. Other names, places, appropriate nicknames or numbers of personal significance to that Player may also appear on that Player's boots without restriction;
- 19.2 On all other Clothing – the name of the Player may appear on the back of shirts or tracksuits. The height of the lettering must not be greater than 7.5 centimetres.

## **20. SPONSOR DESIGNATIONS**

- a. No sponsor advertising is permitted anywhere on the clothing of a Player on the field of play during a Match except as provided for below.
- b. The following sponsorship advertising is permitted: -
- c. Playing Kit – On the Clothing of a Player on the field of play, in any way or form as desired by the club but in accordance with 17.2 above
- d. Tracksuits and other clothing in the Technical Area – Advertising may appear on tracksuits, and other items of clothing other than the clothing of a Player, on the field of play during a Match in accordance with 17.2 above
- e. The advertising carried on the tracksuits and other clothing worn by Players and Club Officials in the Technical Area can be either:
  - i. The same sponsor(s) as worn on the playing kit (home or away strips);
  - ii. Be additional to the sponsors as worn on the playing kit;
  - iii. A single sponsor that is an official partner of the relevant Division.
- f. Club Members may conclude sponsorship arrangements with different companies in respect of advertising permitted in 17.2 above for both their home and away strips.
- g. One or more companies may be advertised and, in respect of any one company, one or more of their products. The same advertising must appear in the same form on the clothing of all Players and Club Officials wherever such advertising appears, throughout the entirety of the Match.

## **21. MATCH OFFICIALS**

All League Matches will be administered and refereed by two Gibraltar FA Registered Referees, in accordance with the Gibraltar FA Referee Regulations as amended from time to time.

## **22. TEAM SHEETS**

- a. Each competing Team shall accurately complete the Team sheet which can be found in the **COMET** system, containing a list of Players, substitutes and corresponding shirt numbers (as per 22.3 below) by no later than:
- b. 1 hour prior to kick-off;
- c. A Team sheet must be composed of the following persons: -  
Five (5) starting Players;  
A maximum of nine (9) substitutes; and  
A maximum of seven (7) Team officials who fulfil the following roles:  
Head Coach (mandatory);  
Assistant Coach;  
Physical Trainer;  
Physiotherapist;  
Doctor;  
Team Delegate;  
Coaching Staff.
- d. Only persons listed in 22.2 above named in the Team sheet are allowed in the technical area.
- e. No changes will be allowed after the deadlines set at 22.2.1 above, unless there is an injury to a player in the starting 5 prior to kick-off, in which case, a named substitute can replace the injured player. This will be done by a Match Official.
- f. If Team sheets are not completed within the deadlines above, a Team will only be able to submit its 5 starting Players. No named substitutes will be allowed on the bench, and no substitutions will be allowed prior nor during the match.
- g. It is the responsibility of each Club to ensure that the information provided in each Team Sheet is correct and accurate and that the listed Players are eligible to participate, irrespective of the information provided for in COMET

## **23. CHECKING OF IDENTITY**

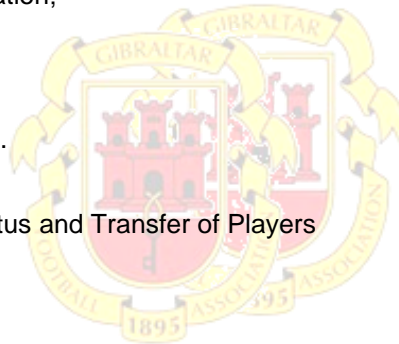
- a. Players and officials mentioned in the Team sheet are obliged to have with them the Gibraltar FA Identity Card.
- b. The Gibraltar FA Identity Card of all persons listed on the Team sheet will be checked by the Match Official(s) prior to kick off.
- c. In the case where a player's identity could not be ascertained because he does not produce his Gibraltar FA Identity Card, the player will not be allowed to play **UNLESS A PLAYER CAN PRODUCE ANOTHER RELEVANT OFFICIAL ID CARD OR PASSPORT** In the case of a Team official, he/she will not be allowed to sit in the technical area.
- d. In the case of a protest, complaint, charge or investigation, the burden of proof as to the identity of a player or official taking part in a match shall rest with the player and his Club.

## **24. DISPUTES AND COMPLAINTS**

- a. Any dispute or complaint by a Team regarding another Team in relation to any matter applicable to the League, shall be received within 48 hours from the date of the incident and shall be dealt by the Futsal Committee in accordance with the GFA Disciplinary Procedure.
- b. Any dispute or complaint received in accordance with Rule 23.1 above received after the 48-hour period shall not be valid or accepted by the GFA Disciplinary Procedure.

## **25. POLICIES AND REGULATIONS**

- a. The following Statutes, Policies and Regulations apply to these Rules and all GFA Members must adhere to them during their participation in the League and as long as they are Members of the GFA: -
  - b. Anti-Doping Regulations;
  - c. Social Media Policy;
  - d. GFA Articles of Association;
  - e. Referee Regulations;
  - f. GFA Disciplinary Rules.
  - g. Regulations on the Status and Transfer of Players



## **26. BREACH OF RULES**

- a. Any breach of these Rules will be dealt with by the GFA Disciplinary Procedure contained in the GFA Articles of Association.

## **27. APPLICABILITY OF RULES**

These Rules will regulate the 2019/2020 League Season and will be reviewed at the end of the season.

## HOME GROWN PLAYER RULES

A “Home Grown Player” is a Player who eligible to play for the National Team.

A Player who does not meet the Home-Grown Player Criteria is considered a Non-Home-Grown player.

### SCHEDULE 7 – MATCHDAY TEAMSHEET

	Non-HG PLAYERS	HOME GROWN PLAYERS	TOTAL PERMITTED
	6	8	14
	5	9	14
	4	10	14
	3	11	14
	2	12	14
	1	13	14
	0	14	14
	6	7	13
	5	8	13
	4	9	13
	3	10	13
	2	11	13
	1	12	13
	0	13	13
	6	6	12
	5	7	12
	4	8	12
	3	9	12
	2	10	12
	1	11	12
	0	12	12
	6	5	11
	5	6	11
	4	7	11
	3	8	11
	2	9	11
	1	10	11
	0	11	11
	6	4	10
	5	5	10
	4	6	10
	3	7	10
	2	8	10
	1	9	10
	0	10	10
	6	3	9
	5	4	9
	4	5	9
	3	6	9
	2	7	9
	1	8	9
	0	9	9
	6	2	8
	5	3	8
	4	4	8
	3	5	8
	2	6	8
	1	7	8
	0	8	8

