



# NATIONAL LEAGUE RULES

**2021/2022**

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\*SCHEDULE 1

# **GIBRALTAR MENS NATIONAL LEAGUE**

## **RULES**

### **1. NATIONAL LEAGUE (THE “LEAGUE”)**

- 1.1** The League is made up of one single division consisting of the teams listed in Schedule 1 (together referred to as the “Teams”).

### **2. CONTROL & GOVERNANCE OF THE LEAGUE**

- 2.1** The organisation, control and management of the League shall be the responsibility of the Gibraltar Football Association (“GFA”);
- 2.2** The GFA shall have the power to add, alter and/or remove these rules.
- 2.3** The GFA Board shall have the power to implement and develop policies as well as clarify matters of ambiguity concerning the League or any matters which may affect the League;
- 2.4** Teams must comply with and shall be bound by these Rules and any other GFA Rules and Regulations that may apply;
- 2.5** The GFA Board has the power to take action and make decisions, orders, rulings and impose such penalties as it deems appropriate in relation to any matter not specifically mentioned in these Rules.
- 2.6** The GFA has exclusive entitlement and authorisation to use, assign, sell or otherwise exploit all marketing and commercial rights associated with the League. The GFA may enter into a contract regarding marketing and commercial rights with another party.

### **3. LAWS OF THE GAME**

- 3.1** All matches in the League will be played in conformity with the Laws of the Game promulgated by the International Football Association Board (“IFAB”) as amended from time to time.

#### **3A. DEFINITIONS**

- 3A.1.** In these Rules, unless the context otherwise requires:

“COMET” means the GFA COMET Registration System which form part of the registration process set out in the GFA’s Regulations on the Status & Transfer of Players 2021/2022.

“GFA” means the Gibraltar FA.

“Home Grown Player” means the same as the definition provided in Regulation 19(c) of the GFA’s Regulations on the Status & Transfer of Players 2021/2022 as may be amended from time to time. Each Team must prove, to the satisfaction of the GFA, that their Home-Grown Players satisfy this definition.

“Home Grown Player Rules” means any rule in these Rules which refers to, concerns or affects Home Grown Players.

“Match Officials” means a person who controls the match in accordance with the Laws of the Game and includes the referee, assistant referees, fourth official, additional assistant referees and reserve assistant referees.

“Non-EU nationals” or “non-EU national Players” means players or nationals of countries which do not form part of the European Union or the United Kingdom.

“Player” means any person who is registered as a player in COMET for a Club.

“Playing Kit” means the standard equipment and attire worn by Players and may include the Clothing defined in Rule 10.

“Technical Area” means an area in the location where a Match is being played which a manager, other coaching personnel, and substitutes are allowed to occupy during a Match. A Technical Area may include but is not limited to a dugout, bench or a marked zone adjacent to the pitch.

“Under the age of 23” means a person who is born in or between 1998 and 2005.

## **4. LEAGUE COMPETITION FACTORS**

- 4.1** The League shall commence on the 15<sup>th</sup> October 2021;
- 4.2** The League shall consist of 3 rounds in total. The Teams must register to participate and all Teams must participate in accordance with these Rules, in particular, Rule 5.

- 4.3** In the First Round, all registered Teams shall play each other once.
- 4.4** After completion of the First Round, the League shall split into two groups, as follows:
- a) The 6 best ranked Teams shall play the remaining two rounds in a separate group called the “Championship Group”;
  - b) The remaining Teams shall play the remaining two rounds in a separate group called the “Challenge Group”
- 4.5** The League shall come to an end by no later than 31<sup>st</sup> May 2022.

## **5. PARTICIPATION IN LEAGUE**

- 5.1** A Club may only register a Team in the League if the Club has obtained a UEFA or Domestic Club Licence in accordance with the GFA Domestic Club Licensing Regulations and continues complying with the requirements set out in those Regulations.
- 5.2** A Club may only have one Team participating in the League.
- 5.3** A Club must register its players in accordance with Rule 6 and 7 below and must adhere to the Home Grown Player Rules as defined above in Rule 3A as well as the squad quota set out in Schedule 1.
- 5.4** A Club may only acquire and transfer its players in accordance with the Rules and Regulations of the GFA.

## **6. PLAYER MEMBER REGISTRATION**

- 6.1.** A Player is only eligible to register and play in the League if he is 16 or over. Players under the age of 18 must provide written parental/guardian consent in order to play.
- 6.2.** During any point in any given season, the maximum number of players that may be registered in a squad is 25.
- 6.3.** During any point in any given season, the minimum number of players that may be registered in a squad is 17.
- 6.4.** If at any time during the season, a Club does not have the minimum number of players registered, the Club shall be automatically removed from the League and the GFA shall notify the Club of this in writing.

- 6.5. Irrespective of whether a Team consists of 17 or 25 registered players, a minimum of two players must be registered as goalkeepers.
- 6.6. A Team must have a minimum of 5 Home Grown Players registered at all times.
- 6.7. A Team must not have more than 3 non-EU nationals registered in its squad at any given time. In total there should not be more than 3 non-EU national players registered in the National League squad and the Intermediate League Squad. If the non-EU national player is registered as a player for the Intermediate League squad then, that player cannot form part of the National League squad quota and can only play for the National League Squad in accordance with the Feeder Player Rule set out in the Intermediate League Rules.
- 6.8. The possible combinations of the types of players that enable Teams to comply with these requirements are set out in Schedule 1.
- 6.9. A Club may register players to participate in the League who are already registered as players in its youth teams in accordance with the relevant GFA feeder player policy as may be amended from time to time;
- 6.10. Home Grown Players registered in the Intermediate League shall not form part of the squad quotas (set out in Schedule 1 for the League).

## **7. PLAYER REGISTRATION STATUS**

- 7.1. Players must be registered with the GFA in accordance with the GFA Statutes and the Regulations on the Status and Transfer of Players (“RSTP Regulations”) before being eligible to be registered to form part of a Team participating in the League.

## **8. TRANSFER & REGISTRATION WINDOW**

- 8.1 There will be two transfer windows in each League Season as follows: -
  - a) The first commences on 14<sup>th</sup> June 2021 and ends on 31<sup>st</sup> August 2021 (the “Summer Window”)
  - b) The second transfer window commences on the 3<sup>rd</sup> January 2022 and ends on the 31<sup>st</sup> January 2022 (the “Winter Window”)
- 8.2 During each Transfer Window, Clubs are able to Register and Transfer players in accordance with any applicable GFA Rules, Regulations and Statutes, including (in particular) 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 three Clubs during one season. During this period, the player is only eligible to play in GFA official matches (i.e. all GFA organised matches) for a maximum of two Clubs in one football season. This rule is subject to any other related Rules and changes made in the RSTP.

## **9. THE LEAGUE COMPETITION**

### **SCORING SYSTEM**

- 9.1** Teams shall play each other in their respective Groups (the “League Match”);
- 9.2** The winner of each League Match shall score three points. Each Team participating in a League Match which is drawn, shall score 1 point. No points are awarded to the Team that loses a Match;
- 9.3** In the event of a Team being expelled from the League during the active season, all points acquired and goals scored and conceded by other Teams against the expelled Team will be removed.

### **THE LEAGUE TABLE**

- 9.4** The results of the League Matches shall be recorded by the GFA as follows:
- a)** in the First Round, a table containing in respect of each Team the following information:
    - i.** The number of League Matches played in the Season;
    - ii.** The number of League Matches won, drawn and lost as a Home Team in the Season;
    - iii.** The number of League Matches won, drawn and lost as a Away Team in the Season;
    - iv.** THE number of goals scored in League Matches by and against that Team in the Season;
    - v.** The number of points scored by the Team in the Season

- b)** In Rounds Two & Three, two tables as follows:
  - i.** The Championship Group, containing the 6 best ranked Teams of the First Round, in the same position, and with the same statistics as per the First Round; and
  - ii.** The Challenge Group, containing the remaining Teams in the same position, and with the same statistics as per the First Round.

**9.5** The position of Teams in the table shall be determined by the number of points scored in that Season, the Team having 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.

**9.6** If any two or more Teams have scored the same number of points their position in the table shall be determined on the respective head to head points between the Teams in question. This means that their positions will be determined by the total number of points accumulated by each Team in all League Matches played against each other. The higher or highest placed Team shall be the Team with the higher or highest number of points.

**9.7** If any two or more Team have scored the same number of points and have the same head to head points, their position in the table shall be determined on the respective head to head goal difference between the Teams in question, that is to say, the difference between the total number of goals scored and conceded by each Team in all League Matches played against each other. The higher or highest placed Team shall be the Team with the higher or highest goal difference.

**9.8** When calculating goal differences in accordance with 9.7 above, if there are three or more Teams and more than one Team has the same head to head goal difference, then their position in the table will continue to be determined on a head to head goal difference basis until either:

- a)** the Team with the highest goal difference can be determined; or
- b)** there are only two Teams left over and both Teams have the same head to head goal difference in which case they are calculated in accordance with 9.9.

**9.9** If any two or more Teams are equal in 9.5, 9.6, 9.7 and 9.8(b) above, Fair Play scales shall be applied as follows:

- a)** Receiving a Yellow Card : -1 point
- b)** Double Yellow Card/ejection : -2 points



- c) Direct Card : -3 points
- d) Suspension of a coach : -4 points

**9.10** If any two or more Teams are still equal after all of the above, they shall compete for the highest spot in a round-robin mini-tournament (if more than two teams) or in a one-off match, the rules of which shall be determined by the GFA.

## **LEAGUE CHAMPIONSHIP**

**9.11** The Team which is at the top of the Championship Group table at the end of the Season shall be the League Champions, and as such, 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.

**9.12** The Team that finishes at the top of the Challenge Group table at the end of the Season shall be the Challenge Group winners, and as such, 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.

**9.13** Any damage to the trophy will need to be paid by the Team responsible for the trophy. Failure to do so will result in the GFA deducting the amount payable for the damage from any annual funds given to the Team by the GFA.

**9.14** The League Champions shall further receive a maximum of 40 commemorative medals to be presented to the Team, its Manager and to such of its Player and officials as the Team thinks fit, provided that any Player who has entered the field of play in a minimum of 5 of its League matches that Season shall receive from the Team a commemorative medal.

## **FORCE MAJEURE**

**9.15** In the event that the League cannot be completed and must be terminated prematurely, it shall be declared null and void unless a team has already mathematically won the competition;

## **PROMOTION AND RELEGATION**

**9.16** There shall be no strict Promotion or Relegation in the League. Instead, the teams shall split into the Championship and Challenge group as more particularly described in Rule 4 above.

## **INABILITY TO FIELD A TEAM ON MATCH DAY**

- 9.17** In the event that a Club is unable to field a team for any League Match, the following procedure must be followed:
- a) The Club must write to the GFA via email by 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;
  - b) The GFA will, in its sole discretion, decide whether or not to re-schedule the League Match in question and communicate the decision to the Club by email within 24 hours of receiving the Club request.
  - c) The GFA will also communicate its decision to the GFLA and its Administration Department of the GFA by email within 24 hours of such decision being taken.
- 9.18** The GFA will only consider re-scheduling the League Match in question as per 9.17 b) above under exceptional circumstances.
- 9.19** The GFA has the discretion to waive the 72 hour time limit set in 9.17 a) above in extraordinary circumstances.
- 9.20** In the event that the GFA decides the League Match should be re-scheduled, the Administration Department of the GFA will be instructed to provide a new date for the postponed Match and shall inform the GFA within 24 hours of the decision.
- 9.21** In the event that the GFA does not postpone the League Match and the Team does not field a team, 3 points will be awarded to the opponent Team in the League Match in question. Disciplinary sanctions may also be imposed on the Team that does not field a team in accordance with the GFA Disciplinary Regulations.
- 9.22** The above 9.17 to 9.19 are not applicable to a Club's inability to field a team as a result of a COVID-19 related issue. Such scenarios shall be dealt with in accordance with the Gibraltar FA COVID-19 Protocol as amended from time to time.

## **10. ADVERTISING**

- 10.1** For the purposes of this Rule, the following words have the following meanings: -

- a) “advertise” or “Advertising” means any means of communication or any act or practice of attracting public notice and attention and includes, but is not limited to, the use of any design, message, logo, trademark, name or emblem of any nature;
- b) “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 Team Officials in the Technical Area at any time.
- c) “Football Boots” means any footwear worn during the period of a Match by a Player.

**10.2** Players (including substitutes), Team Officials and anyone sitting in the Technical Area or forming part of the Team Sheet must not advertise Clothing and Football Boots during the period of a Match

**10.3** The appearance or incorporation of any distasteful, threatening, abusive, indecent, insulting, discriminatory or otherwise ethically or morally offensive message, or any political message on any item of Clothing or Football Boots is prohibited. The advertising of tobacco products is prohibited. A Player removing his shirt to reveal slogans, personal statements or for the purposes of advertising will be sanctioned by the GFA in a way that would be deemed reasonable and proportionate.

**10.4 CLUB EMBLEM AND NAME:**

- a) On Football Boots – the officially designated Club emblem, name, initials, nickname or trademark registered by the Club, or any combination of such, may appear without restriction;
- b) On Clothing – The officially designated Club emblem, name, initials, nickname or trademark registered by the Club Member, or any combination of such, may appear:
  - i. Only once on the front of the shirt, providing it does not exceed an area of 100 square centimetres; and
  - ii. Only once anywhere on the shorts, providing it does not exceed an area of 50 square centimetres; and
  - iii. Only once on each sock, providing it does not exceed an area of 50 square centimetres.

## 10.5 CLOTHING MANUFACTURER

- a) On Football Boots – The established mark, logo, name, or model/style of Football Boots or their manufacturer, or any combination of the same, may appear without restriction
- b) On Clothing – The established mark, logo, name or model/style of a clothing manufacturer, or a combination of the same, may appear only once;
  - i. On the shirt and on the shorts provided it is an area no greater than 20 square centimetres;
  - ii. On each of the goalkeeper's gloves, and on a goalkeeper's cap, provided such does not exceed an area of 20 square centimetres;
  - iii. On each of an outfield Player's gloves provided such does not exceed an area of 20 square centimetres;
  - iv. 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;
  - v. 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.

## 10.6 NUMBERS

- a) On Football Boots – A Player's shirt number may appear on his boots without restriction;
- b) On Clothing – the Player's shirt number must be clearly legible and positioned in the centre of the back of the shirt;
- c) The number should be between 20cm and 35cm in height;
- d) The number may also appear on the front of the shorts which must correspond with the number on the shirt;
- e) The number on the shorts should be between 10cm and 15cm in height;
- f) The officially designated logo or name of the League Competition or combination of the same may appear once only on each of the Player Member'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 Member's shirt number.

## **10.7 PLAYERS' NAMES**

- a) On Football Boots – a Player's name, including any appropriate nickname or initials, may appear on that Player's Football Boots without restriction. Other names, places, appropriate nicknames or numbers of personal significance to that Player may also appear on that Player's Football Boots without restriction;
- b) On 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;

## **11. SPONSOR DESIGNATIONS**

**11.1** Advertising of sponsors is not permitted and must not appear anywhere on the Clothing of a Club/Team unless the GFA has provided approval of the sponsor and the advertising of the sponsor, in writing.

**11.2** Once approved, the following sponsorship advertising by players on the field of play is permitted: –

- a) Playing Kit – on the Clothing of a Player on the field of play, the following areas shall be permitted to be used for advertising: –
  - i. One single area not exceeding 200 square centimetres on the front of the shirt;
  - ii. One single area not exceeding 100 square centimetres on the back of the shirt;
  - iii. One single area not exceeding 100 square centimetres on the back of the shorts;
  - iv. One badge on the right side of the shirt.
- b) 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 the size and locations set out in 11.2(a) above
- c) The advertising carried on the tracksuits and other clothing worn by Player 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 Group or division.
- 11.3** Teams may conclude sponsorship arrangements with different companies in respect of advertising permitted in 11.2(i) above for both their home and away strips.
- 11.4** 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 Player Members and Team Officials wherever such advertising appears, throughout the entirety of the Match.

## **12. PLAYER IDENTIFICATION AND STRIP**

- 12.1** Before the commencement of each Season each Club shall allocate a different shirt number to each Player of its Team.
- 12.2** A Club shall likewise allocate a shirt number to any Player joining its Club during the Season.
- 12.3** Save with the prior written consent of the GFA, shirt numbers may only range between 1 and 99.
- 12.4** While he remains with the Club, a Player will retain his shirt number throughout the Season for which it was allocated.
- 12.5** Upon a Player leaving a Club, the shirt number allocated to him may be re-allocated.
- 12.6** 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 GFA.
- 12.7** The Player's shirt number shall also appear on the front of his shorts.

- 12.8** The colour and design of the Club's shirt, shorts and socks (together, the "Kit") shall be submitted by the Club to the GFA by no later than 30 days prior to the commencement of the next Season.
- 12.9** 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.
- 12.10** The Team deemed to be playing at Home (the Team listed first on the latest published fixture list) must wear its designated Home Kit and the Team deemed to be playing Away (the Team listed second on the fixture list) must wear its designated Away Kit.
- 12.11** 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 its Kit unless alternative arrangements are mutually agreed by the two competing Teams in conjunction with the Match Officials.
- 12.12** The Kit cannot be so similar to the clothing worn by Match Officials that it would cause the colours to clash.
- 12.13** The captain of each Team appearing in a League Match shall wear an armband indicating his status as such.

### **13. MATCH OFFICIALS**

- 13.1** All League Matches will be administered and refereed by a GFA Registered Referee, in accordance with the Gibraltar FA Referee Regulations as amended from time to time.

### **14. TEAM SHEETS**

- 14.1** 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 14.2 below) by no later than 1 hour prior to kick-off;
- 14.2** A team sheet must be composed of the following persons: -
- a)** A minimum of Seven (7) and a maximum of Eleven (11) starting Players (of which at least 5 must be a Home Grown Player);
  - b)** A maximum of seven (7) substitutes; and
  - c)** A maximum of seven (7) Team officials who fulfil the following roles:

- i. Head Coach (mandatory);
- ii. Assistant Coach (mandatory);
- iii. Physical Trainer;
- iv. Physiotherapist or GFA Accredited Sports Therapist (mandatory);
- v. Doctor;
- vi. Team delegate; (mandatory)
- vii. Coaching Staff.

**14.3** Only the persons listed in 14.2 above named in the team sheet are allowed in the Technical Area. A breach of this rule shall result in a fine.

**14.4** No changes will be allowed after the deadlines set out in 14.1 above, unless there is an injury to one of the starting players prior to kick-off, in which case, a named substitute can replace the injured player. This will be done by a Match Official.

**14.5** If team sheets are not completed within the deadlines set out above in 14.1, a team will only be able to submit its starting Players as per 14.2. No named substitutes will be allowed on the bench, and no substitutions will be allowed prior or during the match. The GFA may disapply this rule only in exceptional circumstances.

**14.6** The GFA shall use its best endeavours to ensure that the information provided for in COMET is correct at all times, however, as all IT systems, there is always the risk of error, and as such, it is the sole responsibility of each Team to keep a record of its active cautions and suspensions, and ensure that the information provided in each team sheet is correct and accurate and that the listed players and coaches are eligible to participate in accordance with GFA Rules, Regulations and Statutes.

**14.7** The Match Officials and/or GFA Match Delegate will check each team sheet prior to each match.

**14.8** In accordance with FIFA's temporary allowance, as amended from time to time, a team will be allowed to make up to 5 substitutions in a match, which must be made in not more than 3 substitution opportunities (excluding half-time).



- 14.9** In relation to rule 14.8 above, at least 2 of the 5 permitted substitutions must consist of Home-Grown Players under the age of 23 entering the field of play. A breach of this rule shall result in the match being declared a forfeit by the team committing the breach.
- 14.10** By way of clarification if only 4 substitutions are completed by the end of the game, at least one of them must have been a Home-Grown Player under the age of 23 entering the field of play.
- 14.11** For the avoidance of doubt, regulations 14.9 and 14.10 form part of the term and/or concept of the “Home Grown Player Rule”.

## **15. CHECKING OF IDENTITY**

- 15.1** Players and officials mentioned in the team sheet are obliged to have with them their GFA Identity Card.
- 15.2** The GFA Identity Card of all persons listed on the team sheet may be checked by the Match Official(s) prior to kick off.
- 15.3** In the case where a player’s identity could not be ascertained because he does not produce his GFA Identity Card, the player will not be allowed to play. In the case of a Team official, he/she will not be allowed to sit in the Technical Area.
- 15.4** 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 Team.

## **16. HOME GROWN PLAYER**

- 16.1.** In any match, a Team must have at least 5 Home Grown Players on the field of play at all times except in the circumstances set out at 16.3 and 16.4 below.
- 16.2.** If a Team is found not to have complied with 16.1 above, the match will be declared a forfeit against the said Team, in accordance with the GFA Disciplinary Regulations.
- 16.3.** If during a match, a Team has exhausted its five permitted match substitutions and is in breach of 16.1 as a result of injury, illness or suspension, then rule 16.1 will not apply and the match shall continue in breach of the rule.

**16.4.** Subject to 16.5 below, if during a match, a Team has not yet exhausted its five permitted substitutions and is in breach of 16.1 as a result of injury, illness or suspension, then rule 16.1 will temporarily not apply if that Team is going to bring into the field of play, a Home Grown Player as a substitute in order to comply with 16.1, but before doing so requires that Player to warm up and be admitted onto the field of play.

**16.5.** The exception set out in 16.4. shall only apply for as long as it takes for the Player in question to warm up and be admitted onto the field of play. That Player must not take more than 5 minutes to warm up.

## **17. INTERMEDIATE LEAGUE 'FEEDER' PLAYER RULE**

**17.1.** Players registered in Intermediate League teams may play in the League in accordance with Rule 18 of the Intermediate League Rules.

## **18. COACHING QUALIFICATIONS**

**18.1.** The Team Head Coach must hold one of the following minimum coaching qualifications: -

- a) A valid UEFA recognised Level 2 Coaching Licence;
- b) Valid UEFA coaching diploma which is equivalent or higher to the one required under 18.1(i) above; or
- c) Started an education course for the diploma required under 18.1(i) or 18.1(ii) above. Simple registration for the required diploma is not sufficient for the purposes of these Rules.

## **19. MATCH BALL REQUIREMENTS**

**19.1.** The GFA will provide the footballs to be used for each Match (the "Match Ball").

**19.2.** On Match day, the Match Officials will provide a maximum of five (5) Match Balls for any given match.

**19.3.** Both Team delegates shall confirm the number of Match Balls provided prior to kick off, and shall ensure that these are returned to the GFA match delegate(s) at the end of the game.

**19.4.** In the event that a Match Ball is lost/destroyed during a match, both Teams agree to pay the cost of the Match Ball within 7 days of the match in which the ball was lost/destroyed.

**19.5.** If the loss/destruction of a Match Ball arises from a deliberate act by one Team, the Team responsible for such an act will pay the cost in full.

**19.6.** The GFA will, in its sole discretion, decide whether an act is deliberate for the purposes of 19.5 above.

## **20. DISPUTES, COMPLAINTS & SPECIAL REQUESTS**

**20.1.** Any dispute or complaint by a Team regarding a match or another Team in relation to any matter applicable to the League, must be officially reported to the GFA within 48 hours from the conclusion of the match in question. The matter shall be dealt in accordance with the GFA Disciplinary Regulations.

**20.2.** Any special request made by a Team in relation to a match must be made in writing to the General Secretary at least 24 hours prior to the match in question except for COVID-19 related matters which must follow the agreed procedure from time to time in place.

**20.3.** The General Secretary may waive the time limit set out in 20.2 in exceptional circumstances.

**20.4.** With regards to requests for a minute silence prior to a match, this shall only be permitted under the following circumstances:

- a) An international tragic event;
- b) A national tragic event;
- c) A national event e.g. Remembrance Sunday
- d) Observing respect for the death of individuals who have contributed to the Game in Gibraltar or internationally.
- e) Death of a player or team official.

## **21. POLICIES AND REGULATIONS**

**21.1.** The following Statutes, Policies, Regulations and Rules apply to these Rules and all GFA Members must adhere to them during their participation in the League and for as long as they are Members of the GFA: -

- a) Anti-Doping Regulations;
- b) Social Media Policy;

- c) Referee Regulations;
- d) GFA Disciplinary Regulations;
- e) Regulations on the Status and Transfer of Players;
- f) COVID-19 Protocols and Pledge;
- g) The GFA Statutes;
- h) Any other Statutes, Policies, Regulations and Rules which the GFA Board may determine should apply.

**21.2.** A copy of the above shall be made available on the official GFA Website, and it is the responsibility of each Team to ensure that their registered players and staff are fully aware of the applicable rules and the repercussions in the event of their breach.

**21.3.** The current League will be played under a global pandemic, and as such, extreme measures may have to be applied in order to comply with Public Health and National Legislation. The GFA holds the exclusive jurisdiction and discretion to make decisions which may be seen to breach these Rules, if Public Health and National Legislation require it to do so. In this regard, the GFA will implement a live COVID-19 protocol, which is subject to change in accordance with the evolving pandemic.

## **22. BREACH OF RULES**

**22.1.** Any breach of these Rules will be dealt with by the GFA's Disciplinary Unit in accordance with the Gibraltar FA Disciplinary Regulations.

**22.2.** The GFA may also take any action necessary to address any breaches which may not be adequately addressed under the Gibraltar FA Disciplinary Regulations so long as such actions are reasonable and proportionate.

## **23. APPLICABILITY OF RULES**

**23.1.** These Rules have been adopted by the GFA Board of Directors to regulate the 2021/2022 League Season.

## SCHEDULE 1

### Squad Quotas

NON HOME GROWN PLAYERS	HOME GROWN PLAYERS "HGP"	TOTAL PERMITTED
17	8	25
17	7	24
17	6	23
17	5	22
16	9	25
16	8	24
16	7	23
16	6	22
16	5	21
15	10	25
15	9	24
15	8	23
15	7	22
15	6	21
15	5	20
14	11	25
14	10	24
14	9	23
14	8	22
14	7	21
14	6	20
14	5	19
13	12	25
13	11	24
13	10	23
13	9	22
13	8	21
13	7	20
13	6	19
13	5	18
12	13	25
12	12	24
12	11	23
12	10	22
12	9	21
12	8	20

12	7	19
12	6	18
12	5	17
11	14	25
11	13	24
11	12	23
11	11	22
11	10	21
11	9	20
11	8	19
11	7	18
11	6	17
10	15	25
10	14	24
10	13	23
10	12	22
10	11	21
10	10	20
10	9	19
10	8	18
10	7	17
9	16	25
9	15	24
9	14	23
9	13	22
9	12	21
9	11	20
9	10	19
9	9	18
9	8	17
8	17	25
8	16	24
8	15	23
8	14	22
8	13	21
8	12	20
8	11	19
8	10	18
8	9	17
7	18	25
7	17	24
7	16	23
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7	14	21
7	13	20
7	12	19

7	11	18
7	10	17
6	19	25
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6	14	20
6	13	19
6	12	18
6	11	17
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5	17	22
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5	14	19
5	13	18
5	12	17
4	21	25
4	20	24
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4	17	21
4	16	20
4	15	19
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4	13	17
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3	14	17
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2	18	20
2	17	19
2	16	18

2	15	17
1	24	25
1	23	24
1	22	23
1	21	22
1	20	21
1	19	20
1	18	19
1	17	18
1	16	17
0	25	25
0	24	24
0	23	23
0	22	22
0	21	21
0	20	20
0	19	19
0	18	18
0	17	17



