



GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")

INTERMEDIATE LEAGUE RULES

2018/2019

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GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")
INTERMEDIATE LEAGUE RULES

1. INTERMEDIATE LEAGUE

1.1 The Intermediate League is made up of a single division consisting of 10 Teams listed in Schedule 1 hereto ("the League")

2. CONTROL OF THE LEAGUES

2.1 The organisation, control and management of the League shall be the responsibility of the GFA;

2.2 The Governance & Strategy Board of the GFA (as this term is defined in the GFA 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 and any other Rules and Regulations of the GFA;

2.4 The Governance & Strategy 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.

2.5 The Gibraltar Football Association has exclusive entitlement and authorisation to use, assign, sell or otherwise exploit all marketing and commercial rights associated with the League.

3. LAWS OF THE GAME

3.1 All Matches (as this term is defined below) 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, with the exception of 14.9 below.

4. LEAGUE COMPETITION FACTORS

4.1 The League shall commence on the week of 20th August 2018;

4.2 The 10 Teams listed in Schedule 1 hereto shall participate in the League competition consisting of 2 rounds.

4.3 A Fixture Schedule for the League shall be issued by no later than 3rd August 2018;

4.5 The League shall finalise by no later than 31st May 2019.

5. PARTICIPATION IN LEAGUE

- 5.1 A Club may only register a team in the League if it has obtained a Licence under the GFA Domestic Club Licensing Regulations.
- 5.2 A Club may only have one team in the League.
- 5.3 A Club must register its players in accordance with Rule 6 below and must adhere to the Home Grown Player Rules more specifically defined in Schedule 2.
- 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 was born between the years of 1995 and 2002, or as stipulated at 6.7 below.
- 6.2. During any given season, the maximum number of players registered in a Team is 18.
- 6.3. During any given season, the minimum number of players registered in a Team is 13.
- 6.4. A Team must have a minimum of 13 Home Grown Players (as this term is defined below) registered at all times.
- 6.5. A Team may not have more than three non-EU nationals registered in its squad at any given time.
- 6.6. A Team may not have more than 5 non-Home Grown Players registered at any given time.
- 6.7. Subject to the above, a Team may not have more than 5 players born before the year 1995 registered in its squad at any given time.
- 6.8. The possible combinations that enable Teams to comply with these requirements are set out in Schedule 3
- 6.9. A Club may use players registered with its U-16 team in accordance with Rule 14.3 below;

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”).

8. TRANSFER & REGISTRATION WINDOW

- 8.1 There will be two transfer windows in each League Season as follows :-

- 8.1.1 The first commences on 11th June 2018 and ends on 31st August 2018 (the “Summer Window”)

8.1.2 The second transfer window commences on the 2nd January 2019 and ends on the 31 January 2019 (the “Winter Window”)

8.2 During each Transfer Window, Teams are able to Register and Transfer players in accordance with the GFA Rules and 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 Teams during one season. During this period, the Player is only eligible to play in GFA official matches for a maximum of two Teams.

9 **THE LEAGUE COMPETITION**

SCORING SYSTEM

9.1 Teams shall play each other once per round (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 its respective division during the active season, all points acquired 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 in a table containing in respect of each Team and 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 League Matches won, drawn and lost as a Visiting Team in that Season;
- iv. The number of goals scored in League Matches by and by against that Team in that Season;
- v. The number of points scored by the Team in that Season

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 goal difference, that is to say, the difference between the total number of goals scored by and against a Team in League Matches in that

Season, and the higher or highest placed Team shall be the Team with the higher or highest goal difference.

- 9.7 If any two or more Team have scored the same number of points and have the same goal difference, the higher or highest placed Team shall be the Team having scored the most goals in League Matches that Season;
- 9.8 If any two or more Teams have scored the same number of points, have the same goal difference, have scored and conceded the same number of goals in League Matches in that Season, the higher or highest placed Team shall be the Team having the better head-to-head goal difference in the Season. (As there are three rounds, the away-goal rule shall not apply).
- 9.9 If any two or more Teams have scored the same number of points, have the same goal difference, have scored and conceded the same number of goals in League Matches in the Season, and have the same head-to-head goal difference in the Season, they shall share the same position.

LEAGUE CHAMPIONSHIP

- 9.10 The Team which is at the top of the 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.
- 9.11 Any damage to the trophy will need to be paid by the Team responsible. 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.
- 9.12 The League Champions shall further receive a maximum of 30 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.

INABILITY TO FIELD A TEAM ON MATCH DAY

- 9.13 In the event that 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 GFA by 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;
 - ii. 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 Team by email within 24 hours of receiving the Team request.
 - iii. The GFA will also communicate its decision to the GFLA and its Fixture Secretary by email within 48 hours of such decision being taken.

- 9.14 The GFA will only consider re-scheduling the League Match in question as per 9.13(ii) below under exceptional circumstances.
- 9.15 The GFA has the discretion to waive the 72 hour time limit set in 9.13(i) above in extraordinary circumstances.
- 9.16 In the event that the GFA decides the League Match should be re-scheduled, the Fixture Secretary will be instructed to provide a new date for the postponed Match and shall inform the GFA within 24 hours of the decision.
- 9.17 In the event that 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.

10 ADVERTISING

- 10.1 For the purposes of this Rule, the following words have the following definition and interpretation :-
- i. "Advertising" means any designation, message, logo, trademark, name or emblem of any nature;
 - ii. "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.
 - iii. "Football boots" means any footwear worn during the period of a Match by a Player
- 10.2 Save as hereinafter stated, Advertising on Clothing and Football boots is prohibited during the period of a Match. This applies to Players, including substitutes and Team Officials.
- 10.3 The appearance on, or incorporation in, any item of clothing (including Football boots) of any distasteful, threatening, abusive, indecent, insulting, discriminatory or otherwise ethically or morally offensive message, or any political message is prohibited. The advertising of tobacco products is prohibited. A Player Member removing his shirt to reveal slogans, advertising or personal statements will be sanctioned by the GFA.
- 10.4 **Club Emblem and Name:**
- i. On Football 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;

- ii. On all other Clothing – The officially designated Club emblem, name, initials, nickname or trademark registered by the Team Member, or a combination of such, may appear :
 1. Once only on the front of the shirt, providing it does not exceed an area of 100 square centimetres; and
 2. Once only anywhere on the shorts, providing it does not exceed an area of 50 square centimetres; and
 3. Once only on each sock, providing it does not exceed an area of 50 square centimetres

10.5 **Clothing Manufacturer**

- i. On Football boots – The established mark, logo, name, or model/style of football boots or their manufacturer, or a combination of the same, may appear without restriction.
- ii. 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;
 1. On the shirt and on the shorts provided it is an area no greater than 20 square centimetres;
 2. On each of the goalkeeper's gloves, and on a goalkeeper's cap, provided such does not exceed an area of 20 square centimetres;
 3. On each of an outfield Player's gloves provided such does not exceed an area of 20 square centimetres;
 4. 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;
 5. 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**

- i. On Football boots – A Player Member's shirt number may appear on his boots without restriction;
- ii. On all other Clothing – the Player Member's shirt number must be clearly legible and positioned in the centre of the back of the shirt;
- iii. The number should be between 20cm and 35cm in height;
- iv. The number may also appear on the front of the shorts which must correspond with the number on the shirt;

- v. The number on the shorts should be between 10cm and 15cm in height;
- vi. 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**

- i. On Football boots – a Player Member's name, including any appropriate nickname or initials, may appear on that Player Member's boots without restriction. Other names, places, appropriate nicknames or numbers of personal significance to that Player may also appear on that Player Member's boots without restriction;
- ii. On all other Clothing – the name of the Player Member 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 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.

11.2 The following sponsorship advertising is permitted :-

- i. Playing Kit – On the Clothing of a Player on the field of play, the following areas shall be permitted to be used for advertising :-

1. One single area not exceeding 200 square centimetres on the front of the shirt;
2. One single area not exceeding 100 square centimetres on the back of the shirt;
3. One single area not exceeding 100 square centimetres on the back of the shorts;
4. One badge on the right side of the shirt.

- ii. 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 12.2(i) above

- iii. The advertising carried on the tracksuits and other clothing worn by Player and Team Officials in the Technical Area can be either:

1. The same sponsor(s) as worn on the playing kit (home or away strips);
2. Be additional to the sponsors as worn on the playing kit;
3. A single sponsor that is an official partner of the relevant 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 Team 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 Team, a Player will retain his shirt number throughout the Season for which it was allocated.
- 12.5 Upon a Player leaving a Team, 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 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 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 fixture list) shall wear its designated Home Kit and the Team deemed to be playing Away (the Team listed second on the fixture list) shall 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.

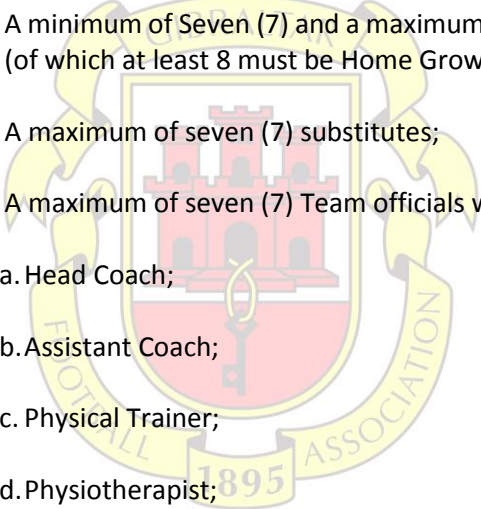
13 MATCH OFFICIALS

13.1 All League Matches will be administered and refereed by a Gibraltar FA 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 by no later than 1 hour prior to kick-off. Only players and substitutes listed on a Team Sheet are eligible to play.

14.1 A team sheet must be composed of the following persons :-

- 
- i. A minimum of Seven (7) and a maximum of Eleven (11) starting Players (of which at least 8 must be Home Grown Players);
 - ii. A maximum of seven (7) substitutes;
 - iii. A maximum of seven (7) Team officials who fulfil the following roles :
 - a. Head Coach;
 - b. Assistant Coach;
 - c. Physical Trainer;
 - d. Physiotherapist;
 - e. Doctor;
 - f. Team delegate;
 - g. Coaching Staff

14.2 Only the persons listed in 14.1 above named in the Team sheet are allowed in the technical area.

14.3 Players registered with a Club's u-16 Team may only be listed on the team sheet if they are 16 years of age and have provided the GFA with written parental/guardian consent to play in the League.

14.4 Players registered with a Club's Senior Team may only be listed on the team sheet if they have played less than 3 games in the League.

- 14.5 No changes will be allowed after the deadline set at 14.1 above, unless there is an injury to a player in the starting 11 prior to kick-off, in which case, a named substitute can replace the injured player. This will be done by a Match Official.
- 14.6 Save under exceptional circumstances, if team sheets are not completed within the deadlines above, a Team will only be able to submit it's starting Players as per 14.2 No named substitutes will be allowed on the bench, and no substitutions will be allowed prior nor during the match.
- 14.7 It is the responsibility of each Team 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.
- 14.8 The Match Officials will check each team Sheet in accordance with the GFA Referee Regulations.
- 14.9 Each team may use seven substitutes in the course of the match. However, no more than three stoppages per team to make substitutions are allowed during the second half.

15 CHECKING OF IDENTITY

- 15.1 Players and officials mentioned in the team sheet are obliged to have with them the Gibraltar FA Identity Card.
- 15.2 The Gibraltar FA 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 Gibraltar FA 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 RULE

- 16.1 In any match, a Team :
- i. must have at least 8 HGPs on the field of play at all times.
 - ii. must not have more than 3 non HGPs on the field of play at any time;
 - iii. must not have more than 3 players born prior to 1995 on the field of play at any time;

- 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 Rules.

17 FEEDER PLAYER RULE

- 17.1 All Home Grown Players (except those born before 1995) are eligible to play for their respective senior team an unlimited number of times;
- 17.2 All other Players may only play for their respective senior team a maximum of 3 times. After the limit is reached, the Player is either :
- i. transferred permanently to the senior team, subject always to compliance with senior team squad quotas as set out in the Senior League Rules; or
 - ii. Retained in the squad for the rest of the season.
- 17.3 Players transferred permanently to the senior team in accordance with 17.2(i) above may not play for the Intermediate League again in the same season.
- 17.4 Players retained in the squad in accordance with 17.2(ii) above are prohibited from playing in the senior team for the remainder of the season

18 COACHING QUALIFICATIONS

- 18.1 The registered Head Coach must hold one of the following minimum coaching qualifications :-
- i. A valid UEFA recognised Level 2 Licence;
 - ii. Valid UEFA coaching diploma which is equivalent or higher to the one required under 18.1(i) above; or
 - iii. 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.
- 18.2 The registered Assistant Coach must hold one of the following minimum coaching qualifications :-
- i. A valid UEFA recognised Level 1 Licence;
 - ii. Valid UEFA coaching diploma which is equivalent or higher to the one required under 18.1(i) above; or

- iii. 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 Gibraltar FA 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 Gibraltar FA 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 act will pay the cost in full.
- 19.6 The Gibraltar FA will, in its sole discretion, decide whether an act is deliberate for the purposes of 19.5 above.

20 DISPUTES AND COMPLAINTS

- 20.1 Any dispute or complaint by a Club regarding another Club in relation to any matter applicable to the League, shall be dealt in accordance with the GFA Disciplinary Rules, and shall be filed by no later than 24 hours after the match has concluded.

21 POLICIES AND REGULATIONS

- 21.1 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 :-
 - i. Anti-Doping Regulations;
 - ii. Social Media Policy;
 - iii. Referee Regulations;
 - iv. GFA Disciplinary Rules;
 - v. Regulations on the Status and Transfer of Players;

A copy of the above shall be circulated to all Teams participating in the League, and it is the responsibility of each Team to ensure their registered Players are fully aware of them and the repercussions in the event of their breach.

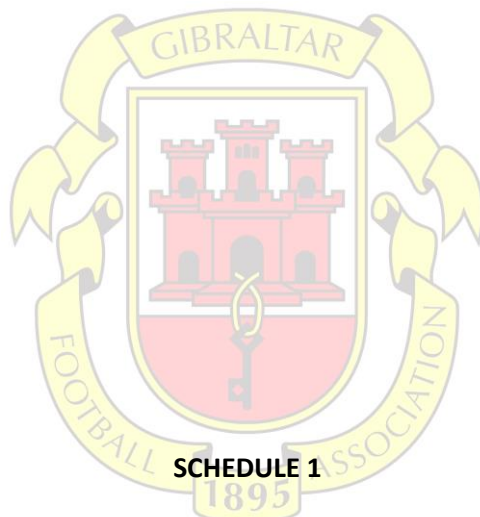
22 BREACH OF RULES

22.1 Any breach of these Rules will be dealt with by the GFA Disciplinary Rules

23 APPLICABILITY OF RULES

23.1 These Rules have been adopted by the Board of Directors to regulate the 2018/2019 League Season.





SCHEDULE 1
REGISTERED TEAMS

1. Europa FC
2. Gibraltar United FC
3. Glacis United
4. Lincoln Red Imps FC
5. Lions Gibraltar FC
6. Lynx FC
7. Manchester 62 FC
8. Mons Calpe SC
9. Gibraltar Phoenix FC
10. St Joseph's FC



SCHEDULE 2

Home Grown Player Rule

A Home Grown Player is a Player who is eligible to represent Gibraltar in accordance with the FIFA Eligibility Rule.

The particular definition of the rule for Gibraltar is as follows :

- (a) The Player must hold British Nationality.
- (b) In addition, the Player must fulfil at least one of the following conditions:-
 - i. Was born in Gibraltar.
 - ii. Has a biological mother or biological father who was born in Gibraltar.
 - iii. Has a biological grandmother or grandfather who was born in Gibraltar; or
 - iv. Has lived continuously in Gibraltar for at least two years.

The onus of proof on a player satisfying the above criteria lies with the Player, and must receive written confirmation from the Gibraltar FA that the rule is satisfied.



SCHEDULE 3

Squad Quotas

| "FREE" PLAYERS | HOME GROWN PLAYERS "HGP" | TOTAL PERMITTED |
|-----------------------|-------------------------------------|------------------------|
| 5 | 13 | 18 |
| 4 | 13 | 17 |
| 3 | 13 | 16 |
| 2 | 13 | 15 |
| 1 | 13 | 14 |
| 0 | 13 | 13 |
| 4 | 14 | 18 |
| 3 | 14 | 17 |
| 2 | 14 | 16 |
| 1 | 14 | 15 |
| 0 | 14 | 14 |
| 3 | 15 | 18 |
| 2 | 15 | 17 |
| 1 | 15 | 16 |
| 0 | 15 | 15 |
| 2 | 16 | 18 |
| 1 | 16 | 17 |
| 0 | 16 | 16 |
| 1 | 17 | 18 |
| 0 | 17 | 17 |
| 0 | 18 | 18 |

