



GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")

FUTSAL LEAGUE RULES 2016/2017

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FUTSAL LEAGUE RULES 2016/2017

1. FUTSAL LEAGUE

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

- i. First Division - The top division consisting of the 6 (Six) Teams listed in Schedule 1 hereto; All matches to be played in the Tercentenary Sportshall
- ii. Second Division - The second division consisting of the 10 (Ten) Teams listed in Schedule 2 hereto; All matches to be played in the Tercentenary Sportshall
- iii. Third Division - The Third division consisting of the 10 (Ten) Teams listed in Schedule 3 hereto; All matches to be played in the Victoria Sportshall
- iv. Fourth Division - The Fourth division consisting of the 10 (Ten) Teams listed in Schedule 4 hereto; All matches to be played in the Victoria Sportshall

(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 Management Board of the GFA (as this term is defined in the GFA Articles of Association (“The Articles”)) acting through the Futsal Department 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 Management Board has the power to take 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.

4. LEAGUE COMPETITION FACTORS

4.1 The following League factors will be confirmed by the Futsal Department 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 Member (as this term is defined in the GFA Articles of Association).

5.2 A Club Member may only have one Team in each Division at any given time. The Futsal Department will, in its sole discretion, decide whether a Team belongs to a Club Member for the purposes of this Rule.

5.3 A Team must register its Player Members (as this term is defined in the GFA Articles of Association) 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 Player Members in accordance with FIFA's and the Association's Regulations on the Status and Transfer of Players

6. PLAYER MEMBER REGISTRATION

6.1 A Player Member 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 Member is £30.00.

6.3 During any given season, the maximum number of Player Members registered in a Team is 14.

6.4 During any given season, the minimum number of Player Members registered in a Team is 9.

6.5 In a Team of 14, a minimum of 6 places are reserved exclusively for Home Grown Players.

6.6 The possible combinations that enable Teams with different number of Player Members to comply with these requirements are set out in Schedule 6 and 7.

6.7 If a Team has fewer than 6 Home Grown Players, then the maximum number of Player Members 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 Player Members

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

7. PLAYER MEMBER REGISTRATION STATUS

7.1 Player Members 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 WINDOW

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

i. The first commences on 7th September 2016 and ends on 30th September 2016,

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 3rd January 2017 and ends on the 31st January 2017 if a working day, and again, if not, on the first working day thereafter, at a time determined by the Management Board (the "Winter Window")

8.2 During each transfer window, Teams are able to transfer Player Members 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 Player Members may be registered with a maximum of three 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 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

9.4 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.

9.5 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.

9.6 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;

9.7 Subject to Rule 9.13, 9.14 and 9.15 below, if any two or more Teams have scored the same number of points, have the same goal difference and have scored the same number of goals in League Matches in that Season, they shall be deemed to occupy the same position in the table.

LEAGUE CHAMPIONSHIP

9.8 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. Notwithstanding the aforementioned all 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.

9.9 Any damage to the trophy will need to be paid by the Club Member 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 Member by the GFA.

9.10 The League Champions shall further receive commemorative medals to be presented to the Team, its Manager and to all of its Player Members.

PROMOTION AND RELEGATION

- 9.11 In the case of the Second Division, the League Champion shall be promoted to the First Division for the following Season. In the case of the Third Division, the League Champion shall be promoted to the Second Division. In the case of the Fourth Division, the League Champion shall be promoted to the Third Division.
- 9.12 In the case of the First Division, the Team that finishes at the bottom of the table at the end of the Season shall be relegated to the Second Division for the following Season. In the case of the Second Division, the Team that finishes at the bottom of the table at the end of the Season shall be relegated to the Third Division for the following Season. In the case of the Third Division, the Team that finishes at the bottom of the table at the end of the Season shall be relegated to the Fourth Division for the following Season.

PLAY OFFS

- 9.13 The Team that finishes second last in the First Division shall play a play-off match against the Team that finishes runner-up in the Second Division. (the “First Division League Play-Off”) The winner of the First Division League Play-Off shall play in the First Division the next Season, and the loser shall play in the Second Division the next Season;
- 9.14 The Team that finishes second last in the Second Division shall play a play-off match against the Team that finishes runner-up in the Third Division. (the “Second Division League Play-Off”) The winner of the Second Division Play-Off shall play in the Second Division the next Season, and the loser shall play in the Third Division the next Season;
- 9.15 The Team that finishes second last in the Third Division shall play a play-off match against the Team that finishes runner-up in the Fourth Division. (the “Third Division League Play-Off”) The winner of the Third Division Play-Off shall play in the Third Division the next Season, and the loser shall play in the Fourth Division the next Season
- 9.16 If at the conclusion of the Season, the League Champion, Promotion and/or Relegation places cannot be determined as a result of 2 or more Teams being equal on points, goal difference and goals scored, the Teams concerned shall play each other in a one off play-off match. The result of the play-off shall be as follows :-
- i. In the case of a play off for the League Championship winner, the winner of the Play Off shall become League Champion;
 - ii. In the case of a play off for Promotion and Relegation, the winner of the match shall play in the Higher Division the following Season, the loser shall play in the Lower Division in the following Season;
 - iii. In the case of Rule 9.13 9.14 and 9.15 above, the winner of the match shall play the First Division and Second Division League Play-off respectively.

FUTSAL SUPER CUP ('LUISITO BONAVIA TROPHY')

9.17 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. In the Event that the winner of the Final Four Playoff is the same as the winner Rock Cup, then the Runner-up of the Rock Cup will be entitled to compete for the Futsal Super Cup.

PLAYERS

9.18 A Match is played by two Teams, consisting of a maximum of 5 Player Members on each Team;

9.19 A Match may not start if a Team consists of fewer than 3 Player Members. In such a case, the Match will be abandoned and the Team with fewer than 3 Player Members will lose the Match.

9.20 The minimum amount of Player Members on a Team Sheet on match day is 6. In the event that a Team has less than 6 players on match day, the match will be played but the Team will receive a warning. After 3 warnings the Team will receive a fine. Notwithstanding the aforementioned should a Team not attend or be able 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.

SUBSTITUTIONS

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

9.22 The number of substitutions made in a Match is unlimited.

9.23 In conformity with 9.19 and 9.21 above, a Team cannot list more than 14 Player Members in a Match Team Sheet (the "Match Day Squad")

9.24 The Match Day Squad must consist of a minimum of 9 Home Grown Players.

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

10. INABILITY TO FIELD A TEAM ON MATCHDAY

10.1 In the event that a Club Member is unable to field a Team for any League Match, the following procedure must be followed :

- i. The Club Member must write to the Secretary of the Futsal Department 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;

The Secretary of the Futsal Department will then, forward the request to the Managing Board, who, 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 48 hours of receiving the Club request.

10.2 The GFA will only consider re-scheduling the League Match in question as per 16.1(ii) above under exceptional circumstances.

10.3 The GFA has the discretion to waive the 72 hour time limit set in 16.1(i) above.

10.4 In the event that 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 shall inform the GFA within 24 hours of the decision.

10.5 In the event that the GFA decides the League Match in question should continue, and the Club Member 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.

11. ADVERTISING

11.1 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 Member 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.
- iii. "Futsal boots" means any footwear worn during the period of a Match by a Player Member

11.2 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 Member removing his shirt to reveal slogans, advertising or personal statements will be sanctioned by the GFA.

12. PLAYER IDENTIFICATION AND STRIP

12.1 Before the commencement of each Season each Team shall allocate a different shirt number from 1-20 to each Player Member of its Team (If the number 1 is used, it must be worn by a goalkeeper only).

12.2 A Team shall likewise allocate a shirt number to any Player Member joining its Team during the Season.

- 12.3 While he remains with the Team, a Player Member will retain his shirt number throughout the Season for which it was allocated.
- 12.4 Upon a Player Member leaving a Team, the shirt number allocated to him may be re-allocated to a new Player Member joining the Team.
- 12.5 When playing in League Matches each Player Member 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 Management Board.
- 12.6 The Player Member's shirt number shall also appear on the front of the shirt (at chest height) and/or the front of the shorts.
- 12.7 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.
- 12.8 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.
- 12.9 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.
- 12.10 The Kit cannot be so similar to the clothing worn by Match Officials that it would cause the colours to clash.
- 12.11 The captain of each Team appearing in a League Match shall wear an armband indicating his status as such.

CLUB EMBLEM AND NAME

- 12.12 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;
- 12.13 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 centimetres

CLOTHING MANUFACTURER

12.14 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

12.15 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;

- 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.

12.16 **NUMBERS** :-

- ii. On Futsal boots – A Player Member's shirt number may appear on his boots without restriction;
- iii. 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;
- iv. The number should be between 20cm and 35cm in height;
- iv. 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;
- v. The number on the front of the shirt and/or 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.

12.17 PLAYER'S NAMES :-

- i. On Futsal 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.

13. SPONSOR DESIGNATIONS

- 13.1 No sponsor advertising is permitted anywhere on the clothing of a Player Member on the field of play during a Match except as provided for below.
- 13.2 The following sponsorship advertising is permitted :-
 - 13.2.1 Playing Kit – On the Clothing of a Player Member on the field of play, in any way of form as desired by the club but in accordance with 17.2 above
 - 13.2.2 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 Member, on the field of play during a Match in accordance with 17.2 above
 - 13.2.3 The advertising carried on the tracksuits and other clothing worn by Player Members 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.
- 13.3 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.
- 13.4 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 Club Officials wherever such advertising appears, throughout the entirety of the Match.

14. MATCH OFFICIALS

- 14.1 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.

15. TEAM SHEETS

- 15.1 Each competing Team shall accurately complete the Team sheet which can be found in the COMET system, containing a list of Player Members, substitutes and corresponding shirt numbers (as per 15.2 below) by no later than:

15.1.1 In the case of the First Division, 1 hour prior to kick-off;

15.1.2 In the case of the remaining divisions, 1 hour prior to kick-off.

- 15.2 A Team sheet must be composed of the following persons :-

15.2.1 Five (5) starting Players;

15.2.2 A maximum of nine (9) substitutes; and

15.2.3 A maximum of seven (7) Team officials who fulfil the following roles :

15.2.3.1 Head Coach;

15.2.3.2 Assistant Coach;

15.2.3.3 Physical Trainer;

15.2.3.4 Physiotherapist;

15.2.3.5 Doctor;

15.2.3.6 Team Delegate;

15.2.3.7 Coaching Staff.

- 15.3 Only persons listed in 15.2 above named in the Team sheet are allowed in the technical area.

- 15.4 No changes will be allowed after the deadlines set at 15.1.1 and 15.1.2 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.

- 15.5 In the event that 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. In this case, the Team may be subject to Rule 9.21 above

- 15.6 It is the responsibility of each Club Member to ensure that the information provided in each Team Sheet is correct and accurate and that the listed Player Members are eligible to participate.

16. CHECKING OF IDENTITY

- 16.1 Players and officials mentioned in the Team sheet are obliged to have with them the Gibraltar FA Identity Card.
- 16.2 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.
- 16.3 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.
- 16.4 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 Club.

17. DISPUTES AND COMPLAINTS

- 17.1 Any dispute or complaint by a Member Team regarding another Member 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.
- 17.2 Any dispute or complaint received in accordance with Rule 17.1 above received after the 48 hour period shall not be valid or accepted by the GFA Disciplinary Procedure.

18. POLICIES AND REGULATIONS

- 18.1 The following Articles of Association, 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. GFA Articles of Association;
 - iv. Referee Regulations;
 - v. GFA Disciplinary Rules.
 - vi. 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 Player Members are fully aware of the repercussions in the event of their breach.

19. BREACH OF RULES

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

20. APPLICABILITY OF RULES

20.1 These Rules will regulate the 2016/2017 League Season and will be reviewed at the end of the Season.



SCHEDULE 1 – FIRST DIVISION TEAMS FOR SEASON 2016/2017

1. Gib Phoenix FC
2. Glacis Utd FC H&B
3. Gunwharf FC
4. Lynx FC
5. Mons Calpe SC
6. St Joseph's FC



SCHEDULE 2 – LIST OF TEAMS IN SECOND DIVISION FOR SEASON 2016/2017

1. Cannons FC
2. Gib Titans FC
3. Gibraltar Utd FC
4. Leo Bastion FC
5. Maccabi A
6. Rock 54 FC Securitek
7. Rock Solid FC
8. St Joseph's FC South Trade
9. Stallions FC
10. Young Boys Gib FC



SCHEDULE 3 – LIST OF TEAMS IN THIRD DIVISION FOR SEASON 2016/2017

1. Boca Juniors Gib FC
2. Hercules FC Bonmilk
3. FC Hound Dogs
4. Laguna 55 FC
5. Lions Gibraltar FC
6. Moroccan Athletic
7. Newton Store FC
8. Red Imps FC Lek Bangkok
9. Saints New Team FC
10. Special Olympics



SCHEDULE 4 – LIST OF TEAMS IN FOURTH DIVISION FOR SEASON 2016/2017

Atlas Lions FC
Bavaria FCC
Blands Group Int FC
Britannia FC
Europa FC
Humphries FC
Maccabi B
South United FC
Sporting FC
VR Solutions Laguna

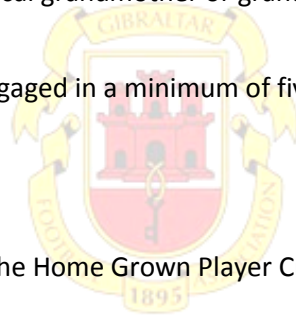


SCHEDULE 5 HOME GROWN PLAYER RULES

DEFINITIONS TO BE USED WITH SCHEDULE 6 & 7 BELOW

A Home Grown Player is a Player who is eligible for selection for the Gibraltar National Squad in accordance with the Article 16 of the GFA Rules 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 or she was born in Gibraltar.
 - ii. His or her biological mother or biological father was born in Gibraltar.
 - iii. His or her biological grandmother or grandfather was born in Gibraltar; or
 - iv. He or she has engaged in a minimum of five years education under the age of 18 in Gibraltar.



A Player Member who does not meet the Home Grown Player Criteria is considered a Free Player

SEE TABLE BELOW

SCHEDULE 6 – HOME GROWN PLAYERS FOR SQUAD

Possible combinations to comply with the requirements

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

6	3	9
5	4	9
4	5	9
3	6	9
2	7	9
1	8	9
0	9	9

SCHEDULE 7 – MATCHDAY TEAMSHEET

Possible combinations to comply with the requirements

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

5	1	6
4	2	6
3	3	6
2	4	6
1	5	6
0	6	6