



D2D 11-A-Side Leagues

Rules and Regulations

In promotion of sportsmanship and fair-play

1. FIXTURES AND GAME FORMAT

- A. 80 minutes per game
- B. 2 halves of 40mins with a 5 minutes interval in between.
- C. Rolling substitutions. Players are only allowed to enter play when the substituted player leaves the field of play.
- D. D2D committee reserved the right to plan the venues, time and fixtures of the league. D2D will assist with the home team venues and time, but this also subject to availability of the pitches.
- E. Teams will play each other twice, in a home and away format.
- F. Points awarded: Win, 3 points, Draw 1 point, Lose, 0 point, Walkover game 3-0 win.
- G. If the league table ends up in a tie, D2D will look into 1) Goal difference, 2) Goal for, 3) Goal against, 4) Head to Head , in that respective order. If all the above is the same, there will be a playoff match.
- H. The top 2 teams will be promoted and the bottom 2 teams will be relegated. This is subjected to the turnover rate of teams taking part the next season. D2D will then act on the advice of its committee.

2. CUP TOURNAMENT

- A. This will depend on the number of teams taking part. The format can be either a group format or a knock out system.
- B. D2D will advise on the format once the tournament commences.

3. DUTIES OF TEAM CAPTAIN/ MANAGER

- A. To visit the website constantly. The week's fixtures would be finalized by Sunday (2359Hrs).
- B. To ensure payment is made promptly.
- C. To update D2D, if the team is unable to play the following week. This must be informed by Monday (2359Hrs).
- D. To update D2D of change of jersey colour/s, whenever applicable.
- E. To bring at least 2 playable match balls for every game.
- F. To inform D2D, if they did not receive any SMS notification 2 days prior to the match day.
- G. To SMS D2D, referee rating, game score, pitch conditions and red carded player (name).

4. PUNCTUALITY

- A. All games need to commence at the scheduled kick-off time.
- B. It is imperative that all teams should arrive at the field at least 15 mins before the scheduled kick-off time to ensure sufficient time to be ready for the game as well as for the teams' pre-match pep talk / warm up as needed.
- C. A game should commence once both teams have **at least 7 players** each. The team with less than the minimum number of players cannot request to wait for the remaining players to turn up before starting. If a team is unable to have 7 players, 30 minutes after the allotted kick-off time, the game shall be cancelled

and awarded to the opposition on the basis of a 3-0 win.

- D. The “no-show” rule would apply to teams that FAIL to turn up. In such cases, the team that FAILS to turn up would need to bear the ENTIRE cost of the match which would include theirs and the opponent’s cost.
- E. If a team boycotts their match completely and FAILS to pay theirs and the opponent’s cost, they would be served a notice from D2D’s legal advisor.
- F. Both teams can decide to play a friendly match (after the 30 mins) utilizing the referee in which case, the “no show” rule will not be applied (in terms of cost) and both teams will be charged as per usual.
- G. The game must end by the stipulated time as given.
- H. The above terms are to protect the integrity of the League and to encourage teams to turn up to matches to be ready to kick off at the allotted kick-off time.
- I. The schedule of matches and its timings are NOT fixed. Any changes will be reflected on D2D’s website.

5. POSTPONEMENT OF MATCHES/WITHDRAWAL FROM LEAGUE BY TEAMS

- A. Teams have until 2359 hrs on Monday to confirm or postpone their fixture for the weekend.
- B. For any postponement thereafter until Tuesday 1200 hrs, the team will be penalized by a fine of \$50.
- C. For any postponement between Tuesday 1200 hrs and Wednesday 2359 hrs, the team would be penalized with a \$50 fine as well as a 3-0 win awarded to their opponents.
- D. For any postponement from Thursday 0000 hrs onwards, the team would pay the full match fees for their opponents and themselves and a 3-0 win would be awarded to their opponents.

- E. Each team would be able to postpone 2 league matches during the ENTIRE course of the season. Any postponement thereafter would be treated as a walkover against the team that is unable to play and the team would be fined \$50.
- F. If a team wishes to pull out completely from the league during the course of the season, the team would have to pay the cost of the remaining fixtures (\$100 per game) plus a \$50 administrative fee.
- G. All matches that involve a team that wishes to pull out of the league after its commencement would be considered void and a 3-0 win would be awarded to the teams that are scheduled to play against them.
- H. If a team fails to pay its penalty, they would be served by a notice from D2D's legal advisor.
- I. D2D can release a team from participating in any of its leagues upon management's discretion.
- J. If a game is called off or if there is a change in venue due to bad weather or if the pitch is in a bad condition following a downpour, D2D Sports coordinator will inform team captains at least one hour, or once being informed by the Sports Council before the scheduled kickoff whichever is earlier.
- K. Please note that if a **match is abandoned** due to bad weather, the game will be re-played regardless of the score, only if 60 minutes of the game has not already been played. Each team would be required to pay \$60 as administrative and referee cost.
- L. If the **match is abandoned** due to bad weather before the end of the half-time, the match will be replayed and each team would be required to pay \$35 to cover the cost of the referee.
- M. If the **match is abandoned** due to bad weather after 60 minutes of the game, the score at that point of time would be considered as the final score and the full payment would be collected.
- N. If the **match is abandoned** due to bad weather before half-time has been completed at Home United Youth Football Academy (HYFA), the match would be replayed and half of the payment would be collected.
- O. If the **match is abandoned** due to bad weather after half-time but before 60 minutes has been completed at Home United Youth Football Academy (HYFA), the match would be replayed and full payment would be collected.

P. If the **match is abandoned** due to bad weather if 60 minutes or more has been completed at Home United Youth Football Academy (HYFA), the score at that point would be considered the final score and full payment would be collected.

Q. The referee would determine how many minutes have been played in the match.

6. DAMAGE TO PROPERTIES

A. Team managers of both teams should alert any issues (e.g. damages or missing equipment) with regards to the venue, to the pitch caretaker before the commencement of any games. If the caretaker is not available, the referees should be notified in the absence of ground caretakers.

B. Any damages incurred during the matches to the goalposts or equipment at the venue or the surrounding areas of the pitches (windows, cars, passer-by, perimeter netting) would have to be the sole responsibility of the team to the respective pitch providers.

7. DISCIPLINARY

A. It is the responsibility of the respective team managers to state clearly to the D2D committee, the name of their team's player/s, who have received **RED** card/s. This would be tallied with the referee's copy.

B. Any teams caught playing **with a current contracted M-League, S-League, Prime League, national age group players (excluding youth academies from S-League clubs) or a suspended player** will result in the match being awarded to the opposition; 3-0. If the actual result is a higher goal difference to the opposition, the original result will still stand. In addition, the infringing team will be deducted a further penalty of up to three points if the disciplinary committee decides as such.

C. Any team manager failing to report a red card (or reporting a false name for a red card) within 48 hours of their match being played will automatically have 1 league point deducted.

D. If the game is abandoned due to a fight and an outbreak of violence, D2D will review the game from both the teams and referees report.

- E. If one team is found guilty, the guilty team will then concede a walkover and a 3-0 score-line will be awarded to the opposing team. If the actual result is a higher goal difference to the opposition, the original result will still stand. In addition, the infringing team will be deducted a further penalty of up to three points if the disciplinary committee decides as such. The infringing team will also have to bear the cost of both teams for the affected game.
- F. If both teams are at fault, the match will be considered played. The final outcome of the match result will be based on the referee account and the discretion of the D2D committee on a case by case basis. In addition, the infringing teams will be deducted a further penalty of up to three points if the disciplinary committee decides as such.
- G. Full match payment would still be collected for matches abandoned due to the outbreak of violence regardless of the final decision made by the Disciplinary Committee. Failure to comply would result in the deduction of 3 points.
- H. If a team has been proven to be the victim of violent abuse by their opponents, D2D will assist if they wish to file a police complaint.
- I. Any players receiving 3 red cards in league games will automatically be banned for the rest of the season.
- J. In the event of a direct red card, the player will be suspended for **ONE** games.
- K. A player who receives two yellow cards in one game will be suspended for **ONE** game.

- L. In the event of a sending off for violent conduct or an incident that constitutes as violent conduct by the referee, the said player will be suspended for TWO matches and the team will be handed a warning letter.
- M. In the event of a repeat offence of violent conduct, the player will be suspended for TWO matches, the team would be handed a FINAL warning letter and will be deducted ONE point.
- N. Violent conduct will constitute any incident that is deemed as voluntarily causing grievous hurt for example, throwing a punch at an opponent, spitting at a player or referee.
- O. Subsequent decline in the team's discipline will result in the team being expelled from the tournament.
- P. D2D management has the right to fast-track the punishment of a team and/or player who has been deemed to have committed an act of violent conduct at the recommendation of the referee.
- Q. Teams that abandons a match before the match is over not due to an outbreak of violence, would be deducted a minimum of 1 point to a maximum of 3 points depending on the frequency of their actions. A 3-0 win or if the score-line at that moment is higher, whichever applicable, will be awarded to their opponents.

8. PLAYERS REGISTRATION

- A. The team captain/manager is responsible to update the list of players on their team page in Macoocoo and maintain the team page for verification from D2D.
- B. Each team can register any number of players for the entire season.

9. ATTIRE

- A. It is **COMPULSORY** for each team to have at least ONE proper set of common coloured jerseys with numbers.
- B. Team captain/manager of teams that have 2 different jersey colours are required to take note of the jersey colour assigned to the team for each match day on the D2D website or notified through other communication means.

- C. If both teams have only one set jerseys and there is a clash in colour, the “away” team will be required to change their jersey colour or use their existing jersey but wear their own bibs over them.
- D. If a team wishes to wear a jersey colour that is not assigned to them for a match day, they are to seek approval from D2D before wearing a jersey colour of their choice. Failure to seek approval which then results in a clash of jersey colours on the match day would result in the team or teams at fault bearing the full match fees for themselves only or of their opponents as well, whichever applicable and a 3-0 walkover or 0-0 draw would be awarded, whichever applicable.
- E. Failure to play with a proper set of jerseys would result in the team being issued a warning letter.
- F. It is **COMPULSORY** for ALL players to wear full-length football socks and shin pads.

10. APPEALS

- A. An appeal will only be entertained at D2D management’s discretion based on legitimate grounds. All appeals need to be submitted through email 24hrs after the game and accompanied with \$100. If the appeal is unsuccessful, the \$100 will be forfeited.

11. REFEREE

- A. A referee’s decision during the game is FINAL.
- B. If the referee is completely absent from the match and D2D are unable to provide a replacement referee, both teams would play their next match without incurring any match fee.
- C. If the referee is late for more than 30 minutes of the stipulated kick-off time of the match, the teams can choose to play their match at 50% of the actual match fee or not play at all and play their next match without incurring a match fee.

12. LIABILITY & MEDICAL

- A. All teams and their players will release Dare to Dream Enterprises (D2D) its agents, sponsors and employees from any and all responsibility and liability for, any injury, loss, death or other damage incurred to the team or their players, their family, heirs, assigns and/or property, howsoever caused, as a result of the team’s and their players participation in any of the football league activities

and/or use of equipment and/or facilities in connection with the football league activities.

- B. All team managers are fully aware and agree that no medical staff or trained staff will be provided at any of the fixtures as organized by D2DSports.
- C. All team managers are fully aware that the organizers do not provide for any insurance coverage for any players. A team should seek out the relevant insurance plan from an insurance agent prior to the games. A team can also seek D2DSports services to acquire our personal insurance agent.
- D. All team managers agree that they are responsible to ensure all their players are aware of the above rules and regulations regarding liability and medical.
- E. All teams are recommended to bring their own first aid kit to every game

13. BONUSES & PENALTY

- A. Any teams that accumulate **4 red cards** will have **ONE point deducted**; point deductions will be reflected on the league standings.
- B. The team that scores the most number of goals would win the Goal Crazy Award.
- C. The team that concedes the least number of goals would win the Iron Defence Award

14. PAYMENT

- A. Each team is required to pay \$300 (last 3 matches) before the start of the season during the team managers' meeting. Each game is \$100 on normal grass fields, \$140 on artificial pitches and \$160 on private artificial pitches. If any of the last 3 matches is played on an artificial pitch, the team would be required to pay the difference after deducting the deposit amount.
- B. D2D reserves the right to change the match fees and amend payment methods at its discretion.
- C. All cheque payments should be made to "Dare To Dream Enterprises".

- D. No cash payments will be accepted on match days. All teams are required to make a fund transfer to POSB Savings 147-18896-0 or to any other bank account number as requested by the management of D2D.
- E. All teams are required to make payment by 8pm on Monday. If payment is not received by the stipulated day and time, the team would be penalized by getting 3 points deducted.
- F. Failure to do so would mean the team will be excluded from the tournament and subjected to legal action.
- G. All payment received (deposit, registration fee and/or match fees) are not refundable or transferrable and expires at the end of the season.
- H. Any cash prizes or prizes in kind must be redeemed by the following season and cannot be used for friendly matches or matches during a season.
- I. Captain/Manage/Player of a team is liable to bear the cost of any letter sent by our legal advisor should there be any financial discrepancies.

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