

CAMPUS SPORT FOOTBALL

General - Rules and Regulations

1. All Intramural participants and spectators are required to adhere to the Students Union behavioural policy.
2. Each week, teams will be selected to referee a match before or after their own teams' match. Failure to referee the selected match will result in a 3-point deduction.
3. All teams are expected to play all fixtures for the integrity of the League. In the extreme event that you need to cancel, the League Manager is required to be informed at least 48hrs before a fixture. Any reschedule requests must be submitted to the League Manager at least a week prior to the fixture so this can be discussed with the opposition. If your opponent is unwilling to move the fixture, then it must stay at the original time and date scheduled. (Please note rescheduled games will only be considered in extreme circumstances not for injuries, work or lack of players).
4. All Teams that cancel a fixture including with or without notice will have the match awarded to their opponents and they will be deducted 3 points. Walkovers will appear as a 5 - 0 win to the awarded team.
5. Team names will be subject to change if the name is considered offensive or unsportsmanlike.
6. Games may be filmed for security and promotional purposes.
7. All players will be required to wear shin pads and suitable footwear.
8. All decisions made by the Knights Active staffing team are final.
9. To be eligible to play in a game, all players MUST have signed up to their team on BUCS play, be listed on the Knights Active squad list and have purchased their free Knights Active Community Membership prior to the game. Players are not able to play for multiple teams in one League.
10. All teams need to ensure that they leave the playing and spectating areas clean and tidy - bin bags can be obtained from SportsPark reception.

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11. Each team captain is required to submit their team sheet through the BUCS play app on the day of the fixture. The result of the game alongside the goals scorers then needs to be emailed to the relevant League Manager no later than the day after your game. Failure to meet these deadlines may result in the game being awarded to the opposing team and a 3 point deduction for the offending team. In the event that both teams fail to meet the deadline, the game may become VOID.

Students Union Behavioural Policy

Reading Students Union seeks to ensure that student involvement in activities is safe and secure, as well as enjoyable. Students should understand the behaviour expected when representing their student group at any event, of whatever kind and wherever held.

The Behavioural Policy is applicable to all members of a student group, including the media streams. It is the responsibility of the Committee to endorse the policy and ensure its content is made known to their members.

The underlying principles are that the behaviour of the student group or its members should:

- Not bring the reputation of Reading Students' Union or The University of Reading into disrepute.
- Not be unlawful.
- Not cause offence, or be disrespectful towards other student group members.
- Not cause offence, or be disrespectful to fellow students, University Staff and members of the local community.
- To not exhibit unwelcome behaviour of a sexual nature which could include sexual comments or jokes, touching, exposing yourself to someone without consent or sexual advances without consent, and sexual assault. This is in line with Reading SU's Zero Tolerance Policy.
- Not involve any form of bullying or peer pressure on individuals or groups.
- Not carry out initiations. An initiation is an event or tradition in which members of the club are expected to perform any activity as a means of gaining credibility, status or entry within that student group. Examples of such activities might include, the consumption of alcohol, eating concoctions of foodstuffs, nudity and behaviour that may be deemed humiliating, including sexual harassment and/or assault.
- Not lead to financial gain for individuals or Committee members.

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Students Union Behavioural Policy

Equal Opportunities Policy

Wherever possible, activities should be accessible to all students who wish to participate. This is in accordance with Reading SU's Equal Opportunities Policy (as outlined below). Reading SU will not tolerate any form of discrimination, whether direct or indirect, or harassment or bullying based on any random or irrelevant distinction. Examples include distinctions on grounds of age, disability, ethnic origin, caring or parental responsibilities, gender, gender identity, sexual orientation, marital status, civil partnership status, nationality, religion or belief, race, political belief, employment status, socio-economic background, full or part time student status, HIV status, irrelevant criminal convictions, physical appearance, medical condition, mental health status and trade union membership or non membership. This list is not exhaustive but demonstrates Reading SU's commitment to a respectful environment for all.

Breach of Policy

If any Reading SU Officer Trustee has reasonable cause to believe that a student has committed a breach of this policy they may place that student or student group under an interim ban with immediate effect. Breaches of this policy will be investigated and the matter may then be taken to a formal Reading SU Disciplinary.

While a student or student group is under an interim ban, they shall not, except with the prior consent of the Reading SU Officer Trustee of Reading SU or their representatives:

- a) Enter onto Reading SU premises or use Reading SU facilities; or
- b) Represent RUSU at any event of whatever kind, wherever held.

An interim ban shall remain in full effect until the later of the following:

- a) The date on which the student is notified of the decision on their case
- b) The date of which the student is notified of the outcome of any appeal

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If the incident occurs at the end of an academic year, any disciplinary sanctions imposed may be levied for the following year

5's - Rules and Regulations

1. Teams must field 4 outfield players and 1 goalkeeper. The MAX Squad size per game is set at 8 players.
2. Substitutions are unlimited and rolling. Substitutions during a game can only be made when the ball is dead, and the referee's consent is required. Subs must wait outside of the pitch.
3. Teams may not change their goalkeeper more than once during a game unless due to injury. If you decide to change your goalkeeper, enquire with the referee prior your change to gain their authorization.
4. No studs or blades allowed. Only moulds, Astroturf boots or trainers.
5. All Matches will last 30 minutes with 5 minutes allocated for half time. The clock should only be stopped for an injury; the allocated match time should otherwise include all delays during the match. Each fixture slot is set at 45 minutes. This gives a 5-minute change over at the start and end of matches.
6. Any time the ball reaches the overhead netting, a free kick should be given to the opposing team from where it was originally kicked. The only exception is when the goalkeeper has made a save and the ball rebounds in the air, no matter how high, play should continue.
7. If the ball rebounds off the fence behind the goal (i.e., A shot goes over the bar and comes back out), the ball will be returned to the goalkeeper.
8. If a goalkeeper gives the ball to a defender, the defender CANNOT pass the ball straight back to the goalkeeper. A breach of this rule would result in a penalty to the opposing team. If, however, a player passes the ball back to his own goalkeeper, he WILL be able to receive it straight back.
9. A player is only allowed one step for a penalty. Goalkeepers must stay on their line when a penalty is being taken.

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10. The goalkeeper must throw the ball out UNDERARM, an overarm throw or kicking will result in a free kick two yards outside the area. The defending wall must be no further forward than on the edge of the area.
11. The goalkeeper is not permitted to leave the area and, if found doing so to gain an advantage, a penalty kick will be awarded to the opposition.

5's - Rules and Regulations

12. Goalkeepers cannot score a goal unless they're taking a penalty in a penalty shootout.
13. ANY free kick is direct but must wait for the referee's permission to take the kick. Opposing players must be at least 2 yards away from the free kick.
14. Outfield players are not allowed in either penalty area. If a defender goes into their box, a penalty shall be awarded. If an attacker goes into the box, the ball will be given to the goalkeeper.
15. Sliding (inclusive of slide tackles) is not permitted. If the referee deems that a player has intentionally slid or slide tackled, a free kick shall be awarded to the opposing team.
16. If a foul is committed, a free kick (direct) must be taken from the offending position. If the severity of the foul requires disciplinary action, the referee may show a red or yellow card.
17. The referee may punish infringements with a yellow or red card. A yellow card will result in the player being sin-binned for two minutes, in which time they may not be replaced by another player. The sin-binned player may only re-enter the field of play when the referee indicates they may do so.
18. Where a player is given a red card, they must leave the field immediately and may play no further part in the game. They may not be replaced by another player.
19. Each team captain has been supplied with a football, whistle and a red/yellow card to be utilised in the league.

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7's - Rules and Regulations

1. Matches will be played on the STP (synthetic turf pitch)
2. Teams must field 6 outfield players and 1 Goalkeeper. The Max match day squad is 10 players
3. All Matches will last 40 minutes with 5 minutes allocated for half time. The clock should only be stopped for an injury; the allocated match time should otherwise include all delays during the match. Each fixture slot is set at 60 minutes. This gives a 5 minute change over at the start and end of matches.
4. Matches will be refereed by members of other teams
5. No studs or blades allowed. Only moulds, Astroturf boots or trainers.
6. Subs must be made when the ball is out of play. Teams can make as many substitutions throughout the game.
7. If the ball hits the dividing net or goes out of play from the opposite touchline a kick in will be awarded.
8. No offside rule
9. Goalkeepers must distribute the ball with a throwing or kicking the ball from the ground. Kicking from hands is restricted.
10. Slide tackles are not permitted. If the referee deems that a player has intentional slide tackled, a free kick shall be awarded to the opposing team.
11. Each team captain has been supplied with a football, whistle and a red/yellow card to be utilised in the league.

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11's - Rules and Regulations

1. Matches will be played on the grass pitches and STP (synthetic turf pitch) across the weekend.
2. All Matches will last 90 minutes with 10 minutes allocated for half time.
3. Teams must field 10 outfield players and 1 goalkeeper. The MAX Squad size per game is set at 18 players.
4. Teams will be required to collect, nets, flags, and bibs from the SportsPark reception before the games.
5. Teams will need to provide their own linesman.
6. All players should wear suitable footwear dependent on venue surface. E.g Astro turf Football boots for STP and moulds or studs for grass pitches.
7. All league games are to be refereed in line with the standard 11-a-side rules issued by the FA.
<https://www.thefa.com/football-rules-governance/lawsandrules>
8. Each team captain has been supplied with a football, whistle, 2 lines flags and a red/yellow card to be utilised in the league.