



TELKOM KNOCKOUT

RULES



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1 DEFINITIONS

- 1.1 All terms and phrases used in these rules will have the meaning defined in the constitution and rules of the League unless appears otherwise from the context.
- 1.2 The “League” is the National Soccer League that conducts its affairs under the name and style of the Premier Soccer League.
- 1.3 “The competition” means the Telkom Knockout.
- 1.4 The “competition sponsor” means Telkom.
- 1.5 “perimeter board” Is a pitch-side advertising hoarding placed at ground level around the perimeter of the pitch within the perimeter fence.
- 1.6 “secondary advertising” Is all stadium advertising other than the perimeter boards including but not limited to advertising hoardings or signs wherever positioned, A-frames, cam carpets (advertising on the ground itself whether painted or physical), flags, banners, inflatable’s, branded vehicles or virtual advertising.

2 SCOPE

- 2.1 These rules must be read in conjunction with the constitution and rules of the League.
- 2.2 Where any matter is not provided for in these rules, the rules and constitution of the League will apply.

3 NAME

- 3.1 The name of the competition will be “The Telkom Knockout”.

4 ORGANISATION

- 4.1 The competition will be organised by the Executive Committee of the League which will appoint an organising committee to which it will delegate powers and duties as it sees fit.
- 4.2 The organising committee will be responsible for the management of the competition.
- 4.3 Clubs will abide by the constitution and rules of the League, these rules, and the deliverable terms of the contract entered into between the League and the sponsor.

5 TROPHIES AND AWARDS

- 5.1 The winning club of the competition will be presented with the Telkom Knockout trophy, which remains the property of the League. The winning club will be awarded a replica of the Telkom Knockout trophy as its permanent possession.
- 5.2 If a club wins the competition three (3) times it will be entitled to keep the trophy permanently and counting will begin again from zero for all clubs.
- 5.3 The League will be responsible for engraving the trophy as well as the replica.
- 5.4 Thirty-five (35) gold medals will be presented to the winning club and thirty-five (35) silver medals to the runner-up.
- 5.5 The match commissioner, referee, assistant referees and fourth official at the final match will each receive an award.

6 QUALIFICATION AND FORMAT

- 6.1 The sixteen (16) clubs of the Premier Division of the League will qualify for the competition.

- 6.2 All ties will be decided by the knock-out system. Clubs will play each other in a single match. The club scoring the most goals in the match will qualify for the next round. If both clubs score the same number of goals, extra time of fifteen (15) minutes each way will be played. If the score is level after extra time, penalty kicks will be taken to determine the winner according to the Laws of the Game.
- 6.3 Should a club withdraw or be withdrawn by the League before the start of the competition, the competition will be run without such club which will not be replaced. Any club withdrawing may be subject to disciplinary action.
- 6.4 In the first round of the competition (last 16) the clubs which finished the Premier Division of the League the previous season in positions one (1) to eight (8) will be seeded. A public draw will be held in such a way that each match will be between a seeded club and an unseeded club. A draw will also be held to determine the home club.
- 6.5 In the second round (last 8) the clubs which finished the Premier Division of the League the previous season in the highest four (4) positions will be seeded. A public draw will be held in such a way that each match will be between a seeded club and an unseeded club. A draw will also be held to determine the home club.
- 6.6 In the semi-final (last 4) a public draw will take place to determine which clubs will play against each other. No clubs will be seeded.

7 VENUES, DATES AND KICK-OFF TIMES

- 7.1 In the first, second and semi-final rounds the home club will be entitled to play the match at its home ground except where such ground is deemed not to satisfy safety, logistical or organisational requirements by the organising committee, in which case the match will take place at the home club's alternative home ground if that complies with the

above requirements. If the alternative home ground does not meet the requirements then the organising committee will nominate the venue.

7.2 For the final match the match will be played at a venue decided by the organising committee after consulting the competing clubs.

7.3 The date and kick-off time for each match will be decided by the organising committee.

8 PLAYERS AND TECHNICAL STAFF

8.1 All players and technical staff participating in the Competition must be registered as per the rules of the League.

8.2 Once a player has played for one club in the competition he is deemed to be cup-tied and may not play for another club in the competition in the same season.

9 TEAM OUTFITS

9.1 Team outfits as required in terms of these rules will be supplied by the organising committee.

9.2 Each team will wear its official colours as declared on the club's membership renewal form.

9.3 Teams will be obliged to wear the following on their playing jersey:

9.3.1 the club sponsor's name if any, on the front of the jersey;

9.3.2 the club's technical sponsor's logo and the club crest on the right and left breast respectively of the front of the jersey;

9.3.3 the competition sponsor's logo between the technical sponsor's logo and the club crest on the front of the jersey;

9.3.4 the player's number, corresponding with the number shown on the team sheet on the back of the jersey. The colour of the

numbers must contrast clearly with the outfits and be legible from a distance for spectators in the stadium and television viewers.

- 9.3.5 the player's name and the initial if necessary, on the back of the jersey above the player's number. The lettering must be in capitals;
- 9.3.6 the competition sponsor's logo above the player's name on the back of the jersey;
- 9.3.7 the player's number on the front of one leg of the shorts;
- 9.3.8 the competition sponsor's logo and the club sponsor's logo on the right and left sleeve respectively;
- 9.3.9 the sizes of logos must comply with the rules of the League;
- 9.4 a player may not wear any advertising on his socks other than the technical sponsor's logo.
- 9.5 Every participating club will submit a sample of their team's outfit to the organising committee for approval by the set deadline.
- 9.6 The participating clubs will be responsible for ordering the outfits on time as specified by the organising committee, as well as for the specification of numbers, players' names and sizes. Should a club not fulfil its duties in this regard the organising committee will have the right to order the outfits on behalf of the club.
- 9.7 The League will be responsible for one full set of kit in the official colours of the participating clubs, each set consisting of the following:
 - 9.7.1 Two (2) sets of goalkeeper kit consisting of a jersey, a pair of shorts and long pants and socks;
 - 9.7.2 Twenty-eight (28) sets of outfield kit each consisting of a jersey, shorts and socks.

- 9.8 If the organising committee decides that there is a clash of colours the organising committee will be responsible for the costs of whatever additional components of team outfit for the visiting club as may be required to resolve the clash. The visiting club will have the same responsibilities as in rule 9.6. The visiting club will change in the event of there being a clash of colours
- 9.9 In the final match of the competition the organising committee will supply each club with an additional full set of outfits.

10 MATCH BALLS

- 10.1 The organising committee will supply the match balls for the competition.
- 10.2 The organising committee will supply each club with eight (8) of the same match balls for training purposes.

11 TRAINING SESSIONS

- 11.1 Weather permitting; the teams participating in the final match will be entitled to one 60-minute training session in the stadium where they are due to play on the day before the match. The times allocated for the two training sessions will be decided by the organising committee and will be communicated to the teams. The team drawn as the home team will have first choice of training time. In principle a period of up to 120 minutes shall be set between the end of one team's training session and the start of the next team's training session. If the pitch is not in good condition or the training session could negatively affect the state of the pitch, the organising committee may shorten or cancel the training session and direct the teams only to inspect the pitch wearing training shoes.

15 DISCIPLINARY RULES AND PROCEDURES

15.1 In terms of the League's rules the following special provisions will apply to the competition:

15.1.1 All disciplinary procedures relating to a match should be completed before the fixture date for the next round of the competition;

15.1.2 The Chief Executive Officer of the League will have the power to order that a disciplinary matter, protest or appeal be referred direct to arbitration in terms of the constitution of SAFA if he is of the opinion that the application of the normal procedures will result in a delay of such nature that the League and/or the sponsor may be brought into disrepute. In such event the decision of the arbitrator will be final.