



GIBRALTAR FA

SENIOR LEAGUE RULES

2016/2017



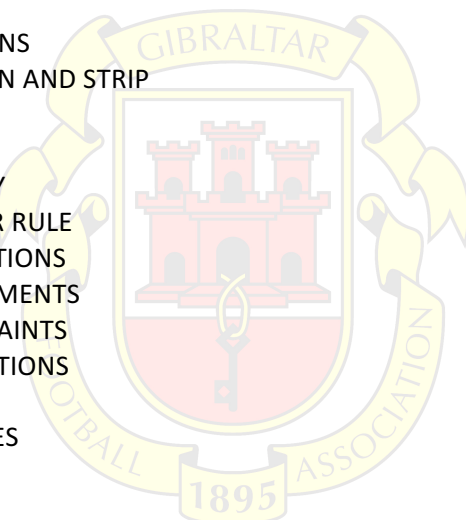


GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")

SENIOR LEAGUE RULES 2016/2017

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GIBRALTAR FOOTBALL ASSOCIATION (the "GFA")
MENS SENIOR LEAGUE RULES

1. MENS SENIOR LEAGUE

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

- i. First Division – The top division consisting of the 10 (ten) teams listed in Schedule 1 hereto;

Second Division – The second division consisting of the (nine) teams listed in Schedule 2 hereto;

(each a "Division" and together referred to as the "League")

1.2 There will be a Reserve Division consisting of the teams listed in Schedule 3 hereto, which for all intents and purposes, will be treated separately to the League.

2. CONTROL OF THE LEAGUES

2.1 The organisation, control and management of the League shall be the responsibility of the GFA and the Gibraltar Football League Association (the "GFLA");

2.2 The Management Board of the GFA (as this term is defined in the Articles of Association of the GFA "the Articles") 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 and GFLA;

2.4 The Management 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 GFLA 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 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.

4. LEAGUE COMPETITION FACTORS

4.1 The following League factors will be confirmed within the set time frames by the GFLA to the GFA prior to the commencement of the relevant season :-

- i. Commencement Date of the League – by no later than 6 weeks;

- ii. Commencement date of each Division – by no later than 6 weeks;
- iii. Number of teams in each Division – by the 1st August of each calendar year;
- iv. Number of Rounds in each Division – by no later than 12 weeks;
- v. Fixture Schedule for each Division by no later than 6 weeks;
- vi. Number of Teams eligible for Promotion to a higher Division - by the 1st January of each calendar year; and
- vii. Number of Teams eligible for Relegation to a lower Division – by the 1st January of each calendar year

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 Articles).
- 5.2 A Club Member may only have one team in either Division at any given time.
- 5.3 A Club Member must register its Player Members (as this term is defined in the Articles) in accordance with Rule 6 below and must adhere to the Home Grown Player Rules more specifically defined in Schedules 4 & 5 hereinafter contained.
- 5.4 A Club Member may only acquire and transfer its Player Members in accordance with the Rules and Regulations of the GFA.

6. PLAYER MEMBER REGISTRATION

- 6.1. A Player Member is only eligible to register in the League if he is over the age of 16 years.
- 6.2. During any given season, the maximum number of Player Members registered in a team is 25.
- 6.3. During any given season, the minimum number of Player Members registered in a team is 17.

Irrespective of whether a team consists of 17 or 25 Player Members, a minimum of two Player Members must be registered as goalkeepers.
- 6.4. A team must have a minimum of 3 Home Grown Players registered in its squad
- 6.5. The possible combinations that enable teams to comply with these requirements are set out in Schedules 5 & 6.
- 6.6. A Club Member with a team registered in the Under-18 Youth League is free to use any of the registered Under-18 Player Members for its reserve and first teams;
- 6.7. A Club Member without a team registered in the Under-18 Youth League is free to register a maximum of up to 8 Under-18 Home Grown Player Members to include in as and when required for its team.

Home Grown Players registered in the Under-18 Competition as set out above will not count towards the squad quotas outlined in Schedules 5 & 6 below

7. PLAYER MEMBER REGISTRATION STATUS

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 :-

8.1.1 The first commences 84 days prior to the 6th September 2016 and ends on 6th September 2016 (the “Summer Window”)

8.1.2 The second transfer window commences on the 2nd January 2017 and ends on the 31 January 2017 if a working day, and again, if not, on the first working day thereafter, at a time determined by the GFA (the “Winter Window”)

8.2 During each Transfer Window, teams are able to Register and Transfer Player Members 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 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 and GFLA 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 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, 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 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

9.5 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 compete for the highest spot in a round-robin mini-tournament, the rules of which are listed in Schedule 4 hereto.

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 in their respective Divisions, and as such, shall receive a trophy which it shall return to the GFLA 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 Club Member under which the team is registered. Failure to do so will result in the GFLA deducting the amount payable for the damage from any annual funds given to the Club Member by the GFLA.

9.12 The League Champions shall further receive 40 commemorative medals to be presented to the Team, its Manager and to such of its Player Members and officials as the Club Member thinks fit, provided that any Player Member 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.

PROMOTION AND RELEGATION

- 9.13 In the case of the Second Division, the League Champion shall be promoted to the First Division for the following Season.
- 9.14 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.

PLAY OFFS

- 9.15 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 Play-Off") The winner of the play-off shall play in the First Division the next Season, and the loser shall play in the Second 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, goals scored, goals conceded or head-to-head goal difference, the teams concerned shall play each other in a one off play-off match. The match will consist of two halves of 45 minutes each, with two 15 minute halves of extra time to be played at the end of the 90 minutes should the result be a draw, and with a penalty shootout to be taken if the result is still a draw at the conclusion of the extra time.

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 First Division Champion;
- ii. In the case of a Play Off for the Second Division championship winner, the winner of the Play Off shall become the Second Division Champion;
- iii. In the case of a Play off for Promotion and Relegation, the winner of the match shall play in the First Division the following Season. The loser shall play in the Second Division in the following Season;
- iv. In the case of 9.16 above, the winner of the match shall play the First Division Play-off.

INABILITY TO FIELD A TEAM ON MATCH DAY

- 9.17 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 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 Club Member by email within 24 hours of receiving the Club request.
 - iii. The GFA will also communicate its decision to the GFLA and its Fixture Secretary by email within 24 hours of such decision being taken.
- 9.18 The GFA will only consider re-scheduling the League Match in question as per 9.17(ii) below under exceptional circumstances.
- 9.19 The GFA has the discretion to waive the 72 hour time limit set in 9.17(i) above.
- 9.20 In the event that the GFA decides the League Match should be re-scheduled, the GFLA 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.
- 9.21 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

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 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. “Football boots” means any footwear worn during the period of a Match by a Player Member
- 10.2 Save as hereinafter stated, Advertising on Clothing and Football boots is prohibited during the period of a Match. This applies to Player Members, including substitutes and Club 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.

PERMITTED ADVERTISING

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 Club 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 Member 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 Member 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 Member, 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 Members and Club 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 Club Members 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 Club 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 Team shall allocate a different shirt number to each Player Member of its team.

12.2 A Team shall likewise allocate a shirt number to any Player Member 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 Member will retain his shirt number throughout the Season for which it was allocated.

12.5 Upon a Player Member leaving a team, the shirt number allocated to him may be re-allocated.

12.6 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 GFA.

12.7 The Player Member'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 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.

12.11 The Kit cannot be so similar to the clothing worn by Match Officials that it would cause the colours to clash.

12.12 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 Player Members, substitutes and corresponding shirt numbers (as per 14.2 below) by no later than :

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

14.1.2 In the case of the Second and Reserve divisions, 45 minutes prior to kick-off.

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

14.2.1 Eleven (11) starting Players (of which at least 1 must be a Home Grown Player);

14.2.2 A maximum of seven (7) substitutes (of which at least 2 must be Home Grown Players; and

14.2.3 A maximum of seven (7) team officials who fulfil the following roles :

14.2.3.1 Head Coach;

14.2.3.2 Assistant Coach;

14.2.3.3 Physical Trainer;

14.2.3.4 Physiotherapist;

14.2.3.5 Doctor;

14.2.3.6 Team delegate;

14.2.3.7 Coaching Staff

14.3 Only the persons listed in 14.2 above named in the team sheet are allowed in the technical area.

14.4 No changes will be allowed after the deadlines set at 20.1.1 and 20.1.2. 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.

14.5 In the event that team sheets are not completed within the deadlines above, a team will only be able to submit its 11 starting Players. No named substitutes will

be allowed on the bench, and no substitutions will be allowed prior nor during the match.

14.6 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.

14.7 The Match Officials will then check each Team Sheet in accordance with the GFA Referee Regulations.

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 will 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 Club.

16 HOME GROWN PLAYER RULE

16.1 In any match, a team must have at least 1 Home Grown Player on the field of play at all times except in the circumstances set out at 16.4 below.

16.2 In any match, a team must have at least 3 Home Grown Players on the team sheet and present on the substitute bench.

16.3 If a team is found not to have complied with 16.1 and 16.2 above, the match will be declared a forfeit against the said team, in accordance with the GFA Disciplinary Rules.

16.4 If during a match, a team cannot fulfil 16.1 as a result of injury, illness or suspension, and the team has exhausted its three permitted match substitutions, then rule 16.1 will not apply.

17 COACHING QUALIFICATIONS

17.1 The Head Coach of a First Division Team must hold one of the following minimum coaching qualifications :-

17.1.1 A valid UEFA B Coaching Licence;

17.1.2 Valid UEFA coaching diploma which is equivalent or higher to the one required under 17.1.1 above; or

17.1.3 Started an education course for the diploma required under 17.1.1 or 17.1.2 above. Simple registration for the required diploma is not sufficient for the purposes of these Rules.

17.2 The Head Coach of a Second or Reserve Division team must hold one of the following minimum qualifications :-

17.2.1 A valid UEFA Level 2 award in Coaching Football;

17.2.2 Valid UEFA coaching diploma which is equivalent or higher to the one required under 17.2.1 above; or

17.2.3 Started an education course for the diploma required under 17.2.1 above. Simple registration for the required diploma is not sufficient for the purposes of these Rules.

18 MATCH BALL REQUIREMENTS

18.1 The Gibraltar FA will provide the footballs to be used for each Match (the “Match Ball”).

18.2 On Match day, the Match Officials will provide a maximum of five (5) Match Balls for any given match.

18.3 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.

18.4 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.

18.5 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.

18.6 The Gibraltar FA will, in its sole discretion, decide whether an act is deliberate for the purposes of 18.5 above.

19 DISPUTES AND COMPLAINTS

19.1 Any dispute or complaint by a Club Member regarding another Club Member in relation to any matter applicable to the League, shall be dealt in accordance with the GFA Disciplinary Rules.

20 POLICIES AND REGULATIONS

20.1 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 :-

20.1.1 Anti-Doping Regulations;

20.1.2 Social Media Policy;

- 20.1.3 Rules of the GFA
- 20.1.4 Referee Regulations
- 20.1.5 GFA Disciplinary Rules
- 20.1.6 Regulations on the Status and Transfer of Players

A copy of the above shall be circulated to all Club Members participating in the League, and it is the responsibility of each Club Member to ensure their registered Player Members are fully aware of the repercussions in the event of their breach.

21 BREACH OF RULES

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

22 APPLICABILITY OF RULES

- 22.1 These Rules have been adopted by the GFA Management Board to regulate the 2016/2017 League Season.





TEAM NAME	POSITION LAST SEASON
EUROPA POINT FOOTBALL CLUB 	PROMOTED
EUROPA FOOTBALL CLUB 	2 ND
GIBRALTAR UNITED FOOTBALL CLUB 	8 TH
GLACIS UNITED FOOTBALL CLUB 	7 TH
LINCOLN RED IMPS FOOTBALL CLUB 	1 ST
LIONS GIBRALTAR FOOTBALL CLUB 	4 TH
LYNX FOOTBALL CLUB 	5 TH
MANCHESTER 62 FOOTBALL CLUB 	6 TH
MONS CALPE SPORTS CLUB 	PROMOTED
ST JOSEPH'S FOOTBALL CLUB 	3 RD



TEAM NAME	POSITION LAST SEASON
ANGELS FOOTBALL CLUB 	RELEGATED
BOCA JUNIORS GIBRALTAR FOOTBALL CLUB 	8 TH
CANNONS FOOTBALL CLUB 	11 TH
COLLEGE 1975 FOOTBALL CLUB 	12 TH
FOOTBALL CLUB BRUNO'S MAGPIES 	4 TH
FOOTBALL CLUB OLYMPIQUE 13 	5 TH
FOOTBALL CLUB HOUND DOGS 	10 TH
GIB PHOENIX FOOTBALL CLUB 	3 RD
LEO FOOTBALL CLUB 	7 TH

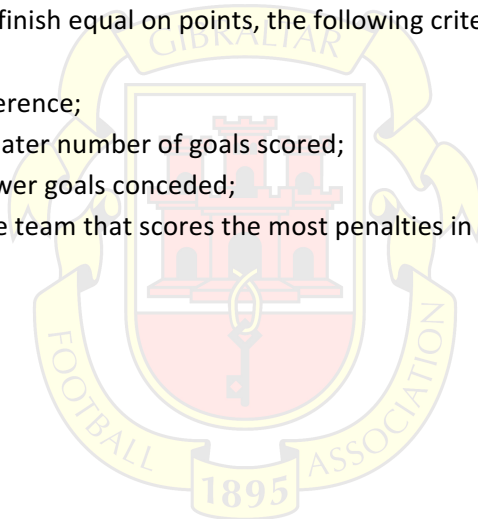


TEAM NAME
<p>EUROPA POINT FOOTBALL CLUB</p> 
<p>EUROPA FOOTBALL CLUB</p> 
<p>FOOTBALL CLUB BRUNOS MAGPIES</p> 
<p>GLACIS UNITED FOOTBALL CLUB</p> 
<p>LINCOLN RED IMPS FOOTBALL CLUB</p> 
<p>LIONS GIBRALTAR FOOTBALL CLUB</p> 
<p>LYNX FOOTBALL CLUB</p> 
<p>MANCHESTER 62 FOOTBALL CLUB</p> 
<p>MONS CALPE SPORTS CLUB</p> 
<p>ST JOSEPH'S FOOTBALL CLUB</p> 

SCHEDULE 4

ROUND ROBIN MINI TOURNAMENT

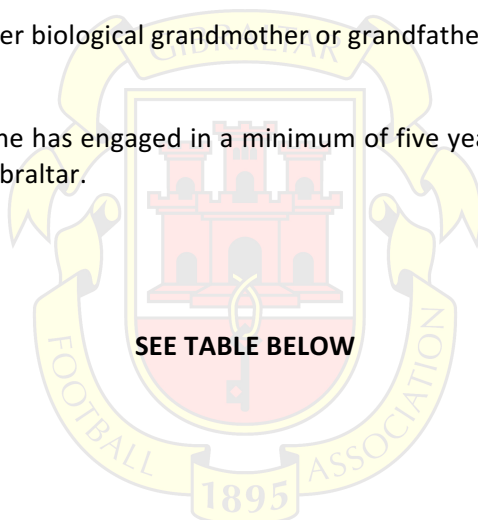
1. Each Team shall play each other once in a full 90 minute match under the same Rules as the League Rules, except as listed below.
2. The following points system shall apply :-
 - a. 3 points for a win;
 - b. 1 point for a draw;
 - c. 1 point for each goal scored (penalties scored in Rule 3 below do not apply).
3. All matches will end with a penalty shootout (5 penalties each team as per standard Penalty Shootout Rules) for the purposes of 4d. below.
4. If two or more teams finish equal on points, the following criteria shall apply:
 - a. better goal difference;
 - b. if still level - greater number of goals scored;
 - c. if still level – fewer goals conceded;
 - d. if still level – the team that scores the most penalties in the shootout set at 3 above.



HOME GROWN PLAYER RULES – DEFINITIONS TO BE USED WITH SCHEDULE 5 & 6 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.



Schedule 5

Quotas for squads with reserves

“FREE” PLAYERS	HOME GROWN PLAYERS “HGP”	TOTAL PERMITTED
23	12	35
23	11	34
23	10	33
23	9	32
23	8	31
23	7	30
23	6	29
23	5	28
23	4	27
23	3	26
22	13	35
22	12	34
22	11	33
22	10	32
22	9	31
22	8	30
22	7	29
22	6	28
22	5	27
22	4	26
22	3	25
21	14	35
21	13	34
21	12	33
21	11	32
21	10	31
21	9	30
21	8	29
21	7	28
21	6	27
21	5	26
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21	3	24
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20	13	33
20	12	32
20	11	31

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19	14	33
19	13	32
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19	7	26
19	6	25
19	5	24
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18	14	32
18	13	31
18	12	30
18	11	29
18	10	28
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17	16	33
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17	8	25
17	7	24
17	6	23

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1	31	32
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0	28	28
0	27	27
0	26	26
0	25	25
0	24	24
0	23	23

SCHEDULE 6

Quota for teams without reserves

"FREE" PLAYERS	HOME GROWN PLAYERS "HGP"	TOTAL PERMITTED
17	8	25
17	7	24
17	6	23
17	5	22
17	4	21
17	3	20
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16	8	24
16	7	23
16	6	22
16	5	21
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14	5	19
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13	12	25
13	11	24
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0	20	20
0	19	19
0	18	18
0	17	17

