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# The Saigon International Football League Rules & Regulations





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## 1. Introduction

The Saigon International League Committee is responsible for ensuring that the international Laws of the Game are applied on the field, and that officials, clubs and players off the pitch as well as on it observe the rules and regulations concerned with playing football in the SIFL.

The Laws of the Game in our league are determined by the International Football Association Board (IFAB), and are aimed at establishing an efficient and fair regulatory structure. These rules and regulations cover matters ranging from the affiliation of clubs and associations, to misconduct, disciplinary procedures and arbitration.

## 2. Laws of the Game

The General Laws of the SIFL shall be governed by FIFA, FIFA regulations can be found here.

<http://www.fifa.com/en/regulations/regulation/0,1584,3,00.html>

The original Laws have changed only marginally over the years.

Today's 17 Laws continue to be based upon the rules that were first ratified by the International Football Association Board (IFAB) when it was founded in 1886.

Changes have occurred in accordance with the specific evolution and demands of modern-day football, but the key element remains of football being seen as essentially a simple game, with laws that can be applied in the same way at any level from the World Cup Final to a friendly game on a local park.



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## 3. Local Rules and Regulations

### 3.1 League Committee

The SIFL full committee is made up of representatives from the 4 founding members of the league:

The 2007 / 2008 representatives are

Saigon Raiders – John Hoff (Chairman and Communications)  
Saigon Saints – Dean Metcalfe (League Operations)  
Saigon Japan – Kotani (Social Events)  
Olympic Saigon – Marco (Finance, Sponsorship)

### 3.2 The Following Local Rules are to be agreed for the 2007/2008 Season.

The league rules will apply to the SIFL and the SIFL Cup.

#### League Structure

The 2007 / 2008 Season will have the following teams

LDC  
Les Gaullois de Saigon  
Olympic Saigon  
PhoneViet  
RMIT  
Saigon Japan  
Saigon Raiders  
Saigon Saints

As we expand the league structure more teams maybe invited to initially join the SIFL Cup and then the league proper. League members can nominate local or expatriate sides that they feel suitable to join, the committee will decide whether to accept their nomination and the committee's decision is final.

#### Schedule of Matches

3.2.1 Matches must be played according to the schedule determined by the League



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Committee (hereafter referred to as “LeCo”) of the the Saigon International Football League (“League”). This schedule will be published on the League website and it is the responsibility of all teams to observe and adhere to the schedule, and any amendments thereto. This will require managers and captains to check the website regularly and to communicate with opposition managers before every game.

3.2.2 Matches will be played on Saturdays or Sundays and must not start earlier than 15.00. Teams cannot refuse to play at 15.00 nor can they refuse to travel to the allocated ground.

Home team arranges all requirements including:

- Booking pitch

- Making away team representative aware of location e.g. Map and full address, kick-off time etc.

- Making away team aware of ‘HOME’ kit colours.

- All officials required for the match e.g. referee’s, linesmen etc

- All costs incurred e.g. pitch costs, officials etc

### Postponement of Matches

3.2.3 Teams cannot postpone matches without prior authority from LeCo. Any team wishing to seek a postponement must send a written application to the Chairman of the LeCo at the preceding captains meeting before the scheduled date of the game, clearly stating the reasons why the team wishes to postpone the match.

3.2.4 If the postponement is granted the Leco will leave re-arranging the time and date of the postponed match to the team deemed the home team.

### Non-appearance of Team

3.2.5 Failure to have at least 8 players ready to start the match no more than 15 minutes after the scheduled kick off time shall be deemed as failure to appear and the offending team shall be subject to disciplinary measures as indicated under the Disciplinary Guidelines. In addition teams failing to appear in one or more games during a season will automatically have their conduct reviewed at the end of the season.

### Duration of Matches

3.2.6 The usual duration of matches is two 45 minute halves. The minimum duration for a match is two 30 minute halves. If it is not possible to play two 30 minute halves the game must be abandoned. If it is possible to play two 30 minute halves the game must be played.

### Abandoned Matches

3.2.7 If a match is abandoned for any reason both teams must e-mail a report to the LeCo Chairman before the following weekly Captains Meeting. The remaining time of



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any abandoned games will normally be replayed at a later date with the score-line at the time of the abandonment carrying forward to the replay. For example, if a game was abandoned in the 70<sup>th</sup> minute with the score at 1-1, the game would be replayed for a duration of 10 minutes with the score starting at 1-1. Depending on the cause of the abandonment, disciplinary action may be taken including the payment of all costs by any offending team and possibly the suspension of a team or teams from the League.

### **Inclement Weather**

3.2.8 If due to inclement weather there is doubt as to whether a match is to be played both teams must check to see if the ground they are scheduled to use is officially closed. Matches will be cancelled if the ground is closed up to four hours before the scheduled starting time.

3.2.9. If the ground is not closed both teams must go to the pitch and the rule on "non-appearance" will apply if one team fails to have enough players present to play the match. This rule on "non-appearance" will apply even if no match officials are present or if the referee or ground staff subsequently decide that the match cannot be played.

### **Non-appearance of Match Officials**

3.2.10 If for any reason only two match officials are present for a match they will either referee one half of the pitch each or arrange for a representative from one of the teams or a spectator to be an assistant referee.

3.2.11 If there is only one match official present each team will either provide one assistant referee or arrange for a spectator to be an assistant referee.

3.2.12 If no match officials are present, both teams must make every effort to play the match by arranging for one or more representatives from the teams or for spectators to officiate. Both teams must agree to the relevant arrangement before the match begins. Failure to play the match may result in LeCo determining the result of the match.

3.2.13 If both sides agree to a team representative or spectator refereeing the match, the League shall consider that person authorised with all the powers of a referee, and all rules, including those concerning disputes with officials will apply.

### **Registration of Players**

3.2.14 LeCo members and match officials may require a player or players to prove that they are properly registered. This may include, but not necessarily be limited to the inspection of identity documents prior to a match taking place. Failure to provide proof may be taken to indicate that the player or players concerned are not registered.

3.2.15 Teams can register a maximum of 30 players. Registration and de-registration must be done through the LeCo.

3.2.16 When a team first registers a new player or re-registers a former player, the team must supply the player's full name as shown on his or her Vietnam identity card



or international passport. In addition a recent passport size (identifiable) photo of the player must be submitted when registration takes place. This registration must be done via the LeCo and it is the responsibility of the team representatives to keep a printed record of the registration details. In keeping with the amateur nature of the league, no team shall pay players for playing for a team or offer them any form of financial inducement. Any breach of this rule shall be dealt with by the Disciplinary Sub Committee as it sees fit.

3.2.17 Any team playing a current or ex professional footballer must declare that player and their squad number to the SIFL committee before the start of the 2007 / 2008 season. The LeCo will decide which players will be allowed to play in the league; the committee's decision is final

3.2.18 For a player to be eligible to play in a match, the League must receive his or her registration details at least 1 week before a game is played. Newly registered players can be added to the team sheet once registration has been completed via the LeCo.

3.2.19 The sole responsibility for checking whether or not a player is able to register, is properly registered or is eligible to play in the League rests entirely with the individual team management. Any team submitting a Team Sheet listing a player, who is not eligible to be registered will be subject to measures as indicated under the disciplinary guidelines, and such measures will apply in respect of every occasion on which a team sheet is submitted. Any decision as to whether or not to register a player for a particular team rests entirely with the team management and the consequences of registering an ineligible player will be borne by the team as a whole. Furthermore it remains the responsibility of individual team management to ensure that any player once registered does not also register with another team in the league.

## Safety

3.2.20 All players must wear shin pads.

3.2.21 Referees must not allow players to play if they are not wearing shin pads and if a team cannot field enough players with shin pads then the rule of "non-attendance" will apply.

3.2.22 Players will not be allowed to continue to play with visibly bleeding wounds.

## Substitutes

3.2.23 In any League match a team may register 6 substitutes. These can be used as many times as a team wants. Substituted players may return to the match. However all substitutions must be made through the match officials.

## Team Colours

3.2.24 It is the responsibility of the Home Team (first named team on the fixture list posted on the League website) to ensure that there is no similarity of colours between the teams and the home team must change shirts if the colours are similar.



## Team Sheets

3.2.25 Each team must complete its Team Sheet (Appendix 1) and hand this to the Referee or one of his or her Assistants before the start of a match. Referees should not start a match until after they have been given both Team Sheets.

3.2.26 After a match both teams must retrieve their team sheets from the Referee and ensure that the Referee has correctly filled in the details of any Red and Yellow Cards given to both teams on both team sheets. If the Referee has not correctly filled in both team sheets then each Team Manager must fully complete his own sheet including the mark for the referee's performance.

3.2.27 Errors on the Team Sheet or failure to complete the date, opposition, number of players starting both halves or to obtain the relevant signatures will lead to a team being disciplined as indicated under the Disciplinary Guidelines.

3.2.28 Any complaints or incidents of note must first be reported by telephone or e-mail by teams to the LeCo and followed up by a written report submitted at the first Captains Meeting following the match to the LeCo, and must also be copied to the other team.

## Discipline

3.2.29 A player who receives a red card in a match will receive four disciplinary points and be suspended for at least the next match following the offence. Teams must automatically suspend their own player. The Referees decision is final.

3.2.30 For every player who receives a yellow card they will be given one disciplinary point and when a player has accumulated four yellow cards he or she will be suspended in accordance with the Disciplinary Guidelines. Teams must keep their own record of their players' disciplinary offences and they must automatically suspend their own player. Teams cannot appeal against the receipt of four yellow cards by a player. Individual players accumulating 10 or more disciplinary points in a season will be subject to disciplinary measures as indicated under the Disciplinary Guidelines.

3.2.31 Individuals or teams reported for fighting may be required to appear before LeCO.

3.2.32 Oral or written abuse of league officials at any time will be subject to measures under the Disciplinary Guidelines. Any physical abuse / assault on league officials will result in measures set out in the Disciplinary Guidelines. League officials include match officials and LeCo members.

3.2.33 LeCo can set the levels of punishment for any player or team for any breach of the rules at levels beyond those of the Disciplinary Guidelines. This includes the suspension or banning of players and also the suspension of teams.

3.2.34 A team suspended by LeCo will remain suspended until such time as LeCo is satisfied that the team should be allowed to continue playing, or until such time as a General Meeting decides whether or not to dismiss that team from the League.

Should a team be suspended or withdraw from the League having played 7 or fewer



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league games, all of their games will be rendered null and void. Should a team be suspended or withdraw after playing more than 7 league games, their remaining league games will be awarded to the opposition with a 3-0 score-line.

3.2.35 Disciplinary points accrued will be published on the League website.

### Disputes with Officials

3.2.36 The decisions of the Referee and match officials during the match are final. Dissent will be considered a serious breach of discipline.

3.2.37 If a team wishes retrospectively to dispute the decisions of the officials or to report on their conduct, it must submit a report to the LeCo at the first Captains Meeting following the match.

3.2.38 The team captain is responsible for trying to ensure that no member of his, including supporters, argues with the match officials or shows dissent at their decisions and the team captain must take quick action to stop any dissent that occurs from members of his or her team.

3.2.39 Team management officials are also expected to take quick action to stop their players and supporters from showing dissent at the decisions of match officials.

3.2.40 The team captain is responsible for making sure that his players comply with the rules of the game and in particular he must take quick action to stop any of his players who are involved in violent conduct or verbal or physical abuse even if such abuse is only directed at his or her own team's players.

3.2.41 Team management officials are also expected to take quick action to stop their players and supporters from getting involved in violent conduct or verbal or physical abuse even if the verbal abuse is only directed at their own team players.

3.2.42 When a violent incident or other disturbance occurs during a match teams must not attempt to influence match officials. Any teams found to have done this will be deemed to have committed a serious breach of the Regulations and may be suspended from the League and ultimately be subject to expulsion.

### Fighting or Serious Misconduct

3.2.43 If for any reason fighting or serious misconduct occurs between any players, supporters or officials before, during or after the match both teams must submit a report to the LeCo at the first Captains Meeting following the match.

### Language

3.2.44 These rules are published in the English language only and if translations into Vietnamese are made they are to be considered unofficial. LeCo has the power to interpret the meaning of rules and to amend them during the season in the interest of better management of the League. However before any amendments of rules can be carried over to the next season they must be the subject of Special Resolutions at an EGM or AGM and have the approval of 75% of the members.



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### Captains Meetings

3.2.45 It is expected that two representatives from each League team will attend all Captains Meetings, this will normally be both the Captain and Team Manager. Meetings will be held each Monday during the League Season and will begin at 7pm. They will take place at (venue to be decided) and, non attendance will be viewed dimly by the LeCo.



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## 4. DISCIPLINARY GUIDELINES

These guidelines constitute an indication of the action that may be taken by LeCo in respect of breaches of discipline. These guidelines may be varied by LeCo, without any explanation being provided and are subject to normal appeal procedures: -

### 4.1 NON APPEARANCE OF TEAMS

Any team not complying with Clause 3.2.5 will be deemed to have lost the match 0-3, will pay for the cost of the pitch and match officials.

### 4.2 REGISTRATION OF PLAYERS

If any player is found to have played in the League when not eligible under the rules of the League, the team for which he played will have three points deducted and three goals deducted for each League match in which the player concerned took part.

### 4.3 TEAM SHEETS

Failure to submit a team sheet at the Captains Meeting following the match will result in a 1 point suspended deduction. If a team fails to submit a team sheet at the following Captains Meeting then the 1 point deduction will be enforced.

Errors on team sheets will result in the same 1 point suspended deduction and the same time to submit an accurate team sheet.

### 4.4. RED CARDS

Any player receiving a red card (or two yellow cards in one match) automatically receives a one match suspension and three disciplinary points.

Any player found guilty of serious foul play, as defined by F.I.F.A will be subject to a further suspension of at least one match in addition to the automatic one-match suspension.

Any player found guilty of violent conduct, as defined by F.I.F.A. will be subject to a further suspension of at least two matches in addition to the automatic one-match suspension



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#### 4.5 YELLOW CARDS AND DISCIPLINARY POINTS

Any player receiving a yellow card receives one disciplinary point. Upon accumulation of four yellow cards during the course of any one season, the player is automatically suspended for one match.

Any player receiving ten disciplinary points during the course of any one season will be suspended for three matches and warned as to his future conduct.

#### 4.6 FIGHTING

Any player found guilty of fighting will be suspended for a minimum of three matches.

Any teams found to have been involved in a prolonged period of fighting without intervention from the team management to stop the incident may be subject to suspension from the League with a view to being expelled.

Any teams found to have been involved in fighting, but where it can be clearly shown that the team management intervened to stop the incident may be placed on probation. Individual players involved in the incident should be identified by the team management so that appropriate disciplinary action can be taken in accordance with these guidelines.

#### 4.7 ASSAULTS ON OFFICIALS

Any such cases will be handled either by the LeCo although the following will apply;

- Any player or team official found guilty of any form of intimidation including oral , written or other non-physical abuse of any League or match official at any time will be subject to a suspension of two matches.

- Any player or team official found guilty of physical abuse of any League or match official will be subject to a suspension to be determined by the LeCo.



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**Appendix 1**