

# Gamemashinani Regulations



2021 Season

## Contents

<b>PART 1. General Provisions</b> .....	<b>3</b>
Article 1. Entry in the tournament.....	3
Article 2. Duties of the Clubs.....	3
Article 3. Responsibilities of the Clubs.....	3
Article 4. Injuries and Insurance.....	3
<b>PART 2. Competition Format</b> .....	<b>4</b>
Article 5. Competition stages and seeding.....	4
Article 6. Equality of points in the Group Stage.....	4
Article 7. Quarter Finals draw.....	5
Article 8. The Finals.....	5
Article 9. Away Goal Rule, Extra Time, Penalty Kicks.....	5
Article 9. Rescheduling of a match.....	5
Article 10. Refusal to play and similar cases – Walkovers.....	6
<b>PART 3. Infrastructure</b> .....	<b>6</b>
Article 11. Grounds.....	6
<b>PART 4. Match Procedure</b> .....	<b>7</b>
Article 12. Match Sheet.....	7
Article 13. Match protocol.....	7
<b>PART 5. Player Registration</b> .....	<b>8</b>
Article 14. Player eligibility.....	8
<b>PART 6. Refereeing</b> .....	<b>8</b>
Article 16. Referee.....	8
Article 17. Referee Appointments.....	8
Article 18. Protest.....	8
Article 19 Yellow and red cards ( <i>UPDATE FEB 22</i> ).....	9
<b>PART 6. Equipment</b> .....	<b>9</b>
Article 19. Player Attire.....	9
<b>Annex A. Ranking System</b> .....	<b>10</b>
A1. System Overview.....	10
A2. Current Club Ratings.....	10

## **PART 1. General Provisions.**

### **Article 1. Entry in the tournament.**

- (a) Registration is open for any club from Kangari, Kinyona and Ruchu and their environs.
- (b) All clubs must fill in all necessary documents to help the administration.
- (c) Understand that the league is a volunteer league and every stakeholder has a duty and responsibility to follow the stipulated rules.

### **Article 2. Duties of the Clubs.**

- a) To play all their matches until elimination and field their strongest team available.
- b) To comply with all decisions made by the administration.
- c) To co-operate with Gamemashinani in any capacity I.e signing match reports, providing change of club details in the course of the season, media obligation for gamemashinani online presence.

### **Article 3. Responsibilities of the Clubs.**

- (a) The club is responsible for the behavior of their players, officials and fans.
- (b) The home club is responsible for the security and safety before, during and after a match.
- (c) Each club must have a minimum of a fully stocked First Aid kit and identify a person with basic first aid knowledge to act as a team doctor.

### **Article 4. Injuries and Insurance.**

- (a) Each club must encourage all players above 18 yrs have an insurance cover.
- (b) Each club must contribute 1,800 Kes (6mts at 300 pm) in the league's emergency medical pool.
- (c) Gamemashinani is not responsible for any injury suffered to a player, club official or fan before, during or after a match.
- (d) Any player suffering a head injury that requires assessment for potential concussion will not be allowed to continue taking part in the match.

## **PART 2. Competition Format.**

### **Article 5. Competition stages and seeding**

- (a) All matches should be played in accordance to *IFAB Rules of the Game*. The half time interval is 10-15 minutes.
- (b) The competition stages will be as follows.
- Group stage with a maximum of 4 groups composed of clubs from different regions/ grounds.  
Each club plays one home and one away match against each other club in its group. Three points are awarded for a win, one for a draw, and none for a defeat.
  - The top 2 clubs per group will proceed to elimination rounds which will be 2-legged matches.
  - The position 3 and 4 clubs per group will proceed to elimination rounds which will be 2-legged matches. This tournament will be called the Gamemashinani Shield which will mirror the main tournament.  
The 2<sup>nd</sup> tier competition is introduced to allow more games for the clubs that fail to qualify for the knockouts.
  - In a group with more than 5 clubs, club ranked 5<sup>th</sup> and below will be eliminated from the competition.
  - Clubs will be seeded using their previous performance since gamemashinani started recording match results, 2019. Friendly match results do not count. The base rating is 1000 for new clubs wishing to join the league. See [Annex](#)

### **Article 6. Equality of points in the Group Stage.**

- (a) If two or more teams are equal on points on completion of the group matches, the following criteria are applied in the order given to determine their rankings:

- higher number of points obtained in the group matches played among the teams in question;
- superior goal difference from the group matches played among the teams in question;
- higher number of goals scored in the group matches played among the teams in question;

if, after having applied criteria the above, teams still have an equal ranking, criteria are reapplied exclusively to the matches between the remaining teams to determine their final rankings. If this procedure does not lead to a decision, below criteria apply in the order given to the two or more teams still equal;

- superior goal difference in all group matches;
- higher number of goals scored in all group matches;
- higher number of wins in all group matches;
- lower disciplinary points total based only on yellow and red cards received by players and team officials in all group matches (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points);
- higher club coefficient - used during seeding.

#### Article 7. Quarter Finals draw.

- (a) Group winners are drawn with the runners up. Same applies to the Shield competition where the 3<sup>rd</sup> ranked club is paired with a 4<sup>th</sup> ranked club.
- (b) Clubs from the same group cannot be paired together.
- (c) The runners-up and the 4<sup>th</sup> ranked club play the First Leg at home.

#### Article 8. The Finals.

Both finals will be played as one single match at a neutral venue. The venue will be determined after the finalists are known. If the score is equal at the end of normal playing time, two 15-minute periods of extra time are played. If one of the teams scores more goals than the other during extra time, that team is declared the winner. If the score is still equal after extra time, the winner is determined by kicks from the penalty mark.

There will be no 3<sup>rd</sup> playoffs for the losing semi finalists.

#### Article 9. Away Goal Rule, Extra Time, Penalty Kicks.

- (a) The away goal rule will not be used in the tournament because of a lot of clubs sharing grounds.
- (b) There should be a 5 minutes break before the end of normal time and the start of extra time.
- (c) Kicks from the penalty mark should be taken in accordance to the *IFAB laws of the game*.

#### Article 9. Rescheduling of a match.

- (a) If a match cannot start or cannot be played in full, the full or remaining match time is, as a rule, played during course of the next week with the latest being Saturday, and exception can be made for Sunday if none of the club have a fixture. The decision is made in with consultation by both clubs.
- (b) As a rule, a rescheduled match is played at the same venue.
- (c) If the referee decides to abandon the match, the remaining match time must be played according to the following principles:
  - The online match sheet may contain any of the eligible players who are registered by the club when the match was abandoned, irrespective of whether they were actually on the match sheet for the abandoned match, with the exception of players substituted or sent off during the abandoned match as well as players suspended for the abandoned match. The players who were in play at the time the match was abandoned may not be included on the match sheet as substitutes when the match is resumed.
  - Any sanctions imposed before the match was abandoned remain valid for the remainder of the match.
  - Single yellow cards imposed before the match was abandoned are not carried forward to any other matches before the abandoned match is completed.
  - Players and team officials sent off during the abandoned match cannot be replaced and the number of players in the starting line-up remains as it was when the match was abandoned.
  - Players and team officials who were suspended following a match played after the abandoned match in question can be included on the match sheet.

- The teams can make only the number of substitutions to which they were still entitled when the match was abandoned.
- The match must restart on the same spot where the abandoned match action occurred (i.e. free-kick, throw-in, goal kick, corner kick, penalty, etc.). If the match was stopped during the normal flow of the game, a dropped ball on the spot where it was abandoned shall be used to restart.

#### Article 10. Refusal to play and similar cases – Walkovers.

- (a) If a club refuses to play (forfeit) or is responsible for a match (including kicks from the penalty mark) not taking place or not being played in full is fined as follows:
- Group Stage Match fined Kes 1,000 and docked 2 points from their tally.
  - Quarter Final Match fined Kes 2000 and knocked out of the tournament.
  - Semi Final Match fined Kes 3,000 and knocked out of the tournament.
  - Final Match fined Kes 7,000
- (b) If a club is disqualified or for any reason withdraws from the competition before completion of its matches in the group stage, the results of all of its matches are declared null and void, and its points forfeited.
- (c) A club which refuses to play or is responsible for a match not taking place or not being played in full loses all rights to payments/awards made.
- (d) A club that awards a Forfeit/Walkover loses 2-0.

### **PART 3. Infrastructure**

#### Article 11. Grounds.

- (a) The home club must make every reasonable effort to ensure that the pitch is in the best possible condition for play.
- (b) No club shall host a match in another ground apart from the one they specified as their home ground without consent from the administration. In considering to give the consent the following cases must be satisfied.
- The move must not have adverse cost effect on visiting clubs.
  - Will enhance the reputation of the league and promote the game.
  - The relationship between the locals with the name traditionally associated with the club.

## **PART 4. Match Procedure.**

### Article 12. Match Sheet.

- (a) Before each match, each team shall indicate in the online match sheet the numbers, surnames, first names, if applicable, shirt numbers of the 18 players in the squad. The team captain must be identified. Players must wear the shirt numbers as indicated on the match sheet. The match sheet must be validated by the competent club official.
- (b) The 11 players indicated on the match sheet as forming the starting 11 must commence the match. The other players are designated as substitutes.
  
- (c) Both teams must submit their validated match sheets at least 60 minutes before kick-off.
- (d) Only four of the substitutes listed on the match sheet may take part in the match. A player who has been substituted may take no further part in the match. Exceptionally, a fifth substitute listed on the match sheet may take part in knock-out matches exclusively during extra time.
  
- (e) After the validated match sheets have been submitted no changes are allowed. Before the match has kicked off, the following exceptions are possible:
  - If any of the 11 players indicated on the match sheet as forming the starting 11 are not able to start the match due to physical incapacity, they may only be replaced by any of the substitutes listed on the initial match sheet. The substitute(s) in question may then only be replaced by a registered player (players) not listed on the initial match sheet, so that the quota of substitutes is not reduced. During the match, four players may still be substituted.
  - If any of the substitutes listed on the match sheet are not able to be fielded due to physical incapacity, they may only be replaced by a registered player not listed on the initial match sheet.
  - If none of the goalkeepers listed on the match sheet are able to be fielded due to physical incapacity, they may be replaced by registered goalkeepers not listed on the initial match sheet.

### Article 13. Match protocol.

- (a) Both teams must be at the ground at least 60 minutes before kick-off.
- (b) At all matches in the competition, the players are invited to shake hands with their opponents and the referee team after the line-up ceremony as well as after the final whistle, as a gesture of fair play.

## **PART 5. Player Registration.**

### Article 14. Player eligibility.

- (a) In order to be eligible to participate in the competition, players must be registered in their club portal within the requested deadlines to play for a club.
- (b) The club bears any consequences for fielding a player who is not eligible in the club portal. This includes but not limited to Forfeiting matches and fines.
- (c) No player will play for more than one club during the tournament. This means no transfer window will be open during the tournament.
- (d) New player registered after the tournament has started is eligible to play 7 days after registration confirmation. No new registrations will happen after the group stages.

## **PART 6. Refereeing.**

### Article 16. Referee.

- (a) The referee team is composed of the referee, two assistant referees.  
If appointed a fourth official maybe present.
- (b) Immediately after a match end the center referee and club officials validates the match report.

### Article 17. Referee Appointments.

- (a) The referee teams are appointed by the administration. The decision is final.
- (b) If a member of the referee team does not arrive at the venue the administration informs the clubs immediately. The administration advises the way forward which is final. The home team may be requested to provide a referee/AR.
- (c) If a referee, assistant referee becomes unfit before or during a match and is unable to officiate, he/she is replaced by another member of the referee team as follows:
  - The referee is replaced by the fourth official if present.
  - An assistant referee is replaced by the fourth official or by the reserve assistant referee if one has been appointed.
  - If there is no alternative is present, the home team provides an assistant referee to temporally officiate.
- (d) Referees are paid by both clubs. The amount is communicated at the beginning of the season. The fees for the Final Match are catered for by the administration.

### Article 18. Protest.

- (a) Participating clubs are entitled to protest against the validity of a match result within 24 hours of the end of the match in question in accordance with the relevant provisions of the Disciplinary Regulations. All appeals must be in a written format and delivered in hand or via Email.

## Article 19 Yellow and red cards *(UPDATE FEB 22)*

- a) A player/official shown a red card will automatically miss the next match.
- b) If the Referee deems the red card need more severe punishment, he/she will indicate in the match report and the office will make a decision on extending the punishment.
- c) In the group stage, 3 consecutive cautions (Yellow Card) will lead to a suspension from the next match.

## **PART 6. Equipment.**

### Article 19. Player Attire

- (a) All clubs must announce their Home and Away colors before the season begins. This is done by uploading the kits on the club portals. The away club must make efforts to communicate with the Home club regarding the kits they intend to wear.
- (b) For all competition matches, the home club has the first choice as to which of its official playing attires announced on the registration form it wears for its home matches.
- (c) In any case, if the referee notices on the spot that the colors of the two teams could lead to confusion. As a rule, in such cases it is the home team that has to change colors, for practical reasons.
- (d) For the final, both teams may wear their first choice playing attire. However, if there is a clash, the team designated as the away team must wear alternative colors. The administration proposes suitably contrasting colors in advance of the match.
- (e) Clubs must try to have their players wear the same color for the shorts and socks.
- (f) All shirts must have numbers on their back - *(UPDATE FEB 22)*
- (g) The captain must wear an armband for the purpose of identification.

## **Annex A. Ranking System.**

### **A1. System Overview**

Gamemashinani calculates the coefficient of each club each season based on the clubs' results in all competitive matches the club is involved. The season coefficients from all season and competitions since 2019 are used to rank the clubs for seeding purposes (sporting club coefficient).

The competition includes but no limited to Gamemashinani League, Gamemashinani Shield Cup, Ward CDF Tournaments and Muranga County League.

The coefficient are calculated using the Elo System. Variables such as goal margins, opponent rating are used to calculate the new rating after a match.

### **A2. Current Club Ratings**

Kinyona FC	1337
Gacharage FC	1246
Makomboki Chicago	1226
Gatimu FC	1218
Gituru FC	1197
Kangari FC	1168
Boro FC	1145
Kanderendu Rangers	1107
Mairi United FC	1069
Mununga FC	1057
Kamburi FC	1043
Karinga Jnrs	1043
Gacharage Spears	1030
Gumba FC	999
Mariira FC	989
Kiangari United	988
Boy Child FC	986
Kangari Sparrows	983
Mungaria FC	978
Githumu FC	970
Ngurwe-ini FC	934
E-Veterans FC	915
Kimotho Equatorial	908
Aberdares FC	876
Kimotho Tigers	855
MaC Lions	840

All new clubs that joins the league are assumed to have a rating of 1000.



**Gamemashinani League**

[gamemashinani@protonmail.com](mailto:gamemashinani@protonmail.com)

[www.gamemashinani.co.ke](http://www.gamemashinani.co.ke)

**0721 307533**

**Kangari, Muranga County.**

The following regulations are adopted from Swansea Junior League Rule Book, UEFA Regulations, FKF Rules and previous gamemashinani experiences.  
*Created on Jan 13 2021.*