

Kangari Ward 2021 NG-CDF Tournament Regulations



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PART 1. General Provisions.

Article 1. Entry in the tournament.

- (a) All clubs in Kangari Ward are eligible to participate in the tournament, the condition is that the club must be active in the past year. This is through playing tournaments and friendlies.
- (b) The list of the clubs participating in the tournament:

Pool A	Pool B
Aberdare FC	Gatimu FC
Gumba FC	Ikumbi FC
Kimotho FC	Kamburi FC
Mac Lions FC	Kangari FC
Mairi United	Kangari Sparrows FC
Makomboki FC	Kiangurwe FC
Kanderendu FC	Mariira FC

- (c) All clubs must fill in all necessary documents online and offline to help in the tournament administration.

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 cooperate with the administration in any capacity i.e signing match reports.

Article 3. Responsibilities of the Clubs.

- (a) The club is responsible for the behavior of their players, officials and fans.
- (b) The home club (listed first in the fixture) is responsible for the security and safety before, during and after a match.

Article 4. Injuries.

- (a) Each club must encourage all players above 18 yrs to have an insurance cover.
- (b) The tournament administrators and sponsors are not responsible for any injury suffered to a player, club official or fan before, during or after a match.
- (c) 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 with *IFAB Rules of the Game*. The half time interval is 10-15 minutes.
- (b) The competition stages will be as follows.

- Group stage with 2 groups composed of clubs from Mairi/Makomboki and Kangari/Mariira areas.
Each club plays one game against other clubs in its group.
Three points are awarded for a win, one for a draw, and none for a defeat.
- The top 4 clubs per group will proceed to the elimination round which will be 1-legged matches.

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:

- Head to head results of the group match of the teams in question.

if, after having applied criteria the above, 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);

Article 7. Quarter Finals draw.

- (a) Q1 No 1 Pool A vs No 4 Pool B – Mairi Ground
- (b) Q2 No 1 Pool B vs No 4 Pool A – Kangari Ground
- (c) Q3 No 2 Pool A vs No 3 Pool B – Mairi Ground
- (d) Q4 No 2 Pool B vs No 3 Pool A – Kangari Ground

A draw will be held after the quarter finals game for the semi finals draw.

Article 8. The Finals.

Both the 3rd Place and the Final will be held at the Mairi Community Ground.
The date shall be communicated in due time

Article 9. Extra Time, Penalty Kicks.

- (a) All elimination matches that end in a draw will proceed to extra time and thereafter Kicks from the Penalty mark if a winner is not yet found.
- (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 with 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 and the match is rescheduled, 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 penalized with 10 disciplinary points. (see Article 6)
- (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 that awards a Forfeit/Walkover loses 2-0. The two goals shall not be awarded to any player.

PART 3. Infrastructure

Article 11. Grounds.

- (a) The home club in co-operation with the administration must make every reasonable effort to ensure that the pitch is in the best possible condition for play.

PART 4. Match Procedure.

Article 12. Match Sheet.

- (a) Before each match, each team shall indicate in the **online** match sheet their shirt 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.

The referee will also provide a paper match sheet which should be signed by the team official. The player names must be the same as the one in the online portal.

Anyone listed as a team official may be cautioned or sent off of the ground by the referee.

- (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 five 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 sixth substitute listed on the match sheet may take part in knockout matches exclusively during extra time. The substitution must be made within 3 stoppages of the matches. Substitution made during the start of the second half do not count as stoppages.
- (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 or transferred in the 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 the match 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 players registered after the tournament has started are eligible to play 6 days after registration confirmation. No new registrations will happen after the group stages.
- (e) Transfer window shall open after the Finals. Clubs proceeding to the Inter Wards stage of the tournament are allowed to sign new players.
- (f) The following is the required player information that must be provided by the club :
 - (1) First Name, Last Name, Surname/Alias
 - (2) Date of Birth
 - (3) Phone Number
 - (4) Playing Position
 - (5) Digital Photo – The player must be in the club home shirt and only the upper part of his body.

PART 6. Refereeing.

Article 16. Referee.

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

ALL PLAYERS AND TEAM OFFICIALS MUST RESPECT AND OBEY THE REFEREE/ASSISTANT REFEREE DECISIONS.

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 temporarily officiate.

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.
All protests must be accompanied by Kes 1,500 non refundable fee.

Article 19 Yellow and red cards

- a) A player/official shown a red card will automatically miss the next 1 match.
- b) If the Referee deems the red card needs 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) For all matches, both teams must wear the provided sponsor attire. However, if there is a clash, the team designated as the away team must wear alternative colors.
- (b) 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.
- (c) Clubs must try to have their players wear the same color for the shorts and socks.
- (d) All shirts must have numbers on their back.
- (e) The captain must wear an armband for the purpose of identification.
- (f) All players must have appropriate footwear.

Football is all about respect.

Kangari Ward

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