

SENGKANG WEST INTER-ZONE FOOTBALL LEAGUE



RULES & REGULATIONS

**RULES ARE SUBJECT TO AMENDMENTS & CHANGES BY THE X-LEAGUE IN
THE BEST INTEREST OF OUR PARTICIPANTS**

Version 1

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About The League

The Sengkang West Inter-Zone Football League, Co-organized by Sengkang West Community Sports Club and the X-League, was conceptualized to create a buzz within the community whilst promoting an active and healthy lifestyle for residents with league matches played on a weekly basis.

The objective of the league is to not only reach out to social footballers but also generate interest amongst the grassroots! We want to create an environment where teams can come for social football matches with their family members or even grandparents while creating a strong community bond with a leisure component and family-oriented lifestyle. The Sengkang West Inter-Zone Football League will also act as a value-added platform for different age groups and physical abilities to enjoy the game of football.

Contested by 6 teams within a division, a season generally lasts up to five months with teams playing 10 matches each in a customized 'Home' & 'Away' system. Officiated by qualified and registered match officials, teams can look forward to a more professional in game experience.

Prizes- For its inaugural season, teams can look forward to attractive Cash Vouchers with all teams standing to benefit at the end of the season. The first placed team will walk away with a \$1000 in Cash Vouchers while the second and third placed teams will receive \$750 and \$500 in Cash Vouchers respectively. All teams placed fourth to sixth position will also receive \$250 worth of Cash Vouchers.

Section 1

Contractual Agreement

- a) Team Manager(s) understand they are responsible for their team and are liable for the running of the team upon joining any competition/league organized or co-organized by or together with the X-League
- b) Team Manager(s) upon entering a contractual agreement to participate in any competition/league organized or co-organized by the X-League understand that any failure to make payment at stipulated dates may result in legal action. X-League reserves the right to institute legal actions against the team Manager(s) in the event of a non-payment or late payment of fee
- c) Team Manager(s) are solely responsible for ensuring payment of league fees. X-League has a contractual agreement with the team manager(s) and you are responsible for the collection of fees from your team's players
- d) In the event that a team is banned by the X-League, the team manager(s) will be required to settle the full league fee to the X-League as stated in the legally bound contract signed by the team manager(s).
- e) Team Manager(s) are responsible for informing all players/staff in your team of X-Leagues activities and accept any and all risks of injury to any part of the body or damage to their/your property while taking part in these activities
- f) Team Manager(s) must ensure all players/staff involved with your team are aware that there will be no medically qualified personnel administering X-Leagues activities
- g) Team Manager(s) are to ensure that all your teams' players/staff read and understand X-Leagues Rules and Regulations

- h) Team Manager(s) are to inform the X-League six days in advance should your team not be able to play over and above the games teams are entitled to postpone. Team Manager(s) may incur additional costs should they fail to inform the X-League of their inability to partake any weekend
- i) All information supplied to the X-League shall be deemed as non-confidential unless otherwise stated. The X-League has the right to use or distribute the information without limitation. This constitutes permission for the X-League to use the names, photographs and audio and/or visual recordings of entrants in any publicity at its discretion
- j) Each team will be required to have a minimum of two team managers

Section 2

General Rules

- a) Each team can register up to 25 players. Out of the 25, a minimum of 8 players must be residing in Sengkang West
- b) On game day, teams can bring up to 18 registered players out of which a min of 4 must be residing in Sengkang West
- c) All participating players must be within 18-55 years of age
- d) All current and registered National, SPL, Prime League & NFL Players will not be allowed to participate in the league. It is strictly a social football league targeted at social footballers.
- e) Any team that abandons a match for no valid reason and without the approval of the referee will be deemed as a “no-show” in terms of the final result. The X-League reserves the right to punish any team with point deductions should such incidents occur
- f) All teams will receive 3 points for a win, one point for a draw and no points if they lose a match. The team with the most points at the end of the season will be deemed the winner. Should the top teams be tied on points at the end of the season, the winner will be decided by goal difference. If both teams are also tied on goal difference, a playoff match will be organized to determine the winner at no extra cost
- g) Fair Play is the name of the game. Swearing at referees, fighting and any form of unsportsmanlike behavior will not be tolerated. FIFA football rules apply to all X-League matches. The X-League reserves the right to expel any team that compromises the integrity of the league

Safety

- h) In the interest of safety for all players, shin guards are a **must** for all X-League matches. The referee reserves the right to refuse any player from playing if they are found not wearing shin guards
- i) Any player that has a bleeding wound will be asked to leave the field of play and seek treatment. The referee reserves the right to refuse entry to the player should he/she deem the wound to be a threat to personal safety
- j) Violence, personal abuse/assault will not be tolerated at any X-League match. Aside from the team/s involved being suspended from the league, the X-League will also work closely with relevant authorities to exercise Fair Play and protect its participants and match officials
- k) The referee has the right to deny a player from entering the field of play-
 - i. should a player have any part of their body be in a cast
 - ii. should the referee suspect that the player has consumed alcohol prior to the match

Section 3

LEAGUE OVERVIEW

| SENGKANG WEST INTER-ZONE FOOTBALL LEAGUE 2019 | | | |
|--|---|---|---|
| <ul style="list-style-type: none"> All matches played on Turf Pitches @ Compassvale Secondary School & Punggol Secondary School 1 Match Official | | | |
| Match Days | Sundays @ Compassvale Secondary School & Punggol Secondary School | | |
| Match Slots | 0900-1100 | | |
| Total number of teams | 6* | | |
| Total number of games per team | 10* | | |
| Prizes to be Won | Champion | 1st Runner-up | 2nd Runner-up |
| | <ul style="list-style-type: none"> \$1000 Cash Vouchers Champion Trophy 25 x Gold medals | <ul style="list-style-type: none"> \$750 Cash Vouchers 25 x Silver medals | <ul style="list-style-type: none"> \$500 Cash Vouchers 25 x Bronze medals |
| Season Cost | SGD\$1,250 (\$125 per match to be paid before the commencement of each game)** | | |
| Additional Prizes | \$250 Cash Vouchers for all teams placed 4th-6th position at the end of the season | | |

* At the discretion of the Sengkang West Community Sports Club & The X-League

** Season Costs excludes X-Cup Matches.

Section 4

League Tables

X-League will use the following format with regards to league tables:

- a) Winning team receives **3** points
- b) Draws result in teams receiving **1** point each
- c) Losing teams will not receive any points
- d) If two or more teams are equal on points, the teams which has the greater goal difference (goals scored minus goals conceded) will ranked higher in the league
- e) If the goal difference is the same, the team which has scored more goals will also be ranked higher
 - i. If both teams are also tied on goal difference, a playoff match will be organized to determine the winner
- f) The top 3 teams will be promoted to a higher league
- g) The bottom 3 teams will be demoted to a lower league
- h) Teams that get expelled from the league: The X-League reserves the right to decide if all points, goals and cautions will be void & the team removed from the league table. This will be dependent on the matches the team has already played.

Section 5

League Fees & Payment Options

- a) All enquiries and correspondence regarding league fee payment should be sent to both admin@xleague.com.sg
- b) Upon request, all team/finance managers will be sent an invoice through e-mail within 24 hrs upon successful payment
- c) Teams that have not settled their league fees within the deadlines stipulated (eg- 1st of every month) prior to the beginning of a league season will not be allowed to participate in any further matches until the matter is resolved
- d) Team manager(s) are required to sign a legally binding contract prior to the start of an X-League season to ensure that the running of the league is smooth flowing and that there are no disruptions to the league schedule
- e) The X- League reserves the right to suspend any team(s) should they fail to settle league fee payment by the stipulated deadlines

Section 6

Payment Options & Methods

There are two ways teams can settle their league fee payments with the X-League.

1) Option 1- Full Payment

Prior to the beginning of a league season, teams can choose to pay the entire league fee at one go. This will leave teams hassle free* for the remainder of the season with no financial commitments to the X-League.

*Please note that this however does not include fees for games postponed due to unforeseen circumstances and **Weather Restrictions**.

2) Option 2- Installment Payments on Match Day

Teams that choose not to settle the league fee at one go can choose the installment process where the league fee is collected prior to the start of each match.

Please note that this does not include fees for games postponed due to unforeseen circumstances and **Weather Restrictions**.

The X-League reserves the right to suspend any team that fails to pay their league fee on time or fails to pay the correct amount according to the league they are registered in.

The X-League also reserves the right to expel (Refer to signed contract) any team that fails to pay their league fee on time or fails to pay the correct amount according to the league they are registered in.

3) Team Drop-Out charges

- a) Teams that choose to drop out of the X-League once the season has started will be required to settle the full league participation fee. Regardless of the number of matches your team has played, team managers will be required to settle the remainder of their league fees owed to the X-League. Legal action will be taken against teams that fail to comply with the abovementioned rules.

- b) Teams that are expelled (Refer to signed contract) from the X-League, at the discretion of the X-League management (Eg- League Fee payment issues, Violent conduct, Rioting, Physical abuse of match officials) once the season has started will be required to settle the full league participation fee. Regardless of the number of matches your team has played, team managers will be required to settle the remainder of their league fees owed to the X-League. Legal action will be taken against teams that fail to comply with the abovementioned rules. This does not include other expenses incurred which include medical bills and medical treatments for the injured parties.

Payment Methods

The X-League accepts payment in the options listed below-

INTERNET BANK TRANSFER

DBS Corporate Bank Account Number: 019-902870-9
Payee Account Type: DBS Current
Registered Company Name: X-League
DBS Bank Code: 7171 Woodlands Civic Centre Code: 019

Please include your team name under the reference section.

ATM FUND TRANSFER

Account Number: 019-902870-9

Account Type: DBS Current

All payments made through ATM transfer needs to be followed up with an e-mail to the finance department of the X-League to verify payment.

Please include the following information:

Payment Mode: ATM Cash Transfer

Date of funds transfer:

Manager's Name:

Team Name:

Transaction No:

Date of Transaction: _____

Amount Transferred: _____

All team managers are requested to-

- Hold on to the copy of the receipt for verification purposes

CHEQUE

Cheques should be made payable to X-League

QUICK CHEQUE DEPOSIT to us by following the instructions below-

1) Once the cheque is prepared, please write the necessary details on the back of the cheque

Name: X-LEAGUE

Bank Name: DBS (Current Account)

Account Number: 019-902870-9

2) Once the cheque has been dropped into the Quick Cheque Deposit Box at any DBS Bank outlets, please email to admin@xleague.com.sg the following information:

Manager's Name: _____

Team / Company Name: _____

Date Cheque was Banked In: _____

Mode of Payment: Quick Cheque Deposit

Amount Banked In: _____

Cheque Number: _____

Please remember to e-mail admin@xleague.com.sg to confirm that the cheque has been mailed. Please include your team name and league your team is from in the e-mail.

Section 7

Fixtures and Scheduling

- a) The Sengkang West Inter-Zone Football League 2019/2020 will be scheduled from November 2019 to March 2020
- b) Matches will be played every Sunday except on Public Holidays
- c) The proposed venues for all games are Compassvale Secondary School and Punggol Secondary School
- d) Timing for all matches will be from 9am to 11am
- e) X-League has the right to amend the location and timing of any fixture
- f) Teams are to check the fixture schedule weekly as locations/timings may be changed due to unforeseen circumstances
- g) Team managers will be informed via call/sms/e-mail of the timing and location of their teams match
- h) Depending on the fixture schedule, teams may have to play on public holiday weekends

Section 8

11-a-side Rules and Regulations

1) General

- a) All league matches will last 40 mins per half with a 10 minute interval for half-time
- b) A match may not start if either team consists of fewer than **seven** players
- c) Should a team end up with less than seven players as a result of injuries or sending –off, the match will be stopped and awarded 3-0 to the opposing team

2) The Referee

- a) If an object thrown by a spectator hits the referee, a player or team official, the referee may allow the match to continue, suspend play or abandon the match depending on the severity of the incident
- b) The referee has the power to show yellow or red cards during the half-time interval and after the match has finished as well as during extra time and penalty kicks
- c) The referee is authorized to stop play if he feels that the floodlights are inadequate
- d) The referee has the right to refuse entry to any player that is unregistered or doesn't have a jersey number. Should a player forget to bring his jersey, the team manager has to inform the referee before the match that the player may be wearing another numbered jersey

3) Match Balls

- a) Each team will have to provide the referee with a match ball before the start of the match
- b) The X-League does not provide match balls (Depending on seasonal promotions). Each team is encouraged to bring a minimum of **2 or more playable match** balls together with a ball pump for each match
- c) Should a match get postponed or delayed as a result of both teams' not bringing 2 playable balls and a ball pump for a match, both teams will be penalized and made to pay the full fee for the match. The penalization fee will not be included as part of the overall league fee. The match will then be replayed at a later date.
- d) Case by Case basis

There are many scenarios that can be drawn from a team(s) not bring match balls. The X-League will review each scenario on a case by case basis. The X-League reserves the right to deduct points and fine any team that fails to meet the minimum requirements for each league match. Examples of such cases have been highlighted below

- i. Should one team or both teams fail to bring 2 match balls which results in the game being delayed
- ii. Should Team A have used up both their match balls (Balls are not retrievable) and Team B has no match balls
- iii. A match needs to be abandoned as a result of one team not having a minimum of 2 match balls

4) Kick Off

- a) Teams are encouraged to be at the match venue at least 30mins before kick-off as all matches need to start at the allocated kick-off timings
- b) A match may not start if either team consists of fewer than **seven** players. If a team is unable to field a minimum of seven players, the match will be cancelled and awarded 3-0 in the opponents favour
- c) Teams with less than 11 players at the time of kick-off can approach the referee and request for a 20min grace period. The decision to allow for the grace period will be at the discretion of the referee and X-League committee management staff
- d) Should a match be postponed due to a team being late for more than 20mins from the allocated kick-off time, the match will be awarded 3-0 in the favour of the opponents. The team that is late will have to bear the **full costs** for both teams
- e) If Kick-off is delayed because of the referee (No show, accident, traffic, etc...), the match will be replayed on another date. If there is no referee present at the field at the allocated kick-off time, team managers are encouraged to get in touch with the X-League management who will advise them accordingly
- f) In the case of a Referee No show-
 - i. Both teams can choose to play a friendly amongst themselves for **free**.

5) Substitutions

- a) Each team is allowed a maximum of 7 substitutions (goalkeeper included) during the course of a match and **unlimited substitutions** at **half-time**. This is to prevent disruption of game play and to ensure a smooth flowing game
- b) Repetition of substitutes is allowed, however, team manager(s) are advised to monitor their respective substitutions and carry out a physical head-count before the start of the match
- c) No replacement of an injured player will be allowed should the team have already used up all the 7 substitutes
- d) All substitutes are to enter the field of play at the halfway line
- e) Should a team knowingly breach Rule 5(a) under the Substitutions Section, the match will be awarded to their opponents with a 3-0 score-line. The team found guilty of breaching the rules will also have to pay the full match fee for both teams.

Section 9

Suspensions, Yellow and Red Cards

- a) Once a player has received 2 yellow cards or 1 red card in any single match organized by X-League, he/she will automatically miss the next game
- b) Teams that allow suspended players to participate will automatically lose the match 3-0 with the match deemed a walkover. Both teams will still pay the match fee as per normal
- c) X-League will keep track of the amount of yellow and red cards obtained by participating players. Team managers are highly encouraged to check on suspended players as fielding ineligible players will lead to a walkover

Appeals against Red Cards

- d) Teams will not be allowed to appeal against red cards, the referees decision is considered final

Section 10

Off The Ball Violent Conduct

- a) A player can be sent off if he/she commits any of the following offences-
 - i. Serious foul play
 - ii. Violent Conduct
 - iii. Spitting at an opponent or any other person
 - iv. Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
 - v. Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
 - vi. Using offensive, insulting or abusive language and/or gestures
 - vii. Receiving a second caution in the same match
- b) Players that have been shown the red card will be suspended for the following scheduled match
- c) Any team that has a player sent off for offences **(1, 2 & 3)** may face further suspension depending on the seriousness of the incident. The X-League will work closely with the FAS referees' department and competitions department to determine if further action needs to be taken against the player at fault and the team he represents.
- d) Further action will be taken against teams with repeat offenders at the discretion of the X-League
- e) Teams **MUST** submit an incident report following serious incidences that occur during a match fixture. (E.g. - Violent Conduct, Inappropriate behavior, etc...)
- f) Player(s) who are red carded in **cup matches** will not have their suspensions carried forward to **league matches**. Their suspension(s) however will be carried forward should their team qualify for the next round of the cup competition

Section 11

Protocol for Match Reports

- a) All team managers must submit their match reports online no later than two days (24 hours) after the match has taken place.
- b) Teams that fail to update their match reports online within the stipulated 24 hours without a valid reason, will have their match result awarded to the opposing team, similar to a walk-over. This is to ensure that all match details are updated in timely fashion with match cautions accurately depicted online.
- c) All team managers are required to check on the names and jersey numbers of goal-scorers and players that have received cautions during a game so as to avoid any discrepancies with their submissions online.
- d) In the case of any discrepancy with regards to goal-scorers and cautions, the X-League will take the referee's submission as final.
- e) Teams that face technical problems submitting their match reports online are encouraged to submit their reports to admin@xleague.com.sg. The X-League will then upload the report on the teams' behalf
- f) False submission of goal-scorers and cautioned players will lead to an automatic disqualification of the Top Scorer & Fair Play awards at the end of a season for the entire team
- g) If the team manager makes an honest error during the submission process, he/she has 24hrs to inform the X-League of the error to avoid the disqualification

Match Report Guidelines

The Match Report System provides a wholesome social footballing experience & will give players the opportunity to relive memorable moments during matches. Teams are highly encouraged to keep match reports fun and exciting by focusing on and highlighting the positives of each game.

- h) The X-League will **NOT** tolerate any form of negativity and abusive language towards the Organizers, Match Officials & Opponents. The X-League reserves the right to penalize any team with point deductions should teams fail to comply with the match report guidelines. A disciplinary committee will decide on the severity of the punishment which could lead to a ban from the league entirely.

Section 12

Protocol for Incident Reports

An incident report can be made and submitted by players of the team and/or referee(s) to the X-League.

Teams **MUST** submit an incident report following serious incidences that occur during a match fixture. (E.g. - Violent Conduct, Inappropriate behavior, etc...)

- a) The incident report must be filed within 24 hours following the game in writing via email with full details of the occurrence of the incidence(s)
- b) The X-League, upon receiving the incident reports will have the right to ask the team manager(s) and referee(s) on their version of the incident. The report can either be kept confidential or made known to those involved in the incident by the X-League
- c) The outcome of the decision will be sent via email after thorough investigation by the X-League and action will be taken accordingly based upon the seriousness of the incident reported
- d) An internal meeting may be called for a Disciplinary Committee to review the incident at the discretion of the X-League
- e) Teams can submit an appeal within a 14 day grace period once the final verdict has been delivered. The X-League will then call for another Disciplinary Committee meeting to decide on the fate of the verdict. The X-League however, will not interfere with any disciplinary actions made against teams and player/s by the Football Association of Singapore nor can these actions be overturned.

Section 13

Match Pitches

- a) All matches for the Sengkang West Inter-Zone Football league will be played at Compassvale Secondary School and Punggol Secondary School
- b) Team Managers are advised to check fields of play before games for potential injury causing objects such as glasses and stones. Managers should also check nets to see if they're properly tied or have holes in them. Any discrepancies should be reported to the referee or field caretaker before the match has kicked-off
- c) Playability of pitch will be decided by the referee and field manager and not by teams or their managers
- d) X-League will not be held responsible for any damage to public/private property (Cars, Windows, Toilets, etc). Teams will be solely responsible in such circumstances

Section 14

Postponement of Matches and No Show

All teams competing in the X-League are allowed up to 1 league game postponement per season. (See section on Fixtures and Scheduling)

- In order to provided a PREMIER football experience all teams that are made up of majority Muslim players, will be allowed to postpone all their matches during the Ramadan(Fasting Month) period

1) Postponement of Matches

- a) All postponement requests **MUST** be done at least 6 days before the match schedule through e-mail:
admin@xleague.com.sg
E.g. – If your game has been scheduled for Sunday, you must inform the X-League before Monday 3pm
- b) Teams that request for a postponement before the 6 day deadline will not be charged as long as no prior arrangements have been made between the league and its participating teams
- c) The X-League reserves the right to deny any postponement request should any team use up their two game postponement option
- d) Teams that ask for a postponement lesser than the 6 day period stated above (for whatever reason- Weddings, Engagements, Death of friends/family members, etc), will have to bear the **full cost** (\$125) of the game but only for their team
- e) Teams that request for last min postponement (**Less than 48 hrs** for whatever reason- Weddings, Engagements, Death of friends/family members, etc), will be charged the full cost of

both teams (\$250) and the match awarded as a walkover (3-0) to their opposition

- f) The X-League reserves the right to deny any postponement request if it affects the league finish date and impairs the start of a new season
- g) The X-League reserves the right to deny postponement requests against any team that has faced more than four postponements during the course of a season. Should your team encounter such a situation, you will have to continue with the scheduled match as per normal. No Show charges, as stated below, will apply
- h) The X-League reserves the right to waive Postponement & No Show fees and follow through with any postponement requests at any time should there be a death to any registered player within the participating team

2) No Show

- a) The X- League defines “No Show” as the following-
 - i. A team not turning up for a fixture at all
 - ii. Fielding **fewer than 7 players** at the field ready to kick off after 20 minutes of the allotted kick off time
- b) In the case of a “No Show” for a fixture set by the X-League, the team involved will be charged the full cost of both teams (\$250) and the match awarded as a walkover (3-0) to their opposition.
- c) The team present at the pitch may use it free of charge at their discretion for training purposes.
- d) Matches can only be postponed via e-mail (admin@x-league.com.sg). A match is only deemed postponed once they receive a reply in writing through e-mail. Teams are strongly encouraged to call the X-League admin staff should they not get a response through e-mail within 24 hrs. Please note that if a team has already postponed two league games, a third postponement will not be entertained.

Section 15

Player Registration

- a) All team managers are required to fill a player registration list template online before the league commences
- b) All team managers are required to register all players according to their full names (As it appears in their NRIC/Passport) online.
 - i. Player names & must be submitted accurately (For player identification purposes). All information submitted is confidential and will not be displayed on the website. Team managers will however have the option to submit a shortened version of player names online.
(Eg: Registered name- Mohammad Hadi Bin Abdul Osman, Online Name- Hadi Osman)
- c) Teams are required to register their players according to the jerseys numbers of their home kit
 - ii. Should away and third kit numbers not match the home jerseys, the team manager is required to inform the X-League prior to the commencement of a league season
- d) Team managers are required to notify the X-League of any additional players in their respective teams through e-mail and also update their team profile list online accordingly
- e) Random checks will be made within the course of the season to ensure that only registered players participate with the X-League
- f) All current & registered SPL, Prime League & NFL players will not be allowed and are not permitted to play in the X-League. It is strictly for social footballers.

- g) Should any team play a SPL/ Prime League/ NFL/ unregistered/ suspended/ ineligible player, the match will be deemed a walkover and awarded to the opposition with a 3-0 scoreline. Both teams will still pay the match fee as per normal
- h) Players are only allowed to represent one club within a league at any point in time. However, should your team participate in the Sunday league he will be allowed to play for other leagues within the X-league such as the Midweek/Saturday league
- i) Player sharing is not permitted in the X-league. Should your opponents be short of players, you will not be allowed to 'loan' your substitutes to them
- j) The abovementioned rules have been implemented to ensure that Fair Play is exercised throughout the X-League and to ensure that
 - i. Banned players do not participate in the X-League
 - ii. Players to not represent more than one club in a specified league
 - iii. Red carded players can be identified

Section 16

Team Photographs & Identification

- a) All teams are required to submit a team photograph to the X-League a week before commencement of the league season
- b) All team manager(s)s are required to send the X-League their team logo/badge together with their sponsor logo a week before the commencement of a league season

Section 17

Team Colours, Jerseys & Equipment

- a) Teams are advised to have two sets of jerseys, both of different colours. This will help prevent teams from having the same colours on during a game
- b) The X-League will not be held responsible for jersey color clashes on match day. Team managers are advised to check and highlight possible jersey color clashes to the X-League management
- c) The X-League will not provide bibs in the case of team jersey color clashes. All teams are advised to bring two different colored sets of jerseys for each scheduled match
- d) Goalkeepers must wear colours that distinguish themselves from the other players in the field of play
- e) Every team **MUST** have a minimum of 1 pair of matching jerseys and shorts. Matching socks are strongly advised but not compulsory
- f) All jerseys are to have numbers. Referees will not allow players to play should they not have a number on their jersey
- g) Shin Guards are **compulsory**. Players without shin guards will be refrained from entering the field of play
- h) Players are not allowed to wear any form of jewellery, accessories (rings, chains, ear/nose/tongue-studs, etc...)

Section 18

Weather Restrictions

In order to provide a PREMIER social football experience, the X-League reserves the right to postpone any match due to bad weather conditions at their discretion.

- a) Only the referee and X-league organizers have the right to postpone a match due to bad weather
- b) The result of a match will stand if more than 20mins or 60mins of the 2nd half of a match has been played should a match be stopped due to bad weather or any other valid reason
- c) The whole game will be replayed on another day if less than 20mins or 60mins of the 2nd half of the second half has been played unless determined otherwise
- d) If games are stopped (by both Team manager(s)s or the referee) and less than 20mins of the second half has been played, both teams will be charged the regular match fees, but if the game is stopped before commencement of second half both teams will each be charged:
SGD\$70 instead of SGD\$125
- e) Rescheduled matches- Both teams will be charged a normal match fees for the rescheduled match. The score from the previous match will be nullified and the match will be replayed from the start
- f) In the case of lightning, both teams should stop match immediately due to safety reasons and at the referee's discretion

In the case should a field be found to be unplayable due to weather, feedback to the X-League is appreciated and the match will be postponed accordingly.

Section 19

Medical Liability Claims

- a) The X-League and Sengkang West CSC will **NOT** take responsibility or be liable for any injury, loss, death or other damage incurred to the team or their players, their family and/or property during participation in any of the football league activities and/or use of equipment and/or facilities in connection with the football league activities
- b) Players participating in any game under the X-League will be at your own risk. Referees and X-League staff are not medically trained for any injury aid assistance
- c) No trained medical staff will be provided/present at any of the venues for any fixture organized by the X-League unless informed otherwise
- d) Teams are advised to bring their own First – aid kits as they will not be brought by X-League staff during any match fixtures

Section 20

Smoking Prohibitions at Pitches & Institutions

The X-League has the right to act accordingly and take action upon any team or its' players who are found violating the below mentioned:

- 1) Smoking is **STRICTLY PROHIBITED** inside any pitch located within a school/education institution, government institution or stadium compound
- 2) Please inform any of the **X-League staff** members present at your game should you find anyone smoking in the above mentioned (1) places
- 3) The X-League reserves the right to fine (Up to \$500) any team that is found guilty of this offence.

The X-League requests full co-operation amongst teams, its' players and team manager(s) to abide by the above-mentioned rules to avoid any inconvenience.