

SJC Anniversary Soccer Competition 2007
Rules of the Competition

A. General

1. There are 16 teams dividing into 4 Groups with 4 teams each by a draw. The Competition is divided into Group Stage and Knock-Out Stage. For the Group Stage, each team of each group will play against each other once (round robin).
2. For Group match, the winner will get 3 points. Each team will get 1 point if there is a draw. The Loser will get no point. The team with the highest number of points is the Winner of that group and so on. If more than one team score the same number of points, the final positions of the teams will be determined by (in descending of priority) their match result against the other, net goal difference and net goal for. If the teams achieved the same result after applying the rule aforesaid, their positions will be decided by a draw.
3. Group Winners shall proceed to fight for the SJC Anniversary Cup by playing a knock out. Group A Winner will play against Group B Winner. Group C Winner will play against Group D Winner. The winner of these matches will play for the Cup Final. If there is a draw during the knock-out stage/final, the teams have to play a penalty shoot out without playing any extra time.
4. The 1st Runner-up of each group shall advance for the SJC Anniversary Bowl by playing a knock-out. Rule 3 shall apply with necessary modification.
5. The 2nd Runner-up of each group will play for the SJC Anniversary Plate by playing a knock out. Rule 3 shall apply with necessary modification.
6. The 3rd Runner-up of each group shall play for the SJC Anniversary Vase by playing a knock out. Rule 3 shall apply with necessary modification.

B. The Match

1. 11-a-side match. Each match last for 70 minutes with 35 minutes for each half. There shall be a break for 10 minutes in between.
2. The Matches shall be played in accordance to the schedule as posted up at SJCOPA web site.
3. Each team must submit their list of players to the referees for reference before each match.
4. FIFA rules apply unless otherwise provided herein.
5. All Matches shall be policed by qualified referees.

6. Each team may only register up to 30 players for the Competition. Please avoid having a player registered for more than ONE team.
7. There is no restriction in substitution. Any player who had been substituted out may re-enter the field and play again.
8. If a match is cancelled for any reason, a re-play will be arranged at the sole discretion of the Organizing Committee.

C. Yellow/Red Card and Suspension

1. There shall be a record of yellow/red card received by the players.
2. If a player has accumulated 2 yellow cards, such player shall be suspended in the match to be held immediately after the match in which the player received his 2nd yellow card. After suspension, all yellow card records of such player are spent.
3. If a player is expelled in a match by red card, such player shall be suspended in the match to be held immediately after the match in which the player received his red card. After suspension, all red card records of such player are spent.
4. If a player is expelled in a match (one yellow and then one red card) and such player has also accumulated 2 yellow cards (with a previous yellow card), such player shall be suspended in the next 2 matches to be held immediately after the match in which the player is expelled. After suspension, all yellow/red card records of such player are spent.
5. If a player under suspension plays for his team, such player's team shall be regarded as having loss the game at 0-3.

D. Miscellaneous

1. Each team must submit their team name and team list containing full names of their players and jersey colour (home and away) on or before noon, 30th April, 2007. The first named team of each match is regarded as Home Team. Should there be a clash in jersey colour, the Home Team is entitled to choose jersey colour first. Away Team Mangers are responsible to ensure that there is no clash in jersey colour.
2. Each team must appoint a Manager and all matters about the Competition will only be addressed to the Manager.
3. Each team must pay entrance fee at \$3,500 for the Competition before the kick off of the first match of the team. If the entrance is to be paid by cheque, please draw the cheque to "Saint Joseph's College Old Boys' Association"

4. The Organizing Committee reserves its right to amend these rules and has the sole right to resolve any dispute.
5. Each team must sign an undertaking that the SJCOBA shall not be responsible for any loss and damage suffered by any member of such team as a result of participating in the Competition and shall keep the SJCOBA fully indemnified for any loss and damage done to any person as a result of the conduct and/or omission and/or negligence of any member of such team as soon as possible after registration to play in this Competition and in any event by the kick off of their first match.
6. For safety sake, referees have been instructed NOT to allow players to wear glasses and all players MUST wear protective shin guard. Players infringing these rules will NOT be allowed to play.
7. Each team must provide a player list with names and jersey number to the referees before each match. The Referees will pass the list, duly signed by the Captain of both teams to confirm the match results and contents, back to the Organizing Committee for record purpose.
8. Car parking facilities are available at HKIEd. Please just inform the gate attendant that your team is coming for the SJC soccer game will do.
9. For matches to be played at the artificial turf, they are least affected by adverse weather. The match will proceed notwithstanding heavy rain. For those matches to be held at natural turf, special precaution must be taken. Matches may proceed notwithstanding adverse weather or with thunderstorm signal hoisted. Please contact the OC to check the position if in doubt.