

GENERAL RULES OF INTER-SCHOOL GIRLS FOOTBALL CHAMPIONSHIPS

1. Unless otherwise stated, the competition will be played according to the rules of Hong Kong Football Association.

2. SYSTEM OF COMPETITION

- 2.1 Three points for a win, 1 point for a draw, zero point for a loss **and -3 point for a walk over.** The score for a walk over shall be 2:0
- 2.2 If there are two teams equal in league points, the result of the match between the two teams involved will be used to determine the placings. If the match is a draw, then the placings will be determined according to the classification beginning with item 2.6
- 2.3 If three or more teams are equal in league points, the results of the matches between the teams that are tied will be used to determine the placings.
- 2.4 In the event that there are still teams tied, then goal difference in matches between the teams that are tied will be used to determine the placings.
- 2.5 If still tied, then the number of goals scored in matches between the teams that are tied will be used to determine the placings.
- 2.6 If still tied, then the goal difference in matches of the teams played in the group will be used to determine the placings.
- 2.7 If still tied, then the number of goals scored in matches of the teams played in the group will be used to determine the placings.
- 2.8 If still tied, the placing will be taken by a draw conducted by the Management Committee.
- 2.9 If at any stage, using the criteria in item 2.3 to 2.8 a multiple team tie is reduced to a tie involving only two teams, the procedure in item 2.2 will automatically be applied. If it is reduced to a tie still involving three or more teams, the procedure beginning with item 2.3 is repeated.
- 2.10 For all knock-out matches, should the match end in a draw at full time, no extra time shall be played and the match shall be decided by the taking of kicks from the penalty-spot in the method stipulated by FIFA.
 - Both teams will take 3 kicks
 - The kicks will be taken alternately
 - Each kick will be taken by different player
 - If there is still a draw after the first round of kicks, “Sudden Death” will be applied at the second round.

3. BALLS

- 3.1 Size No. 4 football shall be used.
- 3.2 Both teams shall each supply a match ball of the correct size. A double walk over will be declared if both teams cannot supply a match ball.

4. FOOTBALL BOOTS

- 4.1 No football boots may be worn by players. Players must wear sport socks.
No boat socks are allowed.

5. COLOURS

- 5.1 Please refer to General Rules of Sports Competition.
- 5.2 Team captain should wear an armband of distinguishable colour.

6. SPECTACLES

- 6.1 No spectacles are allowed.

7. REFEREES

- 7.1 Official referees shall be appointed for all matches.
- 7.2 Should the appointed referee fail to turn up within 5 minutes of the scheduled starting time, the staff member in-charge of each team shall agree on someone to referee the match and the match shall start not less than 10 minutes after the scheduled time.
- 7.3 In the event of bad weather, only the referee has the power to decide on postponement if the ground condition is not suitable for competition.

8. DURATION OF THE MATCH

- 8.1 20 minutes each half. 5 minutes interval.

9. DISCIPLINE

- 9.1 Please refer to General Rule of Sports Competition item 3.
- 9.2 When a player is sent off, the referee shall report the incident to the Management Committee for action.
- 9.3 A send-off (red card) shall result in a mandatory suspension of one match. Two cautions (yellow cards) accumulated in different matches shall result in a mandatory suspension at the following match. Serious offences shall be dealt with separately by Management Committee.
- 9.4 The staff member of the first named team on the fixture will be the duty officer of the match to deal with problem that may arise.

10. SUBSTITUTION

- 10.1 Each team will be allowed to substitute 5 players in a match.

11. NUMBER OF PLAYERS

- 11.1 Seven player are allowed to play at each match.
- 11.2 15 players may be registered on the line-up sheet.
- 11.3 A minimum of 5 players must be present before a team can play.

12. LOTS DRAWING

- Lots Drawing will be done during the Team Mangers Meeting.