

# GENERAL RULES OF ALL HONG KONG GIRLS FOOTBALL COMPETITION

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

## 2. SYSTEM OF COMPETITION

The division system will be adopted if there are at least 16 participating teams. According to last season's overall results, and the promotion and relegation system, top 8 teams will be in Division One and the rest goes to Division Two. If there are less than 16 teams, all teams will be playing in the same division.

## 3. CLASSIFICATION OF TEAMS

3.1 3 points for a win, 1 point for a draw, 0 point for a loss and -3 points for a walk over. The score for a walk over shall be 2 : 0.

3.2 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.

3.3 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.

3.4 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.

3.5 If still tied, then the number of goals scored in matches between the teams that are tied will be used to determine the placings.

3.6 If still tied, then the goal difference in matches of the teams played in the group will be used to determine the placings.

3.7 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.

3.8 If still tied, then sportsmanship record of the teams in matches played in the group will be used to determine the placings. (Red Card - 3 points; Yellow Card - 1 point, less aggregated points will be placed in higher position)

3.9 If still tied, the placing will be taken by a draw conducted by the Management Committee.

3.10 If at any stage, using the criteria in item 3.3 to 3.8 a multiple team tie is reduced to a tie involving only two teams, the procedure in item 3.2 will automatically be applied. If it is reduced to a tie still involving three or more teams, the procedure beginning with item 3.3 is repeated.

3.11 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.

i. Both teams will take 3 kicks

ii. The kicks will be taken alternately

iii. Each kick will be taken by different player

iv. If there is still a draw after the first round of kicks, "Sudden Death" will be applied

at the second round.

#### **4. NUMBER OF PLAYERS**

- 4.1 Seven players are allowed to play at each match.
- 4.2 15 players may be registered on the line-up sheet.
- 4.3 A minimum of 5 players must be present before a team can play.

#### **5. BALLS**

- 5.1 Size No. 4 football shall be used.
- 5.2 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.

#### **6 FOOTBALL BOOTS**

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

#### **7. COLOURS**

- 7.1 Please refer to General Rules of Sports Competition.
- 7.2 Team captain must wear an armband of distinguishable colour.

#### **8. PROTECTIVE EQUIPMENT**

Should players require the use of protective equipment such as face masks or sports spectacles during the competition, approval must be gained from the HKSSF. Application must be submitted by school at least fourteen days prior to the match. Please refer to the website for further details.

#### **9. REFEREES**

- 9.1 Official referees shall be appointed for all matches.
- 9.2 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.
- 9.3 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.

#### **10. DURATION OF THE MATCH**

20 minutes each half. 5 minutes interval.

#### **11. DISCIPLINE**

- 11.1 Please refer to General Rule of Sports Competition item 3.
- 11.2 When a player is sent off, the referee shall report the incident to the Management Committee for action.
- 11.3 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.
- 11.4 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.

## **12. SUBSTITUTION**

Each team will be allowed to substitute 5 players in a match. Each team has a maximum of three substitution opportunities during a match and may additionally have one substitution opportunity at half-time.

## **13. INTERRUPTION OF PLAY**

In the case when a match cannot be completed as scheduled, all disciplinary sanctions of the cancelled match should be retained and penalties imposed accordingly. If a re-match is necessary, the whole match shall be replayed.

## **14. LOTS DRAWING**

Lots Drawing will be done during the Team Managers Meeting.

# 全港中學校際女子足球比賽章則

1. 除特別聲明外，所有比賽均依照中國香港足球總會所定訂之規則舉行。

## 2. 比賽制度

若參賽隊伍達十六隊或以上，根據上年度成績及升降制度，首八名之隊伍將分配到第一組，其餘隊伍將分配到第二組。如參賽隊伍少於十六隊，所有隊伍將分配到同一組別作賽。

## 3. 球隊名次之制定

3.1 勝方得三分，賽和各得一分，負方得零分，棄權得負三分。棄權之記錄為二比零。

3.2 若兩隊積分相等，以該兩隊之間的比賽勝負定名次，勝者排先。如打和時，則以3.6至3.8款方法制定名次。

3.3 如遇三隊或以上同分時，以該有關球隊之間比賽之積分多少定名次。

3.4 如未分名次，則計算相關球隊之間比賽之得失球差定名次。

3.5 如仍未分名次，則以相關球隊之間比賽得球較多者排先。

3.6 如仍未能分名次，則以相關球隊在該組比賽之總得失球差定名次。

3.7 再不能分名次，則以相關球隊在該組比賽之總入球多者佔先。

3.8 再不能分名次，則以相關球隊在該組賽事中的體育精神紀錄（紅牌3分黃牌1分，分數小者佔先）定名次。

3.9 若再相同，最後則由比賽/管理委員會抽籤定名次。

3.10 若依據3.3至3.8款之判定標準，僅餘兩隊仍相等，則再回復使用3.2款之判定標準制定名次。若仍餘三隊或以上相等時，再依據3.3款再重複判定名次。

3.11 如於淘汰賽階段全場比賽完結時賽和，不設加時，賽事將根據國際足球協會規定以射十二碼球定勝負。

i) 雙方隊伍各射三球。

ii) 每隊派球員輪流主射。

iii) 每一球必須由不同球員主射。

iv) 如第一輪射球完結後仍賽和，以「突然死亡」方式定勝負。

## 4. 出賽及替換人數

4.1 每場比賽每隊可派出場球員七人。

4.2 在每場比賽出場紙可填十五名球員

4.3 球隊須至少有五名球員方准出賽。

## 5. 比賽用球

5.1 四號足球。

5.2 每隊於比賽時須預備一標準足球。如比賽雙方未能提供標準比賽用球，則判雙方棄權。

## 6. 球員裝備

運動員不可穿著球鞋。運動員必須穿著運動襪，不容許穿著船襪。

## 7. 顏色

7.1 球衣顏色請參照比賽通則。

7.2 隊長必須佩戴鮮色臂帶。

## 8. 保護裝備

如運動員於場上須要使用保護裝備，如面罩或運動專用眼鏡等，必須於賽前十四天由學校提出申請並獲批准。詳情請留意本會網頁公佈。

## 9. 裁判員

9.1 裁判員由比賽委員會委派。

9.2 如遇裁判員在指定開賽時間五分鐘內缺席，則雙方職員在彼此同意下可公舉一人為該場比賽之裁判員，而賽事亦需在指定開賽時間十分鐘內開始。

9.3 如遇惡劣天氣，由裁判員視乎場地情況決定賽事應否進行。

## 10. 比賽時間

每半場二十分鐘，場間五分鐘休息。

## 11. 紀律

11.1 請參照比賽通則第三項。

11.2 如有運動員被罰紅牌，裁判員應向比賽/管委會提交書面報告。

11.3 被罰紅牌或累積兩次黃牌之球員，須自動於下一場賽事停賽。嚴重之紀律個案由會方紀律小組處理。

11.4 賽程表上排首位的學校的領隊老師為該場比賽的當值監場，負責處理突發事故。

## 12. 替換球員

在每場比賽中每隊可替換球員五人。每隊最多可有三次替換球員機會。如中場休息時替換球員，該次替換並不會計算在三次替換機會之中。

## 13. 比賽中斷

如有任何因素令比賽無法完成，該場的犯規記錄予以保存並需執行有關罰則。如需安排重賽，整場賽事將重新開始。

## 14. 抽籤

將於領隊會議上進行抽籤。