

УТВЕРЖДЕН

ЛЮБИТЕЛЬСКАЯ  
ФУТБОЛЬНАЯ ЛИГА

ПРЕЗИДЕНТ ЛФЛ

\_\_\_\_\_ Д.Ю. СМИРНОВ

« \_\_ » \_\_\_\_\_ 2016 г.



**Continental Football League**

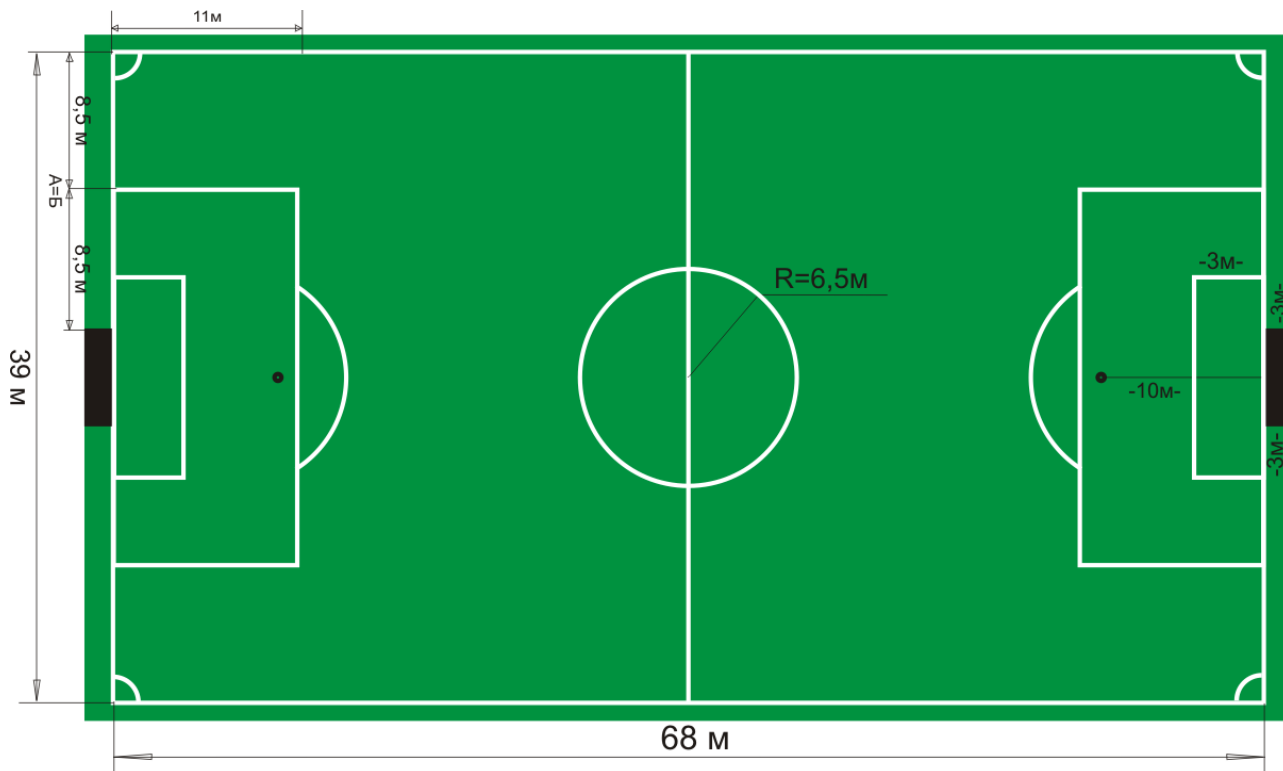
**Regulations of the tournament**

**Moscow  
2016**

## Technical .

1. The total size of field is 68 x 39 m. The line of the penalty area is located at 11 m from the front line, the size of the penalty area is 11 x 22 m. Height of artificial grass - 45mm.
2. The size of goals is 5,60 x 2,35 m.
3. The size of ball is 5.

Scheme (Field №1, Setun Park)



## Timing.

4. Matches are 20 minutes each half.
5. Half time is 5 minutes.
6. If a team arrives late (after the official start of the match) then they lose the match by default (5-0).
7. The referee must add extra time to the game if it was interrupted due to injury or deliberate delaying etc.

## Application of the team.

8. Application for participation in competitions filed with the time limits of OC. The same Committee determines the procedure and conditions of providing information.
9. It is permitted to have in the application of the team 16 players and 4 representatives.
10. Players and representatives of the team must pass the accreditation process by providing necessary information in advance to the secretary.
11. Accreditation of the players and representatives of the team ends on 5 may at 24.00 hours (Moscow time). After that, any changes in the application can not be made.

12. Players must be a minimum of 16 years old. Any player that is under 18 must have signed permission from their legal representative.
13. The team must be sure all players can play in accordance with the medical indications.

### **Squad.**

14. The team can declare on the match all players from the application.
15. The card of the match has an electronic form and already included the entire team (players). The representative of the team should sign in the card the players, which he plans to use in particular match.
16. The card of the match must be filled not later than 30 minutes before the start of the match by the representative of the home team and 15 minutes of the away team.
17. In addition to the main card of the match, the representatives of the team must fill the TV card, where you should write the starting composition and the composition of reserve players, with the game number, name, surname, position on the field of the field players, playing roles of reserve players. This card should be filled with block letters in Cyrillic or Latin. The TV card of the match must be filled not later than 30 minutes before the start of the match by the representative of the home team and 15 minutes of the away team.
18. All squad members who are not playing must be sat down on their bench or be in the technical area.
19. A maximum of 4 team management members are allowed to represent the team on the bench during games.

### **Clothing.**

20. The set of uniforms should consist of t-shirt, short and gaiters, identical for all players. Instead of the shorts are allowed to use pants (3/4) or trousers, also identical for all.
21. The team must have two sets of uniform, which must be different from each other, at least with color of T-shirts.
22. The team chooses the home or away kit in accordance with the calendar. Guests uniform must have different color from the hosts.
23. Referees will wear uniform with the different color from the color of the team's uniform.
24. Each player's jersey should have a number have a printed number between 1 and 99 on the back. One player, the goalkeeper or field player can play in the match without number. This player noted in the match card as "б/н" (Rus.) or "n/n" (eng.). The number on the jersey must be the same as the number submitted to the referee and printed on their match card.
25. If a player's jersey is damaged then they may swap to a jersey with a different number, so long as no other player has worn that number during the game. In this case the team captain must alert the referee of the change before it is done.
26. The goal keeper's kit should be a different colour to the rest of their team and the opposing team..
27. Shin pads must be worn.
28. Shoes with moulded studs or metal blades are not permitted. The referee has the right not to allow to play in the match or ask to change shoes, if player's shoes are dangerous to the participants of the match.
29. Wearing jewellery of any kind except of wedding rings is forbidden.

### **Referees.**

30. The referee's team consists of two referees: the main referee and his assistant. The main referee is located on the field. His assistant - in the technical area. Assistant can and should help the referee in taking decisions, but he can't accept them himself.

31. Assistant will inform the referee about the replacement after the reserve player will come in the zone of the assistant. The assistant will monitor the behavior of the bench, ensuring that all replaced players and coaches are located in the technical area.

32. The assistant will fill the technical card of the match, helping the referee

33. The referee has the authority to:

a) Start, suspend and restart the game as appropriate

b) Warn or penalise players for both on and off-field behaviour

c) Add extra time to the game for any delays

34. Teams can raise an objection with the referee at half time or at the end of the game before signing the match card. Once signed the match result is made formal.

### **Technical area.**

35. Play area is separated from the fan zone. During the match in the play area are allowed to be only the match participants. Players on the field. Reserved players in their area. Players preparing to enter on the field should be in the area of referee's assistant. Players should warm up next to his bench in the zone for a trainings. The representatives of the teams and players, without uniform can be in their technical area, if they have an official badge.

36. Warm up with the ball in the playing area isn't permitted.

37. The referee of the match displays teams on the field, inviting them from their zone.

38. All players and representatives of the team should follow the instructions of the referee and his assistant in the playing area.

39. If the player banned from the field, he must leave the playing area. A player who has received a disqualification in the previous match, allowed to be in the zone of his team, without uniform and with official badge.

### **Substitutions**

40. The substitutions is not limited. The back substitutions is allowed.

41. Substitutions administered by the referee at the halfway line on the side of the pitch where the team benches are located in his zone.

42. The player can leave the field from any place, but the player replacing them must enter at the halfway line upon authorisation of the referee.

43. The referee has the right not to allow the team to replace the player at the moment when the ball has their opponent, if he considers that this substitution is effected for the purpose of tightening of time or attack breakdown.

### **Some rules of the game.**

44. It can be on the field 8 players (7 field players and 1 goalkeeper) from the one side

45. The game can't start or continued if one of the teams have less than 6 players.

46. The offside is not fixed.

47. The distance between the ball and the opponents at a free kick should be 8 meters.

48. The distance between the ball and the goals at a penalty kick should be 10 meters. .

49. The banned player leaves the field until the end of the match, his team played 10 minutes in the minority, then the team can fielded the eighth player. The referee will control the time of the removal.

50. A goal may be scored directly from a goal kick or kick-off.

51. Penalties can only be kicked.

### **Formula and calendar of the tournament.**

52. 32 teams participate in the tournament. Which are distributed in 8 groups of 4 teams: A, B, C, D, E, F, G, H. One team from each basket goes to each group. The baskets are formed at the discretion of OK, on the basis of sports and geographic expediency.

53. In the group, teams play with each other by one circle according to the principle "each with each". From group stage in the play-off progress 2 best teams, according to the tournament grid.

54. The match for third place is not played.

55. All the matches are held according to the competition calendar, which is created before the draw of the tournament and determines: the field, the game start time, the status of "home-guests". After the draw, modifications to the calendar are prohibited.

### **Determination of the winner.**

56. The tournament is held in two rounds:

- a) the matches in the group;
- b) play-off.

57. In the group, teams play with each other in one circle according to the principle "each with each".

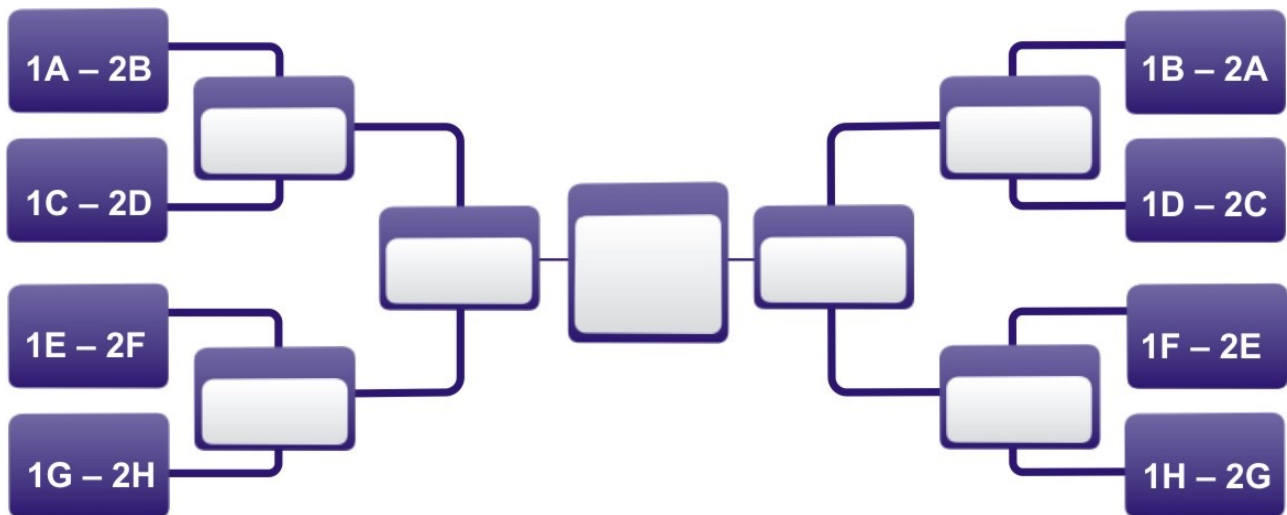
58. In the event that teams are tied on points then their position in the group shall be determined by:

- a) mutual game;
- b) goal difference;
- c) goals scored;
- d) number of wins;
- e) EMF ranking.

59. The extra time (overtime) is not assigned in all matches.

60. If a play-off match is drawn and a winner must be determined there will be five penalties (10-meter kicks) from each side. Rules of the penalties:

- a) to do a penalty kick can all players, who are added in the match card, except of banned players;
- b) only players permitted to be on the field during breaking penalties, they have to be on the opposite side from the using goals;
- b) if, after five strikes remains a draw, teams will kick one extra shot from each side until one team will win;
- g) players, who will do penalties cannot be repeated until the 8th shot in the series on the one side, after which any players in any order can do the kick, but they cannot be repeated in the new series (from 9-th to 16-th shot)



### Yellow and red cards

- 61. A player who receives a red card will be banned from playing in the subsequent game.
- 62. A player who receives two yellow cards in one game will be shown a red card and therefore is excluded for the remainder of the game. A player who receives a yellow card in two consecutive games is banned from playing in the subsequent game.
- 63. Yellow cards will be wiped only after the automatic disqualification (skip the match).
- 64. The Disciplinary Committee has the right to extend the disqualification of a player, if considers that skipping one match isn't enough.
- 65. Team officials and management are subject to the same disciplinary measures as players.

### Disciplinary Committee

- 66. Any matters of dispute can be referred to the Disciplinary Committee to make an unbiased and independent judgement.
- 67. The Disciplinary Committee will have unfettered and independent jurisdiction and retains the right to impose sanctions for disciplinary incidents on and off the field.
- 68. The team is fully responsible for the actions of their players, representatives and fans during the match, before it begins, after it ends and throughout the tournament.
- 69. Protests against any acts of the referee, which directly related to the game (errors of the referee) can't be the reason for the revision of the result of the match.
- 70. Any protests against violation of the rules of the competition must be submitted no later than one hour after the end of the last game of each game day.
- 71. The Disciplinary Committee has the exclusive right to accept consideration of the protest or deny it. In addition, the Disciplinary Committee has the right to initiate prosecution for violation of any item of the rules.
- 72. The team, which will be accused in violating of the sport principle, will be disqualified.

### Mass-media.

- 73. The organizers of the tournament own the rights to all events of the competition.
- 74. Teams must respect the work of the press. Denial of interviews, photo sessions, other initiatives of the media is against of the rules.

### Rewarding.

75. Winners of the tournament are awarded:

- a) The winning team - the main cup (the cup remains in permanent storage);
- b) Players and representatives of the winning team - set (20 pieces) of exclusive gold medals;
- c) Finalists - set (20 pieces) of exclusive silver medals;
- g) Semi-finalists (two teams) - set (20 pieces) of exclusive bronze medals.

76. The best players of the tournament will be awarded individual prizes in the following nominations: the best goalkeeper, defender, midfielder, forward, striker, M.V.P. tournament. Also we will award the best referee of the tournament.

77. Sponsors and partners of the tournament have the right to establish additional prizes and awards to the competitors, including the prize pool.

### **Financial terms of participation.**

78. The condition of participation in the competition is voluntary payment of the participation fee. It is:

- a) For teams in the Moscow region, who received a personal invitation - 90 000 rub .;
- b) For teams not from the Moscow region from the list of Top 32 teams - 60 000 rub.;
- c) For teams from other countries who have a visa-free regime with Russia - 60 000 rub.;
- d) For foreign teams abroad - free of charge for the first team;
- d) For the second team from the same country - 1 000 euros;
- e) For teams not from the Moscow region with rating of All-Russian competitions, who were not included in the list - 90 000 rub.;
- f) For teams in the Moscow region, with rating of All-Russian competition, who were not included in the list - 120 000 rub.;
- h) For unrated teams not from the Moscow region - 120 000 rub.;
- i) For teams from Moscow and Moscow Region without rating - 180 000 rubles.

### **This provision is an official invitation to the tournament.**

79. The Organizing Committee of the CFL in 2016 has the right to make additions and changes to this regulations before the start of the tournament.

# Scheme of the stadium (Field №1 and №2, Setun Park)

