



# MULTICHOICE DISKI CHALLENGE

## RULES



# PSL RESERVE LEAGUE

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## 1. DEFINITIONS

- 1.1. All the terms and phrases used in these rules will have the meaning ascribed to them in the NSL Handbook save if otherwise defined in these rules or dictated by the context.
- 1.2. “**Competition**” means the MultiChoice Diski Challenge, the PSL’s Reserve League competition.
- 1.3. “**Competition Sponsor**” means MultiChoice.
- 1.4. “**League**” means the National Soccer League.
- 1.5. “**Festivals**” are matches fixtured between a number of Teams at the same venue or in close proximity over a weekend or day.
- 1.6. “**Foreign Player**” is any player who is neither a South African citizen nor a permanent resident (in which case he must have been granted such residence) in terms of South African law.
- 1.7. “**Guest Player**” means any player who is not part of the structures of the Participating Member Club.
- 1.8. “**Home Team**” means the Participating Member Club that appears first on the fixture list.
- 1.9. “**MDC Card**” means a player’s card issued by the League that is specific to the Competition.
- 1.10. “**Participating Member Clubs**” means the Member Clubs of the Premier Division in any season.
- 1.11. “**PSL Card**” means a Premier Division registration card issued to an under 23 player.
- 1.12. “**Registration Card**” means a “PSL” Card as contemplated in 1.11 or an MDC Card.
- 1.13. “**SASREA**” means the Safety at Sports and Recreational Events Act, 2 of 2010.

- 1.14. **“Structures of a Participating Member Club”** means amateur teams playing under the same name and style or affiliated to the Member Club concerned and referred to in the Club Licensing Regulations and documentation supplied by the Participating Member Club.
- 1.15. **“Teams”** means the reserve teams of the Participating Member Clubs.
- 1.16. **“Trophy”** means the MultiChoice Diski Challenge Trophy.
- 1.17. **“Under 23”** means a player who does not attain his twenty second (22<sup>nd</sup>) birthday until on or after 1 January of the year in which the Competition commences.

## 2. SCOPE

- 2.1. These rules must be read in conjunction with the NSL Handbook and Compliance Manual.
- 2.2. Participating teams have all undertaken to comply fully not only with the rules but also the spirit of the Competition as agreed at Board of Governors level.
- 2.3. Where any matter is not provided for in these rules, the NSL Handbook and the provisions of the Compliance Manual will apply.

## 3. NAME

The name of the Competition will be **“The MultiChoice Diski Challenge”**.

## 4. ORGANISATION

- 4.1. The Competition will be organised by the League.
- 4.2. Participating Member Clubs will abide by these rules read with the NSL Handbook, the Compliance Manual, and the deliverable terms of the contract between the League and the Competition Sponsor.
- 4.3. Save in respect of Festivals, the Home Team will be responsible for:-
  - 4.3.1. booking and securing of the venue;

- 4.3.2. preparation of the pitch to a standard acceptable to the League;
- 4.3.3. provision of all of the required appurtenances of the game such as corner flags and substitution boards.

4.4. The League will be responsible for the matters itemized above in respect of Festivals.

## **5. TROPHIES AND AWARDS**

- 5.1. The winner of the Competition in each season will be presented with the Trophy and thirty-five (35) winners' medals.
- 5.2. The Trophy will be retained by the winner of the Competition from the date of presentation and safeguarded until the 28<sup>th</sup> of February of the following year.
- 5.3. The winner will return the Trophy to the League in the same condition as it was presented to it on or before the 28<sup>th</sup> of February of the following the year.

## **6. QUALIFICATION AND FORMAT**

- 6.1. All sixteen (16) Premier Division Member Clubs must participate in the Competition and their Teams must fulfil all of their fixtures.
- 6.2. The Competition will be run on a two (2) round home and away league basis, with three (3) points being allocated for a win, one (1) point for a draw and none (0) for a loss.
- 6.3. The log position of each Team will be decided in the first instance by the number of points obtained in all matches, with the Team obtaining the most points receiving the highest log position.
- 6.4. Where Teams have equal points, the goal difference (the number of goals scored minus the number of goals conceded in all matches) will be used to determine the log position, with the Team obtaining the higher goal difference receiving the highest log position.

- 6.5. Where Teams have equal points and equal goal difference, the number of goals scored by the Teams in all matches will be used to determine the log position, with the Team scoring the highest number of goals receiving the higher log position.
- 6.6. Where two (2) or more Teams have an equal number of points and the same goals scored by and against the Teams concerned, the direct results (head to head) between the tied Teams will be used to determine the log position following the procedures in 6.3 to 6.5 above, but considering only the results between the tied Teams.
- 6.7. Where the application of Rule 6.6 above resolves the tie between some Teams but leaves other Teams still tied, Rule 6.6 will be applied again considering only the results between those Teams that remain tied. This will be done repeatedly until the ties are resolved or it is no longer possible to resolve the ties any further.
- 6.8. Where Teams remain tied after applying all of the above sub-rules, there will be a play-off between the two Teams at a neutral venue determined by the League.
- 6.9. Should a Team be withdrawn or suspended from the Competition as a result of disciplinary action or for any other reason, all results involving that Team will be expunged from the Competition as if they were never played.
- 6.10. The Team finishing the season in first position on the log table will be the winner of the Competition.

## **7. VENUES, DATES AND KICK-OFF TIMES**

- 7.1. The League will decide on the dates, venues and kick-off times of all matches that are part of Festivals.
- 7.2. The League will decide on the dates and kick-off times for all other matches but the Home Team is entitled to nominate a venue for the match subject always to that venue being compliant with SASREA and approved by the League.
- 7.3. A Participating Member Club seeking approval for a fixture change must submit a written request for the fixture change to the League at least ten (10) days prior to the match in question on the prescribed form issued by the League accompanied by all supporting documents required.

- 7.4. The League may in its discretion grant or refuse the request and in exceptional circumstances may condone a late application.
- 7.5. Should permission for a fixture change be granted by the League the Home Team will be responsible for seeking and obtaining re-categorisation of the match, in accordance with SASREA, and must submit the categorisation certificate to the League prior to the start of the match.
- 7.6. In extraordinary circumstances the League may postpone a match or fixture at any time prior to the start of the match.
- 7.7. For certainty only venues that have a valid safety and grading certificates and all required approvals as may be required in terms of SASREA may be used by Participating Member Clubs for matches forming part of the Competition.

## **8. PLAYERS AND TECHNICAL STAFF**

- 8.1. All players must be registered with the League in order to participate in the Competition.
- 8.2. Only Players who are under twenty three (23), South African citizens (or who have been granted permanent residence in terms of South African law), who are not Guest Players, and who have been issued with a registration card are eligible to play in the Competition.
- 8.3. Players who are currently registered by the League with a Participating Member Club and who meet the requirements of clause 8.2 may participate in the Competition and may use their PSL Cards.
- 8.4. Participating Member Clubs will also be entitled to register players to play in the Competition and will be provided with MDC Cards where these players are registered under the auspices of SAFA (including that they are not Guest Players) and meet the requirements of clause 8.2 and the following information is timeously provided to the League in support of the application:-
  - 8.4.1. An MDC registration form;
  - 8.4.2. A certified copy of the player's identity document or passport;

- 8.4.3. A SAFA player's card indicating the player's name, surname, date of birth and registration number.
- 8.5. Participating Member Clubs intending to apply for an MDC Card must make application in due form supported by all relevant information at least three (3) working days before the day of the match at which the player is to be fielded.
- 8.6. Registration Cards must be presented during card checks. No player is permitted to take the field without a valid Registration Card.
- 8.7. The registration of a player for the Competition will be valid only for the season in respect of which the player is registered for the Competition. The Competition registration and MDC Card will expire at the end of the season for which the player was registered.
- 8.8. Participating Member Clubs may not field more than thirty-five (35) players in any one (1) season. A player appearing on the team list will be considered to have been fielded, whether he plays or not.
- 8.9. Once a player has been fielded by one Participating Member Club in the Competition, that player may not be fielded by any other Participating Member Club in the same season save in the event of the players registration being properly transferred in accordance with the NSL Handbook during a registration period and the player thereafter being registered and eligible to play for the Member Club he has been transferred to in terms of these rules.
- 8.10. All Technical Staff must be properly registered with the League in compliance with the NSL Handbook and be in possession of a current registration card issued by the League. No Technical Staff member is permitted to participate at a match without such a card.

## **9. TEAM SHEETS AND SUBSTITUTIONS**

- 9.1. Teams will submit their team sheets on the prescribed form to the referee and the opposition no later than ninety (90) minutes before kick-off at Festivals and sixty (60) minutes before kick-off for any other fixture.



- 9.2. The maximum squad size for any particular match is sixteen (16) players. A maximum of sixteen (16) players may be listed on the team sheet.
- 9.3. Changes to a team sheet may be made at any time prior to the start of the match provided that:-
  - 9.3.1. the opposing Team captain, the referee and match commissioner are informed;
  - 9.3.2. no player may be added to the team sheet who was not listed on the team sheet that was submitted.
- 9.4. If a player's name appears on the team sheet he will be deemed, for the purposes of these rules, to have participated in the match unless the Participating Member Club removed his name from the team sheet before the match.
- 9.5. Teams will be allowed to substitute a maximum of three (3) players.

**10. TEAM OUTFITS**

- 10.1. Each Team will wear its official colours as declared on the Participating Member Club's annual membership form.
- 10.2. Teams will be obliged to wear the following on their playing jersey:-
  - 10.2.1. the Participating Member Club's sponsor's name if any, on the front of the jersey;
  - 10.2.2. the Participating Member Club's technical sponsor's logo if any, and the club crest on the right and left breast respectively on the front of the jersey;
  - 10.2.3. the MultiChoice Diski Challenge logo between the technical sponsor's logo and the club crest on the front of the jersey;
  - 10.2.4. the player's number, corresponding with the number shown on the team sheet on the back of the jersey. The colour of the numbers must contrast

clearly with the outfits and be legible and visible from a distance for spectators at the venue and television viewers;

- 10.2.5. the Competition slogan “#Asidlali” above the player’s number on the back of the jersey;
  - 10.2.6. the player’s number and the technical sponsor’s logo (if any) on the front of the left leg of the shorts and the club crest on the right leg;
  - 10.2.7. the MultiChoice Diski Challenge logo on the right arm sleeve and the Participating Member Club sponsor’s logo (if any) on the left arm sleeve respectively.
- 10.3. No player’s name is permitted to appear on the jersey.
  - 10.4. The sizes of logos must comply with the Compliance Manual.
  - 10.5. Participating Member Clubs must take their official team outfit as well as their alternative team outfit to all matches.
  - 10.6. If in the opinion of the referee the colours of the two (2) opposing teams may lead to confusion, the visiting team will change into the alternative outfit or a combination of the two (2) outfits save that in exceptional circumstances the referee may order the home team to change all or part of its outfit.

## **11. MATCH BALLS AND BALL BOYS**

- 11.1. The League will provide Participating Member Clubs with twenty (20) footballs for the season to be used in the Competition (“**the official match balls**”).
- 11.2. Only these official match balls supplied by the League for the particular season are to be used at Competition matches.
- 11.3. At Festivals:-
  - 11.3.1. the Home Team in each match (the Team listed first in the fixture) will supply eleven (11) match balls;

11.3.2. the League will arrange ten (10) ball-boys.

11.4. At all other matches the Home Team will supply eleven (11) match balls and ten (10) ball-boys.

## **12. ARRANGEMENTS**

12.1. The League will be responsible for:-

12.1.1. medical personnel, equipment and vehicles that are required for spectators and everyone else present at the stadium

12.1.2. all travel and hotel arrangements for clubs in consultation with the Teams;

12.1.3. the printing and distribution of all match tickets including VIP, complimentary and parking tickets;

12.1.4. the provision and allocation of accreditation;

12.1.5. the provision of attire for the ball-boys including clothing suitable for cold or rainy conditions at festivals;

12.1.6. the provision of a suitable PA system.

12.2. The League will also be responsible for safety and security in accordance with the Compliance Manual and SASREA.

## **13. FINANCIAL AND RELATED PROVISIONS**

13.1. The League will be responsible for the following expenses:-

13.1.1. The travel costs by air for sixteen (16) players and four (4) officials of the travelling Team in each match where the League decides that travel by air is appropriate, at its sole discretion. Where a Team travels by air the League will also provide for road transport for the Team once they arrive.

13.1.2. The travel costs by road for sixteen (16) players and four (4) officials of the travelling Team in each match where the venue of the match is more than

one hundred kilometres (100km) and less than four hundred kilometres (400km) (both one way) from the registered home ground of the travelling Team.

13.1.3. Travel changes are subject to availability and cost. Teams will be responsible for any additional charges that may be incurred arising from changes in confirmed flight arrangements.

13.1.4. Teams are required to submit a medical letter from a doctor or physiotherapist immediately (and by no later than the Monday after the match weekend) in the event that a player or official cannot travel to enable the League to attempt to recover name change costs.

13.1.5. The accommodation and meal costs of sixteen (16) players and four (4) officials of the visiting Team for whatever period the League deems it necessary.

13.2. Admission to matches will be free except where the match is a curtain raiser to an official Premier Division match, in which event each match will be considered on a case by case basis.

13.3. Accreditation cards issued by the League to the media will be valid for all matches.

#### **14. DISCIPLINARY RULES AND PROCEDURES**

14.1. A player receiving four yellow cards in this Competition will be automatically suspended for one match in the Competition.

14.2. A player receiving a red card in this Competition will be automatically suspended for two matches in the Competition

14.3. A player who is serving a suspension issued in any other competition of the League may not play in this Competition while suspended.

14.4. Yellow or red cards received in the Competition will not affect any other competition/s under the auspices of the League. If however an incident occurs which is so serious that the matter is referred to the Disciplinary Committee, the

Disciplinary Committee may impose a sentence which could include suspension from all football for a prescribed period.

**15. DISCIPLINARY MATTERS**

15.1. Disciplinary matters will be dealt with in terms of the NSL Handbook save that the following special provisions will apply to the Competition to ensure that all matters are dealt with as expeditiously as possible.

15.2. The Chief Executive Officer of the League will have the power to order that a disciplinary matter, protest or appeal be referred directly to expedited arbitration in any situation in which he/she is of the opinion that:-

15.2.1. application of the normal procedures could result in a delay that could adversely affect the expeditious running of the Competition; or

15.2.2. the League and/or the sponsor may be brought into disrepute.

15.3. In the event of such a referral to arbitration the decision of the arbitrator will be final and binding.

**16. AMENDMENT TO THESE RULES**

These rules may be amended, added to or deleted at any time by way of a circular issued by the League.