



# MULTICHOICE DISKI CHALLENGE

## RULES



# PSL RESERVE LEAGUE

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## **DEFINITIONS**

- 1.1 All the terms and phrases used in these rules will have the meaning defined in the NSL Handbook unless it appears otherwise from the context.
- 1.2 “The Competition” means the MultiChoice Diski Challenge, the PSL’s Reserve League.
- 1.3 The “Competition Sponsor” means MultiChoice.
- 1.4 The “League” means the Premier Soccer League.

## **2 SCOPE**

- 2.1 These rules must be read in conjunction with the NSL Handbook.
- 2.2 Where any matter is not provided for in these rules, the NSL Handbook and the provisions of the Compliance Manual will apply.

## **3 NAME**

- 3.1 The name of the PSL Reserve League competition will be “The MultiChoice Diski Challenge”.

## **4 ORGANISATION**

- 4.1 The competition will be organised by the League.
- 4.2 All sixteen (16) Premier Division clubs must participate in the competition and fulfil all of their fixtures in order to comply with the League’s Club Licensing requirements.
- 4.3 Clubs will abide by the NSL Handbook, these rules, and the deliverable terms of the contract entered into between the League and the sponsor.

## **5 TROPHIES AND AWARDS**

- 5.1 The winning club will receive a trophy and awards as determined by MultiChoice in conjunction with the League.
- 5.2 Thirty-five (35) gold medals will be presented to the winning club.

## **6 QUALIFICATION AND FORMAT**

- 6.1 The competition will be open to the Premier Division clubs of the League.
- 6.2 The competition will be run on a league basis. The league will consist of one round, meaning that each club will play once against other clubs. Three (3) points will be allocated for a win, one (1) for a draw and none for a loss.
- 6.3 The log position of each club in the league will be decided in the first instance by the number of points obtained in all matches, with the club obtaining the most points receiving the highest log position;
- 6.4 Where clubs 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 club obtaining the higher goal difference receiving the highest log position;
- 6.5 Where clubs have equal points and equal goal difference, the number of goals scored by the clubs in all matches will be used to determine the log position, with the club scoring the highest number of goals receiving the higher log position;
- 6.6 Where two or more clubs have an equal number of points and the same goals scored by and against the clubs concerned, the direct results (head to head) between the tied clubs 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 clubs;

- 6.7 Where the application of Rule 6.6 above resolves the tie between some clubs but leaves other clubs still tied, Rule 6.6 will be applied again considering only the results between those clubs 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 clubs remain tied after applying all of the above Rules, there will be a play-off between the two clubs at a neutral venue determined by the League.
- 6.9 Should a club be withdrawn or suspended from the competition as a result of disciplinary action, all results involving that club will be expunged from the league as if they were never played.
- 6.10 The club 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. The fact that a club is named first in the fixture list does not imply that the match will be played at that club's home venue. This will be at the discretion of the League.

## **8 PLAYERS AND TECHNICAL STAFF**

- 8.1 All players participating in the competition must be registered as required by the NSL Handbook or the regulations of SAFA in the case of players from the clubs affiliated to SAFA.
- 8.2 All technical staff must be registered in terms of the NSL Handbook.
- 8.3 When a club intends to field a SAFA registered player, it must submit the following documentation to the League before the commencement of the intended match;

- 8.3.1 The MDC player form for record purposes;
- 8.3.2 A certified and dated copy of the player's identity document or passport.
- 8.3.3 A SAFA player's card indicating the player's name, surname, date of birth and registration number.
- 8.4 No National First Division registered players may play in this competition.
- 8.5 The squad for a particular match may include a maximum of sixteen (16) players.
- 8.6 Clubs may not field more than thirty-five (35) players for the current season. A player appearing on the team list will be considered to have been fielded, whether he plays or not.
- 8.7 Once a player has been fielded by one club in the competition, that player may not be fielded by any other club. Unless transferred during an official transfer window or re-registered in an official transfer window.
- 8.8 A minimum of eight (8) Under 23 players must be on the field of play at all times during a match, provided that it will not be considered an offence if this number is reduced in the following circumstances:
  - 8.8.1 Where a team has made all three (3) substitutions and an Under 23 player has to leave the field as a result of injury.
  - 8.8.2 Where an Under 23 player is dismissed from the field of play.
- 8.9 A player qualifies as an Under 23 player if he does not attain his 22nd birthday until on or after 1 January of the year in which the competition commences. By way of example, for the 2018/2019 season, players must have been born on or after 1 January 1996 to qualify as Under 23.

## **9 TEAM LISTS AND SUBSTITUTIONS**

- 9.1 Teams will submit their team lists on the prescribed form to the referee and the opposition no later than (60) minutes before kick-off for stand-alone fixtures and 90 minutes before kick-off for festival matches.
- 9.2 A maximum of sixteen (16) players may be listed on the team list, with a maximum of one foreign player.
- 9.3 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 club's annual Membership form.
- 10.2 Teams will be obliged to wear the following on their playing jersey:
- 10.2.1 the club sponsor's name if any, on the front of the jersey;
  - 10.2.2 the club's technical sponsor's logo 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 from a distance for spectators in the stadium 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 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 a club sponsor's logo on the left arm sleeve respectively;
- 10.2.8 the sizes of logos must comply with the Compliance Manual of the League;
- 10.2.9 no player's name must appear on the shirt.

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

- 11.1 The League will provide the club with twenty (20) footballs for the season. The home club in each match (the club listed first in the fixture) will supply eleven (11) match balls. Ball boys will be provided by the League for matches played at centralised venues (festivals), and by the home team in standalone matches.
- 11.2 Only the official match balls supplied by the league for that particular season are to be used for all official matches.

## **12 ARRANGEMENTS**

- 12.1 The League will be responsible for:
  - 12.1.1 stadium and surrounding precinct security if required;
  - 12.1.2 medical personnel, equipment and vehicles that are required for spectators and everyone else present at the stadium
  - 12.1.3 all travel and hotel arrangements for clubs in consultation with the clubs;
  - 12.1.4 the printing and distribution of all match tickets including VIP, complimentary and parking tickets;
  - 12.1.5 the provision and allocation of accreditation;
  - 12.1.6 the provision of attire for the ball-boys including clothing suitable for cold or rainy conditions at festivals;



- 12.1.7 the provision of a suitable PA system.
- 12.2 The home club will be responsible for;
  - 12.2.1 the booking of the stadium;
  - 12.2.2 the preparation of the pitch to an acceptable standard;
  - 12.2.3 the provision of all of the required appurtenances of the game such as corner flags and substitute boards;
  - 12.2.4 arranging 10 ball-boys for all home fixtures.
- 12.3 In matches played as a “festival” ie a number of matches taking place at the same venue, or matches at neutral venues, the League will be responsible for all of the items above.

### **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 club in each match where the League decides that travel by air is appropriate, at its sole discretion. Where a club travels by air the League will also provide for road transport for the club once they arrive.
  - 13.1.2 The travel costs by road for sixteen (16) players and four (4) officials of the travelling club in each match where the venue of the match is more than 100km from the registered home ground of the travelling club.
  - 13.1.3 Travel changes are subject to availability and cost. Clubs will incur a service charge for a name change and detour destinations.
  - 13.1.4 Clubs are required to submit a medical letter from a doctor or physiotherapist to avoid incurring name change costs by the

Monday after the weekend that the team had travelled on in order to get a refund for the issued flight ticket.

- 13.1.5 The accommodation and meal costs of sixteen (16) players and four (4) officials of the visiting club for whatever period the League deems it necessary.
- 13.2 Prizes and other incentives will be awarded to the winning team as decided by the League in conjunction with MultiChoice.
- 13.3 Admission to matches will be free except where the match is a curtain raiser to an official PSL match, in which event each match will be considered on a case by case basis.
- 13.4 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 three 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 have no effect with regard to 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 In terms of the NSL Handbook the following special provisions will apply to the competition:
- 15.1.1 All disciplinary procedures relating to a match should, where possible, be completed before the fixture date for the next round of the competition;
- 15.2 The Chief Executive Officer of the League will have the power to order that a disciplinary matter, protest or appeal be referred direct to arbitration if he/she is of the opinion that the application of the normal procedures will result in a delay of such nature that the League and/or the sponsor may be brought into disrepute. In such event the decision of the arbitrator will be final.

## **16 AMENDMENT TO THESE RULES**

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