



MULTICHOICE DISKI SHIELD

RULES



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1 DEFINITIONS

- 1.1 All 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 Shield, the PSL’s Reserve League Cup Competition.
- 1.3 The “competition sponsor” means MultiChoice.
- 1.4 The “League” means 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 will apply.

3 NAME

- 3.1 The name of the competition will be the “MultiChoice Diski Shield Competition”.

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, competition Rules, and the deliverable terms of the contract entered into between the League and the competition sponsor.

- 4.4 Member Clubs must comply with the provisions of the Safety at Sports and Recreational Events Act (SASREA Act 2 of 2010) and any other relevant legislation.

5 QUALIFICATION AND FORMAT

- 5.1 The competition will be open to the Premier Division clubs of the Premier Soccer League.
- 5.2 The competition will be divided into two phases; Group stage phase and the Knock-out phase.
- 5.3 The group stage phase will be divided into four (4) groups made up of four (4) Clubs.
- 5.4 In the group stage phase, clubs will be grouped according to their Geographical pools;
- 5.4.1 Group A – Bidvest Wits, Kaizer Chiefs, Orlando Pirates and Highlands Park.
- 5.4.2 Group B – Bloemfontein Celtic, Cape Town City, Free State Stars and SuperSport United.
- 5.4.3 Group C – Baroka FC, Black Leopards, Mamelodi Sundowns and Polokwane City.
- 5.4.4 Group D – AmaZulu FC, Chippa United, Lamontville Golden Arrows and Maritzburg United.
- 5.5 The group stages will be played over one round, with three (3) points being allocated for a win, one (1) for a draw and none for a loss.
- 5.6 The log position will be decided in the first instance by the number of points obtained in all matches.

- 5.7 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;
- 5.8 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 higher number of goals receiving the highest log position;
- 5.9 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 5.6 to 5.8 above, but considering only the results between the tied clubs;
- 5.10 Where the application of Rule 5.9 above resolves the tie between some clubs but leaves other clubs still tied, Rule 5.9 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;
- 5.11 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.
- 5.12 Should a club be withdrawn or suspended from the competition as a result of disciplinary action, all results involving that club will be expunged.
- 5.13 The club finishing at the top of each of the four (4) groups at the completion of the group stage will proceed to the semi-finals of the knock-out phase.

- 5.14 In the semi-finals a public draw will take place to determine which clubs will play against each other. The draw will determine home and away.
- 5.15 In the semi-final round clubs will play each other in a single match. The club scoring the most goals in the match will qualify for the next round. If both clubs score the same number of goals, at the end of the normal ninety (90) minutes, penalty kicks will be taken to determine the winner according to the Laws of the Game.
- 5.16 A third place play-off will take place as a curtain raiser match for the final.
- 5.17 In the final round and third place play-off, a public draw will take place to determine the home club.
- 5.18 In the final, clubs will play each other in a single match. The club scoring the most goals in the match will win the trophy. If both clubs score the same number of goals at the end of the normal ninety (90) minutes, penalty kicks will be taken to determine the winner according to the Laws of the Game.

6 TROPHIES AND AWARDS

- 6.1 The winning club will receive awards and a trophy as determined by MultiChoice in conjunction with the League.
- 6.2 Thirty-five (35) gold medals will be presented to the winning club.
- 6.3 Thirty-five (35) silver medals to the runner-up.
- 6.4 Thirty-five (35) bronze medals for third place play-off.
- 6.5 The match commissioner, referee, assistant referees and fourth official at the final and third place play-off match will each receive an award.

7 VENUES, DATES AND KICK-OFF TIMES

- 7.1 The League will decide on the venues, dates 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 PSL players in terms of the NSL Handbook; or
- 8.1.1 As SAFA players registered for any of the competitions of SAFA, provided that they have a player's card which indicates the player's name, surname, date of birth and registration number. Teams participating in this competition may field players from any SAFA club.
- 8.2 The squad for a particular match may include a maximum of sixteen (16) players.
- 8.3 All players participating in the competition must be Under 23 and must be registered for the 2018/2019 MDC season.
- 8.3.1 New registrations of U23 players is only permitted if the club has not exceeded the 35 registered players limit for the 2018/2019 season.
- 8.4 A player qualifies as an Under 23 player if he attains his twenty second (22nd) birthday on or after 1 January of the year during 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.
- 8.5 All technical staff must be registered in terms of the NSL Handbook.

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 on stand-alone fixtures and 90 minutes before kick-off on festival matches.
- 9.2 A maximum of sixteen (16) players may be listed on the team list.
- 9.3 Teams will be allowed to substitute a maximum of three (3) players.

10 TEAM OUTFITS

- 10.1 The teams will wear their official team outfits as described in the club's annual membership form which will be the same as those worn in the MultiChoice Diski Challenge competition. The outfits must comply with the NSL Handbook and the Kit Manual section of the Compliance Manual.
- 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 Shield 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 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;

- 10.2.6 the MultiChoice Diski Shield logo on the right arm sleeve and a club sponsor's logo on the left arm sleeve respectively;
- 10.2.7 the sizes of logos must comply with the Compliance Manual of the League;
- 10.2.8 no player's name must appear on the shirt.
- 10.3 The League will initially be responsible for one full set of thirty (30) outfits in the official colours of the participating clubs, each set consisting of the following:
 - 10.3.1 Four (4) sets of goalkeeper outfits consisting of a jersey, a pair of shorts or long pants and socks;
 - 10.3.2 Twenty six (26) sets of outfield outfits each consisting of a jersey, shorts and socks.

11 MATCH BALLS AND BALL BOYS

- 11.1 The home club in each match (the club listed first in the fixture) will supply eleven (11) match balls.
- 11.2 Ball boys will be provided by the League for matches played at the same venues (festivals), and by the home team in standalone matches.
- 11.3 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 substitution boards;
 - 12.2.4 arranging 10 ball-boys for all home fixtures.
- 12.3 In matches played as a “festival” i.e. 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 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.
- 13.1.4 Clubs play for their community, as the prize goes to support a football development initiative in that community – each club must disclose the football development initiative it intends to support before the commencement of the competition.
- 13.1.5 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.
- 13.1.6 Accreditation cards issued by the League to the media will be valid for all matches.

14 DISCIPLINARY RULES AND PROCEDURES

- 14.1 In terms of the NSL Handbook, the following special provisions will apply to the competition:
 - 14.1.1 All disciplinary procedures relating to a match should, where possible, be completed before the fixture date for the next round of the competition;
 - 14.1.2 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.

15 AMENDMENT TO THESE RULES

- 15.1 These Rules may be amended, added to or deleted at any time by way of a Circular issued by the League.