

Dolphin Centre Football League Rules 24/25

League Rules

1. Each team will be required to complete the relevant paperwork before being allowed to take part. On week 1 we will require 2 weeks payment (£50), which means you will not have to pay for your final game.
2. 1 player from each team must take charge as team manager – with all communications going through them (payments, fines, game times etc) email address and phone number must be provided.
It is the managers responsibility to:
 - Pay the game fee of £25.00 at reception 15 minutes before kick-off (last game must pay at 9.15pm, reception till closes at 9.20pm)
 - Hand the receipt to the league coordinator before you play.
 - Inform the league if you are unable to fulfil a fixture (contact 01325 406000) no later than 24 hours' notice.
 - Check what time their fixture is and inform their team - Fixtures will be circulated at the start of the season and every week on Facebook.
3. If a team fails to fulfil a fixture for any reason, they will be required to pay their missed game fee in addition to the following weeks game fee (£50.00) to stay 1 week ahead in payments.
3a. If you fail to fulfil a fixture for 2 weeks in a row you will be removed from the league.
3b. If you cancel later than 24 hours of the fixture your team will be deducted 1 point
4. Yellow cards are £5.00, Red card £15.00. Payment is required within 2 weeks of booking, or the player cannot play.
4a. If the player doesn't pay it will fall to the team manager to pay.
5. 5 yellows in a season is a 2 game ban.
6. You cannot transfer as a player once you have played for a team unless that team has folded.
7. Alcohol consumption before playing in the league is prohibited.

GAME RULES

1. No player aside from GK allowed into the box, if so, game will restart with GK ball.
2. The GK handles the ball outside the box it will result in a penalty.
3. The GK can only roll out on the ground.
4. Pass backs during normal play are allowed, however if a GK is in possession and passes to a player who then passes back to the keeper immediately will result in a freekick to the opposition from where the pass was made.
5. You may shoot straight from kick off.
6. All freekicks are direct – players must stand 2 yards away.
7. No overhead height, any overhead balls will result in the opposite team gaining a freekick from the position the pass took place. However, If the ball comes back of a GK save and is overhead height play continues. If the ball goes over the curtain possession will go to the opposite team.
8. No roll on/off subs allowed, once sub is made player cannot return.
9. Max 3 subs. per team per game.
10. Each game is 14 minutes each way.
11. 2 yellows in one game for individual will result in 1 game ban, a straight red will be a minimum 2 game ban.
12. Last man tackles will be a minimum of a yellow card, with the referee's discretion to award a red if the tackle is deemed unsportsmanlike.
13. Please always respect the referee's decision.

CONTACT INFO

1. Team manager can email healthydarlington@darlington.gov.uk or call 01325 406000 to query anything to do with the league – teams should not be contacting referees to sort out players, fines, game times etc.
2. League table and fixtures can be found on Facebook/[DolphinCentreFootballLeague](https://www.facebook.com/DolphinCentreFootballLeague)
3. Full fixture lists can be found on our website www.healthydarlington.co.uk

