

2022-2023 嶺南大學校長盃足球賽

比賽章則

1. 賽制

- 1.1 一般規定，請詳見「比賽通則」。
- 1.2 每隊只可於出場名單上登記五名非宿生，當中最多只可以有三名非宿生在場區中作賽，違規者以落敗3比0論。

2. 規則

- 2.1 除賽會特別訂明外，其他規則一律採用最新國際足球協會(FIFA)編訂之規則（不採用VAR）。
國際足協規則連結: <https://www.fifa.com/legal/documents?filterId=1k5980rsO4CRiqjqlXUS>
- 2.2 比賽分上、下半場，每半場35分鐘，中場休息10分鐘。
- 2.3 若兩隊於法定時間內賽和，休息5分鐘，加時10分鐘，重新擲毫決定比賽開球。若再賽和，即互射5球十二碼定勝負。若再賽和，繼續互射十二碼，採取突然死亡制。
- 2.4 在球賽進行中可提出替換球員，但須得司令台及球証許可，換人名額上限為七人，既經替補之球員不得再入場區作賽。
- 2.5 凡累積記黃牌兩次者，下場比賽將罰停賽一場，即使同一場比賽取得黃牌兩次者，罰則相同；取得紅牌一次者，則罰停賽二場，所有停賽場數以跨季累積計算。若於最後一場比賽領到紅牌者，則會跨季停賽二場。

3. 報名

- 3.1 每宿舍限報一隊，每隊報名人數最多23人。

4. 裁判

- 4.1 主裁判及旁証由大會安排。
- 4.2 比賽時出賽隊伍須各派三位同學協助比賽進行，兩人負責撿球、一人負責核對球員學生証及處理記錄台工作。

5. 棄權

- 5.1 到達法定比賽時間15分鐘內，參賽隊伍未能派出合法人數（最少七人）出賽者，判作棄權論（由主委負責計時）。
- 5.2 球賽進行之中之任何爭議，倘已明文規定者，或有同等意義註明者，由主裁判/主委判定，不得異議。比賽須繼續進行，如有隊伍放棄繼續比賽，作棄權論。

6. 天氣

- 6.1 如遇惡劣天氣，賽會將於比賽當日開賽前2小時公告當日賽事會否如期舉行。

7. 其他

- 7.1 比賽用球由大會提供。參賽隊伍可借用球熱身，開賽後須隨即歸還賽會。
- 7.2 不可以穿著錐釘球鞋及配戴眼鏡。
- 7.3 參賽隊伍須穿著同一設計之球衣（衫）或號碼衣，號碼必須由0/00至99，不得重覆。
- 7.4 球員須穿戴護脛方可上場比賽，大會備有護脛借用，需於比賽前到司令台登記借用，並須於比賽完結後立即清潔及歸還。
- 7.5 各場比賽總和入球最多之球員可獲神射手獎項。倘入球數目相同，則以其出場時間少者勝。
- 7.6 本規程如有未盡善之處，主辦單位得隨時修訂，並提交籌委會通過後實施。

2022-2023 Lingnan University President's Cup

Soccer - Competition Rules

1. Format

- 1.1 For the general rules, please refer to the 'General Rules'.
- 1.2 Each team can only register five non-resident on the playing list, and a maximum of three non-resident can play on the field. Those team who violate the rules will lose 3-0.

2. Regulations

- 2.1 Unless otherwise stated, the competition shall be organized in accordance with the most recent technical regulations of the "Fédération Internationale de Football Association" (Without VAR)
Link of FIFA rules: <https://www.fifa.com/legal/documents?filterId=1lk5980rsO4CRiqjrlXUS>
- 2.2 The duration of the game shall be two equal periods of 35 minutes and the half-time is 10 minutes.
- 2.3 In the case of a draw in the legal time · teams play an additional 10 minutes after 5 minutes break, and will re-coin toss to decide the game kick-off if still draw in extra-time, the match will be decided by taking the penalty kick. Each team can have five penalty kicks taken by different players. If scores are equal after five kicks for each team, the process is repeated using the "sudden death" method until a decision is reached.
- 2.4 Each team will be allowed to substitute 7 players in a match by the admission from the referees and commander stage.
- 2.5 Any athlete who accumulates two yellow cards shall result in a mandatory suspension of one match. Even athlete gets two yellow cards in the same game, the penalty will be the same; if athlete who gets one red card shall result in a mandatory suspension of two matches. All suspensions are calculated on a cumulative basis across seasons. Those who receive a red card in the last game will be suspended for two games across the season.

3. Entries

- 3.1 Each hostel is limited to send one team only. Each team may register a maximum of twenty-three (23) athletes.

4. Referee

- 4.1 The referee and assistant referees will be arranged by the organizer.
- 4.2 Each team needs to send three students to run the competition. Two student are responsible for picking up the ball, and one student is responsible for checking the player's student ID card and handling the work of the command desk.

5. Withdrawal

- 5.1 Any team that does not present a minimum number of athletes (not less than seven) required for a particular game within 15 minutes at the scheduled competition start time (according to the clock at the stadium) shall be disqualified for the match.
- 5.2 In case of a dispute, the decision of the referee made according to the relevant rules of soccer shall be final. Should a team oppose to the decision and refuse to play, the team shall be taken as withdrawing from the match.

6. Weather

- 6.1 In case of bad weather, the organizer will announce if the competition will be held as scheduled 2 hours before the competition.

7. Others

- 7.1 The competition balls will be provided by the organizer. Each team can borrow the ball for warm-up and must return it to the organizer before start the match.
- 7.2 Spiked sneakers and glasses are not allowed.
- 7.3 Each team must wear jerseys or numbering jerseys of the same design. The jerseys must be numbered from 0/00 to 99, and must not be repeated.
- 7.4 Athletes must wear shin guards before the match. The organizer has shin guards for loan, which must be registered at the command desk before the game, and must be cleaned and returned immediately after the match.
- 7.5 The athlete with the most total goals will be awarded the top scorer award. If the number of goals is the same, the athlete with the least playing time wins.
- 7.6 The organizer reserves the right to amend and/or supplement the By-Laws, Rules and Regulations.