**Rules and Regulations governing Goalball UK Competitions for the 2021/22 season**

**Version 1**

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# Contents

[Introduction](#_Introduction)

[Regulation 1 - Player Rating](#_Regulation_1._Player)

[Regulation 2 – Competition Formats](#_Regulation_2._Competition)

[Regulation 3 – Player Registration](#_Regulation_3._Player)

[Regulation 4 – Entry](#_Regulation_4._Entry)

[Regulation 5 – Rules of Play](#_Regulation_5._Rules)

[Regulation 6 – Results and Placings](#_Regulation_6._Results)

[Regulation 7 – Standards of Behaviour](#_Regulation_7._Standards)

# Introduction

These rules govern matters relating to Goalball UK competition structure and any deviation from the International Blind Sports Federation (IBSA) rules.

All documents, forms, and policies referenced in this document are available for download on the [Goalball UK website here.](https://goalballuk.com/competition/rules-and-regs/)

From this point forward the following abbreviations will be used:

* Tournament Director – TD
* Competition Committee – CC
* Goalball UK – GUK

Competitions is a collective term for all tournaments (knock out or round robin), leagues, fixture dates, and cup competitions and will be used unless otherwise specified.

**Contact**

Where reference is made to contacting The CC, this must be done via email to [thecc@goalballuk.com](mailto:thecc@goalballuk.com).

# Regulation 1. Player Rating

## 1.1 Assigning Player Ratings

When entering competitions, clubs and coaches are responsible for assigning each player with a player rating number (between 1 and 5) that is based on the level they are currently playing at:

* Rating 1 Novice
* Rating 2 Strong Novice / Developing Intermediate
* Rating 3 Intermediate
* Rating 4 Strong Intermediate / Developing Elite
* Rating 5 Elite

1.1.1 GUK Player Ratings Guidance is in place to advise clubs and coaches on a player’s appropriate rating based on the skills and attributes associated with each playing level.

1.1.2 The CC have the remit to confirm or change a player’s rating based on performance in witnessed training sessions or competitions as per Regulation 1.2. The CC may seek the opinion of other GUK staff, coaches, and officials where appropriate and, when necessary, reasonable adjustments can be discussed.

1.1.3 If a player’s rating is changed by The CC, they will be allowed (if they wish) to play at their old rating for 1 further tournament or fixture date before having to move up or down a level. The CC has the right to move a player immediately up or down a rating on the grounds of player welfare.

1.1.4 Any player who considers that their assigned player rating is not a true reflection of their current ability, may write to The CC to bring it to their attention at their next meeting.

1.1.5 Any player that is believed to be unfairly taking advantage of the player rating system will be challenged by The CC or in competition by the TD.

1.1.6 Any club or coach that is believed to be unfairly taking advantage of the player rating system will be challenged by The CC or in competition by the TD.

## 1.2 In Competition

1.2.1 At a competition, should it appear to any official or GUK staff member present that a player is too powerful to play at that level; such official shall draw the matter to the attention of the TD, who, after consultation with the other official’s present shall be entitled to:

* Require the player in question to be substituted (this will not count towards the team allocation) or remain on court but reduce the power of their shot.
* Should the player remain on court and the incident occur again in the same competition, the player in question will receive an Unsportsmanlike Conduct penalty.
* If the throw happens for a third time during the same competition, then the player in question will receive their second Unsportsmanlike Conduct penalty, which will result in them removed from the field of play for that game.
* Any player that goes through the above process will automatically have their player rating reviewed by The CC.

1.2.2 In any case where a team is playing, and it appears to any of the officials or GUK staff that a member of that team is in danger of being injured, the official can stop the game. The matter will be drawn to the attention of the TD, who will then consult with the teams and officials in question to determine the appropriate next steps.

## 1.3 Inappropriate Team Rating

1.3.1 The TD will have a copy of the player ratings for each team relevant to the date of competition. If a team attempts to field an illegal line-up (Regulation 2) they will be stopped, receive a Team Delay of Game penalty and the TD will ensure that the line-up is legal before continuing.

1.3.2 Any team found to have fielded an illegal line up will be subject to an enquiry and potential disciplinary from The CC.

## 1.4 Minimum Age

The minimum age to enter each level of competition is:

* Novice: aged 8 plus
* Intermediate: aged 11 plus
* Elite: aged 16 plus

However, we recognise there may be some exceptions based on physical and emotional maturity plus previous competitive experience. Coaches should [email The CC](mailto:thecc@goalballuk.com) to discuss any such individuals.

# Regulation 2. Competition Formats

Competition will be split into three levels of play:

1. Novice
2. Intermediate
3. Elite

## 2.1 General Organisation

GUK reserves the right to make the final decisions on the structures of all competitions, based on the geographical location of the teams eligible to compete at that level.

2.1.1 Schedules will be determined by GUK based on the number of confirmed teams within the specified entry deadline.

2.1.2 GUK will email the participating teams and publish competition schedules on the GUK website and social media channels no later than 24 hours before the start of each competition.

2.1.3A GUK TD will be appointed for each competition.

## 2.2 Gender

All competitions governed by these rules are open to all genders.

## 2.3 Sight Classification

All competitions governed by these rules are open to players with any sight classification including fully sighted players.

## 2.4 Novice Level

Is for:

* Players rated as 1 or 2
* Adult and junior players (aged 8+) who are relatively new to the sport.

Teams can only have a combined on court rating (based on the individual player rating system) of 6 or less.

### 2.4.1 Regional Leagues (A, B, and C)

A series of one day regional tournaments from which clubs accumulate points (as set out in Regulation 6) to determine regional league placings. On completion of all the tournaments within the season, the winners will be declared Goalball UK Novice League Regional Winners.

### 2.4.2 National Finals

Qualification for the National Finals will be determined by the final placings from each of the regional leagues. The exact qualification criteria for the finals will be confirmed by GUK prior to the start of season. The Novice winners at the National Finals will be declared the National Novice Champions.

### 2.4.3 Novice Shield

Unconnected to the regional leagues and National Finals, GUK will host a standalone national cup competition called the Novice Shield.

## 2.5 Intermediate Level

Is for:

* Players rated as 2, 3, or 4
* Adult and junior players (aged 11+)

Teams must have a combined on court rating (based on the individual player rating system) of between 7 and 11.

### 2.5.1 Regional Leagues (North and South)

A series of regional fixtures from which teams accumulate points based on game-by-game results (as set out in Regulation 6) to determine regional league placings. On completion of all the fixtures within the season, the winners will be declared Goalball UK Intermediate League Regional Winners.

### 2.5.2 National Finals

Qualification for the National Finals will be determined by the final placings from each of the regional leagues. The exact qualification criteria for the finals will be confirmed by GUK prior to the start of season. The Intermediate winners at the National Finals will be declared the National Intermediate Champions.

### 2.5.3 Intermediate Trophy

Unconnected to the regional leagues and National Finals, GUK will host a standalone national cup competition called the Intermediate Trophy.

## 2.6 Elite Level

Is for:

* Players rated as 4 or 5
* Adult and junior players (aged 16+)

Teams must have a combined on court rating (based on the individual player rating system) of between 12 and 15.

### 2.6.1 Super League

A series of national fixtures from which teams accumulate points based on game-by-game results (as set out in Regulation 6) to determine Super League placings. On completion of all the fixtures within the season, the winners will be declared Goalball UK Super League Winners.

### 2.6.2 National Finals

Qualification for the National Finals will be determined by the final placings from the Super League. The exact qualification criteria for the finals will be confirmed by GUK prior to the start of season. The Elite winners at the National Finals will be declared the National Elite Champions.

### 2.6.3 Goalfix Cup

Unconnected to the Super League and National Finals, GUK will host a standalone national cup competition called the Goalfix Cup. Player exemption applies as set out in Regulation 3.1.2.

# Regulation 3. Player Registration

All players entering GUK competitions must be registered to a GUK affiliated club. If a player is registered with more than one club, the player must state which is their primary club. If it is not stated or unclear, the first time a player represents any club within the season (named on a submitted GUK team sheet, see Regulation 4.4), this club will be used as their primary club.

## 3.1 Playing for more than one club

3.1.1 A player can only play competitively for one club per season unless the following exemptions are applied for in writing to The CC.

* When the player’s primary club doesn’t have a team at the player’s new level, with permission from their primary club they can request to play for another club.
* When exceptional circumstances are presented by a player and or club.

The CC will determine if the circumstances presented grant an exemption.

3.1.2 The Goalfix Cup permits players to play for any team without a written request to The CC.

## 3.2 Playing for the same club, in a second team, in the same league

### 3.2.1 Novice Regional Leagues

Players can play for the same club in different teams at Novice level on a tournament-by-tournament basis e.g. the team or teams can be made up of different players for each tournament. However, clubs with more than one team entered in a specific tournament are not allowed to rotate players during that tournament following submission of the GUK team sheet in line with Regulation 4.4.

### 3.2.2 Intermediate Regional Leagues

Players can only play for one Intermediate team in one Intermediate league during each season.

### 3.2.3 Elite Super League

Players can only play for one Elite team in the Super League during each season.

### 3.2.4 Exemptions to Regulation 3.2.2 and 3.2.3

Clubs may apply for exemptions under exceptional circumstances to ensure a team is fielded to complete fixtures. The exemption application must be made in writing to The CC prior to the competition or, in unforeseen circumstances to the TD. If The CC or the TD believes this regulation is being abused or used to gain an unfair advantage, they may refuse the request. Any exemption granted under this regulation will be recorded and kept for GUK competition records.

## 3.3 Playing at different levels on the same day (National Finals only)

Players who are eligible to play at more than one level and both of their teams have qualified for the national finals, are permitted to play for both teams on the same day while complying with Regulation 3. However, no concessions will be made to tournament scheduling to avoid clashes of games.

## 3.4 Non-UK resident players

3.4.1 At all levels, a team may only have one Non-UK resident player on the court at any one time and a maximum of 2 in a squad. Each Non-UK resident player may only play for one club per season. Except for exceptional circumstances in this case please contact GUK to discuss further.

3.4.2 This rule does not apply to visiting Non-UK teams that have been invited to play in a GUK competition.

## 3.5 Competition Completion

To aid with competition completion and in the spirit of playing the game on the day The CC and the TD may deem it appropriate in exceptional circumstances to create a one-off exemption under any part of Regulation 3. Any exemption granted will be recorded and kept for GUK and The CC competition records.

# Regulation 4. Entry

## 4.1 Affiliation

All clubs and associated teams who wish to enter teams into GUK competitions must be affiliated to GUK. For more information regarding club affiliation please visit the [GUK website here](http://goalballuk.com/clubaffiliation/). All players and coaches entering GUK competitions must be registered members of GUK.

## 4.2 Entry systems

4.2.1 GUK will send an entry notification by email with a completion deadline to all teams that are eligible to compete in the relevant competition with at least 6 weeks’ notice.

4.2.2 Competition closing dates will be advertised on the competition calendar at the beginning of the season and hosted on the GUK website.

4.2.3 GUK will use a combination of Go Membership and Microsoft Forms to administer entries.

4.2.4 Depending on the administration system used, payment will be made via card payment on Go Membership or BACS. Invoices and receipts will be available upon request.

## 4.3 Competition Fees

Novice - £30 per team per tournament

Intermediate Regional League - £90 per team per season

Elite Super League - £90 per team per season

Novice Shield, Intermediate Trophy & Goalfix Cup - £30 per team per tournament

Individuals - £6 per person per tournament

National Finals – Free of charge to all teams

All entries are non-refundable and must be paid by the stated deadline.

## 4.4 Team Sheets

4.4.1 Submission of a team sheet is the official point at which players are confirmed to represent a club or team.

4.4.2 Team Sheets must be submitted to GUK for every team 48 hours prior to a competition beginning. This is essential to allow GUK to administer all competition paperwork.

4.4.3 If you require to make changes to your team sheet after submitting to GUK, a request must be made to the TD as soon as possible and definitely before the start of play. These changes must be made via an updated team sheet, accompanied with clear reasoning, and comply with Regulation 3. If the TD believes this regulation is being abused or used to gain an unfair advantage, they may refuse the request.

4.4.4 Clubs who are found to have moved players between their teams, without approval after submitting their team sheet, will have their points from that competition withheld.

## 4.5 Team Managers

Each individual team entering a GUK competition must have a designated team manager over the age of 18. This person will be responsible for the team and the main point of contact for the team on the day.

It is regarded best practice for the team manager to be a non-playing member of the team with the knowledge to manage on and off court decisions relating to the competition and be able to get around the venue to attend meetings at agreed locations.

A player over the age of 18 can be a team manager for the team they are playing in as long as there are no players under the age of 18 in the team, this may be relaxed if the guardian/s of the Under 18 player/s are present at the competition all day.

A team manager cannot be a player from another team that is playing in the same competition, at the same venue, on the same day.

If you believe your club will struggle to meet these requirements, please contact GUK before each competition to discuss and agree alternative arrangements.

## 4.6 Rules specific to each playing level and competition

### 4.6.1 Novice Regional Leagues

4.6.1.1 Clubs will be assigned into their regional Novice league. Clubs will be allowed initial entry of 1 team per club. A reserve list will then be created for each tournament for extra teams (2nd and subsequent teams) to enter if the tournament capacity allows. If required, the teams on the reserve list will be entered into a draw for the available space(s).

* Club’s 1st teams will always have priority over composite teams.
* Composite teams will always have priority over club’s 2nd teams.
* Clubs wishing to enter a 2nd and subsequent teams, will get notice of their entry from GUK no later than 2 weeks before the stated tournament date.

4.6.1.2 Clubs who wish to enter 2 (or 3) teams at the same novice tournament must have a minimum of 7 (or 10) players across the teams at the point of entry. The club’s players can be distributed amongst the teams however the club sees fit in accordance with Regulation 4.4.

### 4.6.2 Intermediate Regional Leagues

4.6.2.1 Clubs will be assigned into their regional Intermediate league and can enter a maximum of two teams.

4.6.2.2 Each team must have a minimum of 4 named players at the point of entry.

4.6.2.3 Entries into the league must be made by the deadline set by GUK. Failure to meet this deadline will lead to teams not being included in the league’s competitive fixtures for the season.

4.6.2.4 For occasional second teams or clubs that cannot commit to a full season of fixtures in the Intermediate Regional League, these teams can enter on the agreed competition dates for their region providing.

* They notify GUK at least 4 weeks before the fixture date if they would like to enter.
* Based on the planned fixtures GUK will confirm if there is room in the schedule for the team to play a minimum of 3 games.
* Any fixtures the team played on the day would be counted as ‘friendly’.

If there are multiple requests for the competition date a decision will be made by a ballot.

### 4.6.3 Elite Super League

4.6.3.1 Clubs can enter a maximum of two teams into the Elite Super League.

4.6.3.2 Each team must have a minimum of 4 named players at the point of entry.

4.6.3.3 Entries into the league must be made by the deadline set by GUK. Failure to meet this deadline will lead to teams not being included in the league’s competitive fixtures for the season.

4.6.3.4 For occasional second teams or clubs that cannot commit to a full season of fixtures in the Elite Super League, these teams can enter on the agreed competition dates providing.

* They notify GUK at least 4 weeks before the fixture date if they would like to enter.
* Based on the planned fixtures GUK will confirm if there is room in the schedule for the team to play a minimum of 3 games.
* Any fixtures the team played on the day would be counted as ‘friendly’.

If there are multiple requests for the competition date a decision will be made by a ballot.

### 4.6.4 National Cup Competitions (Novice Shield, Intermediate Trophy, and Goalfix Cup)

4.6.4.1 Clubs can enter a team or teams made up from any registered players from the club in line with Regulation 3.

4.6.4.2 Clubs will be allowed an initial entry of 1 team per club. A reserve list will then be created for each tournament for extra teams (2nd and subsequent teams) to enter if the tournament capacity allows. If required, the teams on the reserve list will be entered into a draw for the available space(s).

* Club’s 1st teams will always have priority over composite teams.
* Composite teams will always have priority over club’s 2nd teams.
* Clubs wishing to enter a 2nd and subsequent teams, will get notice of their entry from GUK no later than 2 weeks before the stated tournament date.

4.6.4.3 Clubs who wish to enter 2 (or 3) teams at the same tournament must have a minimum of 7 (or 10) players across the teams at the point of entry. The club’s players can be distributed amongst the teams however the club sees fit in accordance with Regulation 4.4.

### 4.6.5 Individual Entries and Composite Teams

4.6.5.1 GUK acknowledges that not all new players will be immediately attached to a club as set out in Regulation 3. Therefore, new players can enter individually and will be assigned to a composite team if possible.

4.6.5.2 GUK acknowledges that not all clubs will be able to enter a team in every competition, at every level. Therefore, any player who is available to play but whose club is not entering can enter individually and will be assigned to a composite team if possible.

4.6.5.3 Individual players must make themselves available to GUK for each competition through the individual entry process 4 weeks prior to the competition.

4.6.5.4 Individual entry fee is £6 per player which must be received by GUK by the set deadline.

4.6.5.5 GUK will try to facilitate individuals playing in competitions but cannot guarantee the opportunity to play based on capacity.

# Regulation 5. Rules of Play

The full rules of Goalball are available from the [International Blind Sports Federation (IBSA) website](https://goalball.sport/about-goalball/rules-and-downloads/) and are the basis of the game. However, GUK reserves the right to deviate from these rules for GUK Competitions.

## **5.1 Uniforms**

For all GUK competitions, players must be appropriately and individually numbered, back and front. Numbers must be 1,2,3,4,5,6,7,8 or 9 and must be a minimum of 18cms high and clearly distinctive.

Failure to comply with this regulation and its sub sections will lead to a Team Delay of Game Penalty for every game the team fails to meet the regulation. Further advice can be found in the GUK Competition Uniform Policy.

### 5.1.1 Novice

5.1.1.1 Numbers printed or embroidered on playing shirts at advisable at Novice level. However, bibs can be used if required.

### 5.1.2 Intermediate

5.1.2.1 Numbers printed or embroidered on playing shirts are mandatory at Intermediate level with the exception of a clubs first competition.

### 5.1.3 Elite

5.1.3.1 Numbers printed or embroidered on playing shirts are mandatory at Elite level, with no exceptions.

## 5.2 Patching and Taping

* Novice: Random patching may take place.
* Intermediate: Random patching will take place.
* Elite: All games will be patched.

5.2.1 In addition, clubs or coaches may request patching for the opposing team to the TD 15 minutes prior to game time. In such cases, both teams will be patched.

5.2.2 Any COVID-19 measures related to patching will be issued in advance of the specific competition.

## 5.3 Number of Officials

The minimum requirement for each game shall be:

* Novice: One qualified neutral referee and two table officials
* Intermediate: Two qualified neutral referees and three table officials.
* Elite: Two qualified neutral referees and four table officials.

We aim to have a full quota of Goal Judges for each game. These can be made up of teams competing on the day but not participating in the current game.

## 5.4 Playing Schedules

### **5.4.1 Target game times at competitions** (regulation time)

All timings are stop-start clock:

* Novice = 2 halves of 5 minutes
* Intermediate = 2 halves of 8 minutes
* Elite = 2 halves of 12 minutes

GUK reserves the right, if necessary, to alter game timings and playing schedules:

* Before competitions to ensure all teams entered have equal playing time within the scheduled time.
* During competitions to ensure play finishes at the scheduled time.

### 5.4.2 Substitutions (regulation time)

* Novice = Two: At least one substitution must be taken during the first half of the game or this substitution will be lost.
* Intermediate = Three: At least one substitution must be taken during the first half of the game or this substitution will be lost.
* Elite = Four: At least one substitution must be taken during the first half of the game or this substitution will be lost.

Unlimited substitutions are allowed at half time at all levels, but teams must notify the scorer of any substitutions.

### 5.4.3 Team Timeouts (regulation time)

* Novice = Two: At least one of these timeouts must be taken during the first half or this timeout will be lost.
* Intermediate = Three: At least one of these timeouts must be taken during the first half or this timeout will be lost.
* Elite = Four: At least one of these timeouts must be taken during the first half or this timeout will be lost.

### 5.4.4 Overtime (if applicable)

* Novice = 1 half of 3 minutes
* Intermediate = 1 half of 3 minutes

Elite = 2 halves of 3 minutes (as per IBSA rules)

5.4.4.1 Unlimited substitutions are allowed between the end of regulation time and the start of overtime at all levels, but teams must notify the scorer of any substitutions.

5.4.4.2 All substitutions not used at the end of regulation time will be lost. Each team will be allowed one substitution during the entire period of overtime. At Elite level unlimited substitutions are allowed at half time but teams must notify the scorer.

5.4.4.3 All timeouts not used at the end of regulation time will be lost. Each team will be allowed one timeout during the entire period of overtime.

### 5.4.5 Minimum time between games in competitions

* Novice: 3 minutes
* Intermediate: 3 minutes

Elite: 5 minutes

5.4.5.1 If a team has to play back to back games an appropriate break will be allocated. As a minimum the break will be based on double the previous games scheduled half length e.g. 8 minute halves will result in the team getting a 16 minute break.

## 5.5 Game Information Sheet & Coin Toss

### 5.5.1 Novice Regional League tournaments, Novice Shield, and Novice National Finals

At the commencement of Novice games, the team named first in the fixture list will occupy the court to the left of the official’s table and start with the ball.

Game Information Sheets will only be used to indicate the final score to allow the referees and coaches to sign.

### 5.5.2 Intermediate Regional Leagues and Elite Super League fixtures

The team named first in the fixture list will occupy the court to the left of the official’s table and start with the ball.

Teams must ensure the Game Information Sheet is completed and checked before the start of the game. Goalball UK will indicate the location of the sheets for completing and checking at each fixture.

### 5.5.3 Intermediate Trophy, Goalfix Cup, and Intermediate and Elite National Finals

The completion of the Game Information Sheet and a coin toss will always be required. The coin toss will take place 15 minutes prior to the first game of the day, all subsequent coin tosses will take place at half time of the preceding game, teams are responsible for administering and bringing the Game Information Sheet to the official’s table where the corresponding game will take place.

## 5.6 Game Information Sheet and Score Sheet - End of the Game

Immediately after the game regardless of level or type of competition a coach from each team, both referees and the scorer will check the Score Sheet and sign the Game Information Sheet at the official’s table. It is not mandatory for the coach to sign however, if a coach does not check the Score Sheet and sign the Game Information Sheet immediately after the end of the game, they cannot query any part of the Score Sheet including the final score and goal scorers later.

### 5.6.1 Protests

**The referee’s decision is final. Due to the nature and time restraints of GUK competitions we are unable to accept any game related protests.**

5.7 Suspicion of Cheating (eyeshades**)**

If a referee suspects that a player is manipulating their eyeshades to gain an unfair advantage, the procedure below will be followed:

* The player’s eyeshades (and patches) will be rechecked.
* If doubt remains, the player shall be re patched and taped (if not already).
* The referee will consult the TD at the end of the game.
* The TD will then talk to both the player and their coach.
* The player will continue to be patched and taped for the remainder of the tournament.
* The incident will be reported to The CC.

## 5.7 Hearing aids

Hearing aids may be used in GUK competitions.

# Regulation 6. Results and Placings

## 6.1 Novice Regional Leagues

### 6.1.1 Regional tournament points

Regional league points will be awarded based on final placings on a tournament-by-tournament basis in the following order:

* 10 points to 1st place
* 8 points to 2nd place
* 6 points to 3rd place
* 4 points to 4th place
* 2 points to 5th place
* 1 point to 6th place and below

### 6.1.2 Additional teams

A clubs highest placed team on the day, is the only team that will be awarded points. However, all teams including composites can be awarded medals and prizes on the day.

Points allocation and medals with the Panthers club having two teams plus a composite team taking part:

|  |  |  |  |
| --- | --- | --- | --- |
| Position | Club | Points | Medals |
| 1st | Panthers A | 10pts | Gold |
| 2nd | Steelers | 8pts | Silver |
| 3rd | Composite | 0pts | Bronze |
| 4th | Panthers B | 0pts | None |
| 5th | Dragons | 2pts | None |
| 6th | Bears | 1pts | None |
| 7th | Giants | 1pts | None |

### 6.1.3 Final regional placing

On conclusion of the season, placings will be determined by the accumulated points from all of the regional tournaments. If two or more clubs have the same number of points, the clubs will be separated by using the following methods in this order:

* Points in games between the tied clubs across the season
* Overall goal difference in games between the tied clubs
* Fewest goals conceded in games between the tied clubs
* Number of tournament wins for each of the tied clubs

If there is still a tie after following the above procedures, a tie will be declared.

## 6.2 Intermediate Regional Leagues and Elite Super League

### 6.2.1 Fixture Points

Each team will earn three points for every win, one point for every tie, and zero points for every loss per fixture.

### 6.2.2 Final League Placing

If two or more teams have the same number of points, the teams will be separated by using the following methods in this order:

* Goal Difference - subtracting a team’s total goals scored against from their total goals scored for across all the fixtures. The team with the higher goal difference will be given the higher placing.
* Number of Wins – the total number of wins for a team across all of the fixtures in the league will be calculated. The team with the most wins will be given the higher placing.
* Goals Against– the team with the lowest goals scored against across all of the fixtures in the league will be given the higher placing.
* Head to Head – the results of only the game (s) played between the tied teams will then come into effect. With the winning team being placed higher.
* Goal Difference (Head to Head) – the goal difference in the game (s) played between the tied teams will then be calculated. The team with the higher goal difference will be given the higher placing.

If there is still a tie after following the above procedures, a tie will be declared.

## 6.3 Round Robins (tournaments)

The final placing of teams at the conclusion of a round robin will be determined by the number of points earned. Each team will earn three points for every win, one point for every tie, and zero points for every loss per game. If two or more teams have the same number of points, the teams will be separated by using the following methods in this order:

* Goal Difference – subtracting a team’s total goals scored against from their total goals scored for in the round robin
* Number of Wins – the total number of wins for a team across the total round robin will be calculated. The team with the most wins will be given the higher placing.
* Goals Against – the team with the lowest goals scored against across the total round robin will be given the higher placing.
* Head to Head – the result of the game (s) played between the tied teams will then come into effect. With the winning team being placed higher.
* Goal Difference (Head to Head) – the goal difference in the game (s) played between the tied teams will then be calculated. The team with the higher goal difference will be given the higher placing.

If there is still a tie after following the above procedures GUK will declare joint winners if it is in relation to the final result of a tournament.

OR

Lots will be drawn determine the placing if it is in relation to qualification to allow further fixtures in a tournament to be fulfilled.

## 6.4 Final Placing and Knockout Games

All games will be played to a result. Overtime and extra throws will be used until a winner is decided.

## 6.5 Individual Player Awards

Players who play at 2 levels, can only win one top goal scorer award; the highest level played at by that player.

### 6.5.1 Novice Regional Leagues

6.5.1.1 The male and female top goal scorer will be announced at the end of each tournament.

6.5.1.2 A player of the day will be awarded at the end of each tournament.

6.5.1.3 The overall regional top male and female goal scorer will be awarded at the end of season.

### 6.5.2 Intermediate Regional Leagues and Elite Super League

6.5.2.1 A player of the day will be awarded at the end of each fixture date.

6.5.2.2 The overall regional top male and female goal scorer will be awarded at the end of season.

### 6.5.3 National Cup Competitions (Novice Shield, Intermediate Trophy, and Goalfix Cup)

6.5.3.1 The male and female top goal scorer will be awarded at the end of each competition.

6.5.3.2 A player of the competition will be awarded at the end of each cup competition.

### 6.5.4 National Finals Weekend

6.5.4.1 A male and female top goal scorer will be awarded at the end of the competition for each level of play.

6.5.4.2 A player of the competition will be awarded at the end of the competition for each playing level.

## 6.6 Cancellations and Withdrawals

### 6.6.1 Unforeseen Circumstances (General Organisation)

If a competition date is cancelled due to unforeseen circumstances GUK will look to re-arrange the competition within the season if practically possible. If a solution cannot be found The CC will determine and communicate any decision regarding the competition in question.

### 6.6.2 COVID-19

Government advice, both locally and nationally, will be taken into account when organising any competitions during the season. Competitions may be suspended or changed if the health advice means that they cannot be delivered in a compliant manner. The CC will consider the position of any club which is affected by COVID-19 as with any other illness or difficult circumstances. For clarity, the forced self-isolation of a single individual player will not normally be considered justification for a club withdrawing completely from a competition.

### 6.6.3 Teams

6.6.3.1 If a team withdraws from a competition before the start a new schedule will be created to ensure all teams play an appropriate number of games.

6.6.3.2 If a team withdraws or leaves during a competition all of their games including previous results are cancelled with the opposing teams earning three points and zero goal difference.

6.6.3.3 If a team withdraws from a league or cannot fulfil fixtures within a league The CC will determine the course of action based on the circumstances for:

* The teams results before and after any withdrawal or non-fulfilment.
* Player goalscoring statistics for and against the team in matches already played.
* Potential rearrangement of fixtures at the cost of the club.

6.6.3.4 Any team withdrawing or not fulfilling entry from any type of competition will be subject to an enquiry from The CC. Any club, team or individual found to be deliberately or unnecessarily withdrawing or not fulfilling competition entries will be subject to disciplinary action under the GUK complaints procedure.

# Regulation 7. Standards of Behaviour

## 7.1 Individuals

7.1.1 GUK members and all other persons attending GUK competitions including GUK staff, officials, and volunteers are always expected to behave in an appropriate manner and not do anything which will bring the competition or GUK and its associates into disrepute.

## 7.2 Clubs

7.2.1 A club is responsible for ensuring that its players, coaches and all its representatives behave in an appropriate manner whilst attending or taking part in GUK competitions.

7.2.2 A club is responsible for ensuring that its players, coaches and all its representatives conduct themselves in a way that will not bring the competition or GUK and its associates into disrepute.

7.2.3 A club shall not be held responsible under paragraphs (7.2.1) or (7.2.2) above if the club can demonstrate to the satisfaction of GUK that the club had no reasonable means of controlling or advising on the conduct of the individual.

## 7.3 Alcohol and Drugs (recreational or performance enhancing)

7.3.1 The consumption of alcohol or drugs (recreational or performance enhancing) is not permitted at any competition. Any person found to be consuming such substances will be immediately disqualified and may face further disciplinary action.

## 7.4 Photography and Videos

7.4.1 The Photography and Videos policy applies to all GUK members and clubs attending GUK competitions.

7.4.2 Spectators using standard equipment and mobile phones from the spectator area are exempt. This media must celebrate the achievements of the participant and positively promote the sport.

## 7.5 Social Media

7.5.1 The Social Media policy applies to all GUK members and clubs attending GUK competitions.

## 7.6 Examples of inappropriate behaviour

The following is a non-exhaustive list of examples of inappropriate behaviour:

* Violent, threatening, abusive, obscene, or provocative conduct or language.
* Disregarding requests/instructions given by the TD or appointed officials.
* Encroachment on the field of play by spectators or unauthorised persons.
* Throwing missiles, bottles or other potentially harmful or dangerous objects at, onto or adjacent to the field of play.
* Consuming alcohol or drugs or being under the influence of alcohol or drugs.
* Taking photographs or videos in contravention of GUK policy
* Printing or publishing material in contravention of the policy set out in
* Persistent abuse of the GUK complaints procedure

## 7.7 Consequences of failing to meet the Standards of Behaviour

7.7.1 An individual or club who fails to meet the standards of behaviour may be the subject of a complaint. The procedures for bringing a complaint, including how to appeal the outcome of the complaint, are set out in the GUK Complaints Procedure.

7.7.2 If, following the process set out in the GUK Complaints Procedure, an individual or club is found to have failed to meet the required standard of behaviour, GUK may impose one or more sanctions.  The following is a list of examples of sanctions available to GUK:

* **Points deduction**: the exact amount depending on the seriousness of the matter.
* **Invalidation of results**: invalidating results that were achieved in competition in which the regulation breach/disciplinary matter took place.
* **Disqualification from a competition**: this will include the removal of any medals, points and prizes associated with results achieved.
* **Ban from GUK competitions and or events**: the exact length depending on the seriousness of the matter. The length of the ban may be quantified by the number of tournaments or fixtures as opposed to a period of time.
* **Suspension**: the exact length depending on the seriousness of the matter. The length of the ban may be quantified by the number of tournaments or fixtures as opposed to a period of time.
* **Sports hall ban**: the length of the ban may be quantified by the number of competitions as opposed to a period of time.
* **Educational and restorative sanctions**: such as participation in or completion of an activity to build awareness or knowledge relevant to the nature of the regulation breach or attendance at, and completion of, any educational programmes.
* **Written warning:**to include the breach of conduct and potential consequence if it happens again**.**

## 7.8 Powers of the TD at Competitions

7.8.1 As well as the general disciplinary powers set out in this regulation, the TD retains the discretion to take such steps as needed to ensure the proper running of a competition, in particular to ensure the health, safety or wellbeing of any person.

7.8.2 No action taken, or decisions made by a TD will limit or affect the disciplinary powers set out in this regulation, even if it relates to the same incident.