

1) Player eligibility rules – social competition (SC2 – SC6):

- a) A player who's taken the field at NPL or Southern Championship level this season may not subsequently take the field in social competition this season;
- b) A player who takes the field regularly in Southern Championship 1 this season may take the field in a **maximum of five social competition games** this season.

NOTE: This *does not* apply to clear social regulars occasionally required to fill-in at SC1 level. Please flag these fill-in occasions with Emma Brown, so the five-game social limit isn't applied to that player(s);

- c) A social side may play a **maximum of three higher-level non-regular players** in any one game - those being any combination of fill-ins from a higher social side, or SC1 fill-ins covered in rule (b).

Rule (c) may be subject to reasonable emergency exemption granted by Emma Brown (at a minimum of three days' notice), and involving a maximum match-day team-sheet of 13 players;

- d) As a rare and specialist position, common-sense exemptions apply to fill-in goalkeepers;
- e) The penalty for breaching these rules is a 3-0 forfeit in the social game involved + applicable club fine imposed by FT.

2) League withdrawal

- a) Once rostered, any club withdrawing a side from social competition must withdraw its *lowest level side*.

This ensures that 1) clubs can't manipulate their allocated league level(s), and 2) remaining players of a withdrawn side subsequently filter up, not down, to protect the integrity of lower leagues.

It's also a deterrent that ensures the consequences of withdrawing a side (given the disruption involved) are born by the withdrawing club, and not by other social sides.

3) League Cups – supplementary rules

- a) Maximum of 16 players on team-sheet. All standard social interchange and substitution rules apply;
- b) Game length:

- Quarter Finals & Semi Finals - 90 minutes (straight to penalties, if required);
 - Finals - 90 minutes. Additional 20 minutes extra time, then penalties, if required.
- c) Standard social player eligibility applies. Please seek exemption from Emma Brown for any players who may have fill-in at SC1 during season;
 - d) A side may field a maximum of two players who've featured in a higher-level social league cup game this season. This is to allow fill-in flexibility, not take advantage;
 - e) To be eligible to play in a League Cup final, a player must have featured on the team-sheet of either the relevant Quarter-Final *or* Semi-Final.

Those rules replaced the 'same playing weekend' principle, which hadn't proven effective against overall stacking and manipulation.

The revised rules allow emergency flexibility between Championship 1 and the social leagues, while being guided by the following principles:

- Elite players (NPL and Championship) should not need to be appearing at social level, when there's a bridging level in between (Champ 1) for all NPL/Champ clubs;
- Flexibility with Championship 1 is important, for emergency numbers. But Champ 1 regulars should not also become full-time social player, every/most weeks;
- Sides should be *disadvantaged* by injuries, players going away, up and down lack of depth, etc; not perversely *advantaged* by those situations, via en-masse higher fill-ins.