

SAMSARA PREMIER LEAGUE (SPL)

OFFICIAL RULEBOOK & CODE OF CONDUCT

This rulebook governs all competitions, teams, players, officials, and activities under the **SPL – Samsara Premier League**.

All participants must follow the **FIFA Laws of the Game**, SPL policies, and the Code of Conduct.

1. GENERAL OVERVIEW

The SPL is a community-based 11-a-side competition organised by **Samsara Group** for Nepalese and Bhutanese players living in Canberra.

All rules apply equally to players, team officials, referees, supporters, and volunteers.

SPL's mission is to ensure:

- Fair competition
- Safe environment
- Respectful conduct
- Zero tolerance for abuse

2. PLAYER ELIGIBILITY & REGISTRATION

2.1 Eligibility

To play in SPL, a player must be:

- Of **Nepalese or Bhutanese origin**
- A **resident of Canberra**
- Listed in the **final official team roster**
- Approved and published by SPL

2.2 Registered Player Definition

A registered player must:

1. Be submitted in the team's final squad
2. Be approved by SPL

3. Be published on SPL's official social media
4. Have consistent jersey numbers across kits
5. Appear on match sheet
6. Not be suspended or banned

Anyone failing any of these points is considered **unregistered**.

2.3 Squad Size

- Maximum squad: **22 players**
- No additional signings once the league begins
- No jersey number switching without SPL approval

2.4 ID Verification

SPL may request player identification at any moment. Failure to provide ID = **player cannot play**.

3. MATCH RULES & FORMAT

3.1 Match Duration

- 30 minutes each half
- 5-minute halftime
- Referee may add stoppage time

3.2 Minimum Players

- Minimum **7 players** required to start
- Less than 7 = **automatic forfeit**

3.3 Substitutions

To promote participation and give more players match opportunities:

- Each team is allowed **7 substitutions per match**.
- Substituted players **cannot return** (no rolling subs).
- All substitutions must be approved and signalled by the referee.
- Substitutes must remain outside the pitch until called.

3.4 Late Arrival

- Teams must arrive **30 minutes early**
- Repeated lateness may lead to fines

3.5 Kick-Off

- Referee's whistle is official start
- Deliberate delays = yellow card for captain

4. FORFEITS & ILLEGAL PLAYERS

A team will forfeit if:

- Fewer than 7 players
- Uses an **unregistered** player
- Uses a **suspended** player
- Uses a player with **incorrect jersey number**
- Fails to appear

Penalty:

- Opponent receives **3-0 win**
- Forfeiting team fined **\$100**
- Manager may face suspension for repeated violations



5. UNIFORM & EQUIPMENT

5.1 Kits

- Full matching uniform required
- Captain **MUST** wear an armband
- Two kits allowed: Home + Away
- Jersey numbers must match SPL roster
- Incorrect or duplicate numbers = cannot play

5.2 Safety Gear

- Shin guards mandatory
- No jewellery

- Unsafe boots prohibited

6. CODE OF CONDUCT (STRICT)

Applies to:

- Players
- Team officials
- Supporters
- Volunteers
- Managers
- Coaches

6.1 Required Behaviour

- Respect referees and officials
- Respect opponents
- Maintain sportsmanship
- Accept decisions
- Avoid confrontation

6.2 Zero Tolerance (Automatic Penalties)

The following behaviours result in immediate disciplinary action:

- Physical violence
- Pushing, striking, attempting to strike
- Fighting on or off field
- Racial slurs, discrimination
- Abusive language
- Threats or intimidation
- Abuse toward referees
- Spectator interference
- Entering field without permission
- Bullying or harassment

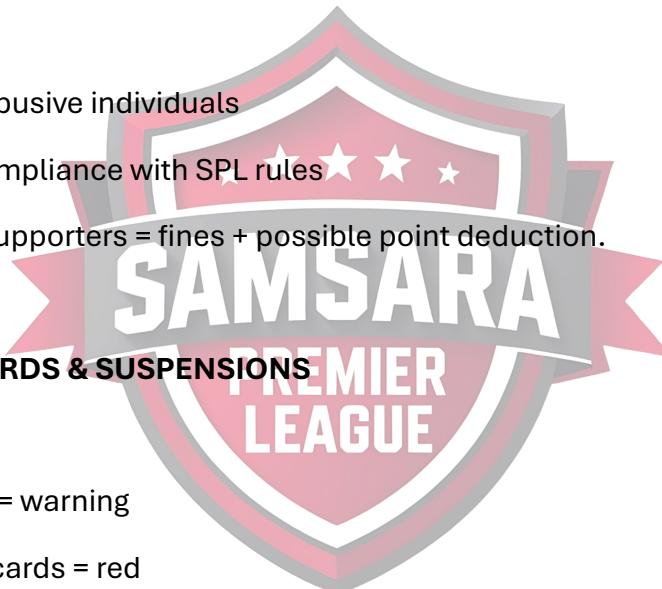
- Social media abuse
- Match fixing
- Bribery
- Encouraging violence
- Throwing objects
- Damaging property

6.3 Team Manager Responsibility

Managers are fully responsible for:

- All players
- Supporters
- Replacing abusive individuals
- Ensuring compliance with SPL rules

Failure to control supporters = fines + possible point deduction.



7. DISCIPLINE, CARDS & SUSPENSIONS

7.1 Standard

- Yellow card = warning
- Two yellow cards = red
- Straight red = immediate send-off

7.2 Suspensions

- Red card = **minimum 1-match suspension**
- Serious foul play = 2–4 matches
- Violent conduct = 3–6 matches
- Abuse toward officials = **5–10 matches**
- Threatening referees or organisers = **Season ban**

7.3 Fines

- Straight red or double yellow = **\$50 fine**
- Violent conduct = SPL may increase fine

- Team may be fined for repeated misconduct

7.4 Emergency Suspension Clause

SPL reserves the right to:

- **Immediately suspend** any player or team
- Without waiting for a full disciplinary hearing. If behaviour threatens safety or integrity.

8. MATCH FIXING & MANIPULATION

Zero tolerance.

- Any attempt to influence results
- Any payment or benefit offered
- Any pre-arranged draw or loss

= **Immediate expulsion + lifetime SPL ban**



9. ENTRY INTO FIELD OF PLAY

Only:

- Players
- Referees
- Officials

may enter the pitch.

Spectators entering the pitch =

- Team fine \$50
- Manager warning
- Possible point deduction

10. PROTESTS & APPEALS

10.1 Protest Window

- Must be lodged within **24 hours** after match

- Must be submitted by team manager
- Must include evidence

10.2 Not Allowed to Protest

- Referee decisions (judgement calls)
- Yellow/red cards
- Offside decisions

10.3 Allowed to Protest

- Use of illegal players
- Administrative errors
- Misapplication of FIFA rules

10.4 Final Decision

SPL Committee decision is final.



11. ORGANISER IMMUNITY

All participants agree that:

- SPL
- Samsara Group
- Match officials
- Volunteers
- Media crew

are **not liable** for:

- Injuries
- Accidents
- Loss of property
- Misconduct by others
- Weather or venue issues

12. WEATHER & VENUE CONTROL

SPL may:

- Postpone matches
- Move venues
- Delay kick-off
- Cancel rounds when conditions are unsafe.

Teams must comply without dispute.

13. PHOTO, VIDEO & MEDIA RIGHTS

By participating, all players agree that SPL may:

- Record photos and videos
- Publish them on social media
- Use footage for highlights, promotion, and reporting

Players cannot request deletion unless safety-related.



14. FINAL AUTHORITY

SPL Committee has full authority to:

- Modify rules if needed
- Enforce discipline
- Remove troublemakers
- Reject unsafe or abusive players

15. TEAM SIGNATURE & AGREEMENT

Each team must sign:

- SPL Rulebook Acceptance
- Code of Conduct Acceptance

THE END