

Scottish Mental Health & Wellbeing Football League

Rules and Regulations

Version 1

GENERAL PROVISIONS

1. GOVERNING BODY MEMBERSHIP

The League is a member of Scottish Para-Football. Accordingly the League and it's members are obliged to comply with the statutes, directives, codes and decisions of Scottish Para-Football.

2. PLAYER ELIGABILITY

Players may compete in the League from the date of their 17th birthday, there is no upper age limit on the league.

A player must be receiving treatment or still receiving care for a mental health condition from NHS or mental health treatment provider.

Only 1 member of staff will be permitted to play within each league day.

3. REGISTRATION OF PLAYERS and OFFICIALS

Clubs will be required to register all players and officials using the Scottish Para-Football online registration system or any other means directed.

4. CORRESPONDANCE

Clubs will engage with the League and will be required to respond timeously and effectively to all requests and instructions.

All communications to the league must be sent via e-mail to Info@scottishmentalhealthleague.co.uk

5. DISCIPLINE

The Board will deal with all discipline matters in accordance with Scottish Para Football Disciplinary Procedures and will ensure that the activity is played according to its rules in a fair and sporting manner. All competing clubs must ensure their players, officials and supporters conduct themselves in the spirit and manner beneficial to the development and enjoyment of the activity.

6. APPEALS

Appeals will be managed in accordance with Scottish Para Football's Disciplinary Procedures.

7. INSURANCE

Clubs/teams will be automatically subscribed to Scottish Para-Football's insurance provision upon registration.

COMPETITION RULES

8. MATCH RULES

All matches will be played in accordance with the League's Match Rules.

9. FIXTURES

The Board will endeavour to confirm all fixture dates and venues prior to the commencement of the season. Fixtures will be played at a central venue one Tuesday out of every month between the hours of 10am and 4pm.

10. NUMBER OF PLAYERS AT LEAGUE EVENTS

Only 12 players per team may play within each fixture day. A Team can start the game with 5 players (one of which must be a goalkeeper). A Team being reduced to less than 5 players during a game will forfeit the game with a loss of 3-0 being placed against the team and no points being awarded for the game.

11. WITHDRAWALS

A club shall not be allowed to withdraw any or all of its teams from the competition after the fixtures have been arranged. Teams failing to attend a fixture day will be reported to the administrator and lose each fixture on the day 3-0 gaining no points during the day.

12. TROPHIES

Prizes for competitions shall be as follows:

Winners to receive	Runners Up to receive
14 Winners Medals	14 Runners up Medals
1 x Winners Trophy	1 x Runners Up plate

13. POINTS

Teams will be awarded points for every fixture as follows:

WIN – 3 points

DRAW – 2 points

LOSE – 1 point

If teams are equal on points at the end of the League season the following will be put in place to determine final league position:

1. Points
2. Head to Head
3. Goals Scored
4. Goals Conceded
5. Discipline Record
6. Toss of a Coin