2023/2024 season



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1. Organization and administration

Eligibility to participate

A team must consist of at least 11 players. At least 30% of the players must be members of the University. Only those players who are properly registered for a team may represent the team on match days.

<u>Teams</u>

Teams are responsible for their own administration and organization. At least two team managers must be nominated as contact persons for the University Sports Center (ZEH). Communication regarding any problems will be conducted via these persons. Team managers are supposed to read the current info sheet, published schedules and other information and pass it on to their own team members. The ZEH must be informed immediately of any change or substitution of contact persons.

Registration

Teams that have participated in the league in the previous semester register by paying the team fee by the deadline. Payment is made by the team manager. A match will only be scheduled when the team has registered at least 11 players. **New teams** should first contact ZEH. Registration for new teams is only possible for the winter semester. Teams that competed in the previous season will be given preference for the start of a new season. Teams not selected can be placed on a waiting list for the next winter semester. The final decision on registration and moving up from the waiting list is the responsibility of ZEH staff.

Flat fee for external players

Please note when registering players, that players from fee groups 3 & 4 are required to pay a flat fee for externals of 22 euros.

Dates and deadlines

Payment of team fee and registration of individual players:

- Teams are required to pay the team fee for the entire coming season by 1 October. This deadline is reserved for existing teams.
- Thereafter, new teams can contact ZEH to register.
- Individual players can be registered at any time during the year.

<u>Insurance</u>

Competitive sports are excluded from the insurance coverage of the Landesunfallkasse Berlin. Accidents must be dealt with via private health insurance.

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2. League operation

Duration of season and structure of league

A complete season consists of a first round of matches (winter semester, lecture period) and a second round (summer semester, lecture period). Matches that could not take place during the semester will be played during the lecture-free period. A maximum of 40 teams can participate in the TU League per season. Matches are played in 4 leagues. New teams start in the 4th league. Each team has approximately 10 matches per round/semester.

General assembly

At the beginning of each first round (usually in the first or second week of lectures in October), a general assembly is held to announce current information about the past and coming season. The date and venue of the general assembly will be sent by email to the team managers. At least one player per team is required to attend the general assembly. Any teams not represented will be deducted one point.

<u>Matches</u>

ZEH is responsible for booking pitches and scheduling matches. If a team has its own training session during which games over 90 minutes be played (with half-time break), this will be given priority when scheduling matches. However, there is no guarantee or claim that all games will be played during training sessions.

Matches are played throughout the city, mainly on weekends. In exceptional cases, matches may be scheduled for weekdays. Schedules for a weekend will be announced the same week, usually Wednesday afternoon.

During the lecture period, all teams should expect to be scheduled on Saturday or Sunday (all day) each weekend. Weekday games will generally not be scheduled before 19:00.

Wild cards

Each team can nominate a maximum two matchdays for each half of the season where they do **NOT** wish to be scheduled to play. Teams must notify the organizers no later than Sunday 23:59 before the weekend in question. Only weekends before 1 March in the winter semester and weekends before 1 August in the summer semester may be selected. Wild cards that have not been used by then will expire. Teams can inform organizers of their wild cards as soon as a match list has been published.

Preferences

Teams may request a preferred day (Saturday or Sunday) or time (10:00, 12:00, or 14:00).

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Requests that do not clearly specify a day or time will be ignored. If a team requests to play on a Saturday, it does not follow that ZEH is obliged to provide them with a Saturday match. Teams may combine a preference with a wild card by stating **CLEARLY** that they can only play on one of the two days and would otherwise enter a wild card.

<u>Referees</u>

Each team is required to provide refereeing for a number of games during each round of matches, even on match days when the team itself is not playing. If a team is appointed to referee a match, it has to provide at least one referee, and preferably two assistant referees to run the lines. Dates will be announced along with the match schedule.

The assigned referees have to be on the pitch on time, i.e. at the latest for the kick-off, so that they can observe any events that may lead to delays. If the refereeing team's own match is canceled, they are still obliged to fulfill their duties.

Conduct on the pitch

The TU Berlin football league is an amateur league. Players are required to put fair play first at all times. Referees are required to referee games consistently so as to prevent excessive aggression and unsporting conduct. Teams are required to accept and respect the referee's decisions.

Reporting results

Each refereeing team is required to report the result of a match, including, if necessary, a brief match report, via the football league website by midnight Sunday. For games played during the week, the result must be reported by midnight of the day of the match.

Points

Three points are awarded for winning a game. 1 point is awarded for a draw, and 0 points for a defeat. League standings are decided by:

1. points, 2. goal difference, 3. direct comparison, 4. goals scored

Allocating points when a team is eliminated or drops out during the course of a season

If a team is eliminated or drops out during a season, points will be awarded for matches involving this team as follows:

- If, at the time of exiting the league, the team has not played at least one game against all other teams in its league, the results of the matches played to date will not be counted.
- If, at the time of exiting the league, the team has played one game against all other teams in its league, the results of these (first) matches will be counted.



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- If, at the time of exiting the league, the team has played one game against all teams in its league, but two games against some teams, only the result of the first matches will be counted.
- If, at the time of exiting the league, the team has played two games against all other teams in its league, the results of all these matches will be counted.

Promotion and relegation (for 40 teams 11/11/9/9)

- 1. 1st league: 2 teams are relegated to the 2nd league (places 10 and 11)
- 2. 2nd league: 2 teams are promoted to the 1st league (places 1 and 2)
 - 2 teams are relegated to the 3rd league (places 10 and 11)
- 3. 3rd league: 2 teams are promoted to the 2nd league (places 1 and 2)
 - 2 teams are relegated to the 4th league (places 8 and 9)
- 4. 4th league: 2 teams are promoted to the 3rd league (places 1 and 2)

Teams leaving the league will be replaced by teams from lower leagues to ensure that there are always 10/11 teams in each of the upper leagues. If required, a play-off match will take place to decide which team is promoted.

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3. Rules

With the following exceptions, the official rules of the German Football Federation (DFB) apply:

- There are no false throws-ins.
- Sliding tackles are not permitted, and will result in an indirect free kick. This rule does not apply, however, to goalkeepers. Goalkeepers are permitted to slide to prevent a goal as long as they do not commit a foul. The general DFB rules for goalkeepers apply.
- No yellow cards are shown; instead, offending players are sent off for a period of ten minutes. Two ten-minute offenses are equivalent to being shown a red card for two yellow-card offenses and will result in a player being sent off for the rest of the game.
- This player may not be replaced, so that the team must play the rest of the match with fewer players.

Playing time

Matches last 2 x 45 minutes. Matches must end at the scheduled time regardless of when they began, even if this results in a shorter match.

<u>Delays</u>

Games with delays of up to 10 minutes will be played; there will be no half-time break or this break will be reduced. In the case of games with delays of more than 10 minutes, the team that arrived on time will decide whether the game will take place, or if the delayed appearance of their opponent is to be counted as a no-show.

The delay or non-appearance of the refereeing team is not a reason to delay or cancel a game.

Number of players

The referee must start the game as soon as at least 8 players from each team are present on the pitch. During the game, as many players as are present can be used, provided they are properly registered for the team.

Refereeing decisions and sanctions during a match

Violations of the rules in TU football may be punished more severely, but certainly no more leniently than in club football. Refereeing decisions are to be respected and adhered to.

4. Sanctions

There are three types of sanction:

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- points deduction
- organizational warnings and
- warnings for gross unsporting conduct

<u>Teams receiving three organizational warnings</u> will be excluded from the league. <u>Teams receiving two warnings for gross unsporting conduct</u> will be excluded from the league.

Warnings apply to the current season only and are not carried over to the following season.

Failure to attend the general assembly

Failure to attend the general assembly will result in a one-point deduction. Attendance will be checked at the start of the assembly.

Non-registered players and incorrect status group

Teams fielding players who are not registered for the team, or who provide incorrect information about the status group of players when registering them will receive a warning for gross unsporting conduct.

Delay or absence of the refereeing team, reporting results

Should the refereeing team fail to appear for a game, the responsible team will receive an organizational warning and a points deduction of three points.

If the result of a match is not reported as required, the team responsible for providing the referees will be deducted 1 point.

Canceling games

If, after the publication of the match list, a team cancels a game **less than 24 hours** before its scheduled start, and the opposing team does not agree to replay the match on a different date, the game will be awarded 5:0 in favor of the opposing team.

Cancellations by mutual agreement will result in a replay. In cases of cancellation by mutual agreement, the canceling team must use one of their wild cards. Both teams also agree that they are responsible for rescheduling their match and not ZEH. Until the result of the game is reported, the match will be awarded 5:0 against the canceling team. ZEH must still be informed of any change in the match schedule. The team that cancels the match will receive an organizational warning.

The team that cancels the match is obliged to inform the opposing team, the referee, the groundskeeper, and ZEH about the cancellation at least 24 hours before the start of the match. Incomplete cancellations as well as cancellations registered less than 24 hours before the start of the match will be considered as **a no-show**.

<u>No-shows</u>

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If a team fails to show up on the pitch at the scheduled time, or does not show up in full (i.e. with less than 8 players), the game will be awarded 5:0 in favor of the opposing team. The team that fails to show up will receive an organizational warning and a 3-point deduction.

<u>Delays</u>

Teams showing up late for a match will receive an organizational warning.

Unsporting conduct

In cases of unsporting conduct (e.g. verbal attacks on players, referees or spectators, damage to property, etc.), the offending team will receive a warning for unsporting conduct and a deduction of 3 points.

In cases of physical assault or bodily harm, the entire team will be excluded from the league with immediate effect. The offending person will also be excluded from competing in the league. **Physical assault** is defined as an action on the body of a person that strongly violates regulations. This includes hitting or kicking a person.

Supreme	arbitration	panel
		-

At the beginning of each season, one team from each league is drawn by lot. If the supreme arbitration panel needs to be convened, e.g. to find a solution to disputes, each of these teams sends a representative, and together they take decisions as the supreme arbitration panel. If a team files a complaint against a decision made by the league organizers, the case will be forwarded to the supreme arbitration body for resolution.

5. ZEH contact persons

Organization and administration, league operations Laura Stosno-Krohn, phone: 030-314 27 810, email: <u>liga@zeh.tu-berlin.de</u>

League operations/conceptual matters: Oliver Thomaschewski, phone: 0 30 314 25125, email: <u>oliver.thomaschewski@tu-berlin.de</u>

Please note when sending emails:

Please always include your team name and league as well as the subject in the subject field and include precise information and times in your emails, particularly when canceling games!