

TOURNAMENT RULES

1. Laws of the Game

The SAFRA Night League 2026 adheres strictly to FIFA laws of the game (unless otherwise mentioned hereafter), ensuring fairness and consistency throughout the competition.

- Each match will consist of 2 halves of 40 minutes with a 10-minute half time interval
- Unlimited substitutions will be allowed throughout the match
- Players who have been substituted will be allowed to return to the match

2. Tournament Information

- Period: 24 June 2026 – 26 August 2026
- Day of League: Every Wednesday
- Time Slot: 7pm – 11pm
- Total number of guaranteed games for all teams: 5

3. Tournament Format

The tournament comprises two groups: A and B, each featuring four teams totalling eight teams. Teams within each group engage in a qualifying playoff to determine their progression.

Scoring is determined as follow:

- A victory earns a team 3 points
- A draw results in 1 point
- A loss accumulates 0 points

In cases where more than a team conclude the playoff round with a total of identical point (draw), the following criteria will be used to establish their ranking:

- Results of the games among the tied teams (in a 3 or 4 way tie, GD followed by GF among the tied teams)
- Overall goal difference, both in favour and against
- The total number of goals scored
- Fair play, as indicated by the number of cards received (1 point for yellow, 3 points for red)
- If all else fails, the outcome is determined by a coin toss

After the group stage, the top 2 teams from each group will qualify to the Cup Competition and the bottom 2 teams will qualify to the Plate Competition. Afterwards, the Competition

rounds will consist of Semi Finals, followed by 3rd/4th play off and Grand Finals. This ensures that every team are guaranteed a total of 5 matches.

In the event of a match ending in a tie after the group stage, a penalty shootout will follow. Each team initially takes five penalties; if needed, additional rounds (A-B-A-B) ensue until a victor is decided.

4. Tournament Schedule

Date	Match	Remarks
24 Jun 2026	Group A RR1 matches	A1 vs A2; A3 vs A4
1 July 2026	Group B RR1 matches	B1 vs B2; B3 vs B4
8 July 2026	Group A RR2 matches	A1 vs A3; A2 vs A4
15 July 2026	Group B RR2 matches	B1 vs B3; B2 vs B4
22 July 2026	Group A RR3 matches	A1 vs A4; A2 vs A3
29 July 2026	Group B RR3 matches	B1 vs B4; B2 vs B3
5 August 2026	Plate Semi Finals	A 3 rd vs B 4 th ; A 4 th vs B 3 rd
12 August 2026	Cup Semi Finals	A 1 st vs B 2 nd ; A 2 nd vs B 1 st
19 August 2026	Plate Finals & 3 rd / 4 th Place	Loser plate semi play off; Winner plate semi play off
26 August 2026	Cup Finals & 3 rd / 4 th Place	Loser cup semi play off; Winner cup semi play off

Note: Each match day will consist of 2 matches: 7.20pm kick off and 9pm kick off.

5. Player Registration

There is no limit to players registered per team and teams are allowed to register new players throughout season. For each match day however, teams will need to name a match day squad of up to 22 players. Only these 22 selected players will be allowed to play for that specific day. All players named for that match day must be physically present on match day.

Rolling substitutions will be allowed. A player who has been substituted off will be allowed to substitute back into the game.

6. SAFRA Members Team

To qualify as a “SAFRA Members Team”, a team will be required to:

- Register a minimum of 10 players who are SAFRA Members before first day of the league (24 June 2026)
- Each SAFRA member registered as a player must be named in at least 1 match squad
- Name a minimum of 5 players who are SAFRA Members in each match day squad (all players named in a match day squad must be physically present on match day)
- SAFRA Members who are registered as part of the team must have valid membership (active) until end of the SAFRA Night League period.

7. Registration Cost

- Basic Registration Fee \$109
- Match Fee (SAFRA Members Team): \$299.00 per team per match
- Match Fee (Guest Team): \$490.50 per team per match
- All fees above are inclusive of 9% GST

8. Disciplinary Measures

All direct sending offs (straight red card) will result in a 2 match suspension (immediate following 2 matches) for the player sent off.

Sending offs via accumulation of 2 yellow cards in a single match will result in a 1 match suspension (immediately following 1 match) for the player sent off.

Yellow and Red cards accumulated by teams will result in disciplinary points added to their team as follow:

- Yellow cards (1 point)
- Red card – Double yellow (2 points)
- Red cards – Straight red (3 points)

Every 10 disciplinary points accumulated by a team will result in a deduction of 1 league point during the group stage.

9. Inclement Weather

In the event of inclement weather, results will be determined based on the following:

- Any match which was unable to complete at least 40 minutes of game play will be rescheduled to another date, with the match continuing from the point of the match that stopped
- Any match which was able to complete at least 40 minutes of game play will have the result stand as the final result.

All matches that kick off at 7.20pm must end by 9.10pm. The tournament organizers reserve the right to decide whether a match will proceed on a case-by-case basis in the event of inclement weather.