

1. GENERAL RULES

1.1 Code of Conduct

All SAFA members, including players, managers, and free agents, are required to uphold the highest standards of **fair play and professionalism** across all platforms and in all SAFA-related activities, including matchdays, trials, and team management.

SAFA enforces a **zero-tolerance policy** against:

- Bullying
- Harassment
- Discrimination of any kind

All participants must treat one another with **respect, integrity, and sportsmanship** at all times, both in communication and conduct.

1.2 Fair Play & Governance

All players and managers must adhere to **fair play principles** at all times.

- Only **registered players** are eligible to participate in official matches
 - Any attempt to gain an unfair advantage, exploit rules, or bypass regulations will be subject to disciplinary action
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Rule Governance

- The SAFA Admin Team reserves the right to:
 - **Add, modify, or enforce rules** at any time
 - Introduce new regulations to maintain competitive integrity
 - Any situations not explicitly covered in this rulebook will be:
 - Reviewed on a **case-by-case basis**
 - Decided in the best interest of **fairness and competition**
-

Final Authority

All administrative decisions made by the SAFA Admin Team are:

- **Final and binding**
- Enforced in the interest of maintaining a fair and competitive environment

1.3 Account Sharing

Account sharing is strictly prohibited.

Players may not play on another player's EA / PSN / Xbox / Origin account under any circumstances. Any such action will be treated as **cheating**.

If proven with valid evidence:

- The team will receive a **3–0 default loss**
- The Manager, Assistant Manager, and both involved players will be **banned for 4 months**

👉 Important Clarification:

If the 4-month suspension overlaps with an ongoing or upcoming season, the ban will extend into and include the next active SAFA season.

SAFA reserves the right to investigate suspicious activity based on gameplay patterns, reports, and other relevant indicators.

1.4 Reporting Violations

All rule violations must be reported through the official SAFA support system:

👉 <https://playsafa.com/support>

Reports must include:

- A **clear explanation** of the incident
- **Relevant evidence** (video footage, screenshots, match context, and involved players)

Time Limit:

- All reports must be submitted within **24 hours** of the incident unless stated otherwise

The SAFA Admin Team will review all submissions and issue a final decision based on the evidence provided.

👉 Important Guidelines:

- Reports without sufficient evidence may not be considered
- Once a decision is made, it is **final and binding**
- Any disputes must be raised through a **counter-ticket or by contacting the Admin Team through official channels**

1.5 Rule Updates

The SAFA Rulebook is subject to continuous review and improvement to ensure a fair and competitive environment.

- Any changes or updates will be communicated through **official SAFA announcements and the website**
- Updated rules take effect from the time of announcement unless stated otherwise

👉 Participant Responsibility:

All players, managers, and staff are responsible for staying informed about the latest version of the rulebook and any updates made during the season.

1.6 SAFA Admin Team

The **SAFA Admin Team** is responsible for the administration, enforcement, and governance of all SAFA competitions and activities.

Composition

The SAFA Admin Team consists of:

- **Community Managers**
- The **Leadership Group** (for escalated or high-level decisions)

The full list of members can be found on the official SAFA website:

👉 <https://playsafa.com> (Team Page)

Roles & Responsibilities

The SAFA Admin Team is responsible for:

- Enforcing all rules outlined in this rulebook
- Reviewing disputes, reports, and evidence
- Managing match-related decisions (defaults, reschedules, eligibility)
- Handling disciplinary actions
- Ensuring competitive integrity across all SAFA competitions

2. MATCHMAKING RULES

2.1 Manager Communication

Managers are required to communicate with the opposing manager before every match.

All official match communication must take place in the designated **Managers' Chat on the SAFA Discord server**:

👉 <https://discord.gg/dNWwf4KACH>

Grace Period

Each team is allowed a **15-minute grace period** from the official or rescheduled kickoff time.

- At least one manager must **initiate communication within this period**
- The opposing manager must **respond within the same timeframe**

Failure to do so may result in a **3–0 default loss**, subject to admin review.

Default Claims (Communication-Based)

- A default win may only be claimed if **clear communication proof** is provided
- Proof must show:
 - Attempt to contact the opponent
 - No response within the 15-minute grace period

👉 Important:

- Being “online” is not considered valid communication
 - Communication must be **clear, visible, and match-related**
-

No-Show / Dual Failure

- If **both teams fail to communicate or make reasonable efforts to play**, the match may be declared a **draw**
- Final decisions will be made based on **submitted proof and admin review**

2.2 Lineup Submission & Match Setup

Managers are required to submit their **official lineup and stream link before the start of every match**.

All submissions must be completed through the designated SAFA system **at least 20 minutes before the official match time.**

Pre-Match Requirement

- Both teams must submit:
 - **Starting lineup**
 - **Active stream link**
- **Match invites must NOT be sent or accepted** until both teams have completed their submissions.

👉 Any match started without both submissions is considered **invalid for official review** and may result in disciplinary action.

Lineup Accuracy

- Submitted lineups must **accurately reflect the players participating in the match**
- All players listed must:
 - Be **registered to the team**
 - Have their **correct EA ID linked**

👉 Any mismatch between submitted lineup and actual players may result in:

- Match penalties
 - Default loss
 - Player eligibility investigation
-

Streaming Requirement

The submitted stream must:

- **Be active before kickoff**
- Clearly capture:
 - Match lobby (player list)
 - Match invite
 - In-game footage
 - Half-time player list
 - Full-time player ratings

👉 Failure to provide complete footage may result in:

- Inability to process stats
 - Rejection of claims or reports
 - Disciplinary action if repeated
-

Failure to Submit

If a team fails to submit a valid lineup and stream within the required time:

- First verified offense → **Official Warning**
 - Repeated offenses → **Disciplinary action**, including potential **3–0 default loss**
-

Reporting Violations

- Missing or incorrect lineup submissions must be reported within **24 hours** via:
👉 <https://playsafa.com/support>
- Reports must include **clear evidence**

Important Enforcement Notes

- Submitting after the 20-minute deadline may be considered a violation
- “Forgetting” to submit does not exempt a team from penalties
- Both managers share responsibility to ensure submissions are completed
- Only matches with valid lineup submission and stream evidence will be considered for **official stats and records**

2.3 Kickoff Delay & Server Issues

If both teams are present but the match cannot begin within the 15-minute grace period due to EA server issues, glitches, or technical problems, the situation must be handled as follows:

Server / Technical Issues

- Both managers must **report the issue immediately** via:
👉 <https://playsafa.com/support>
- Reports must include:
 - **Clear video evidence**
 - Description of the issue (e.g., failed invites, stuck screens, disconnections)

👉 In such cases:

- **No default win may be claimed**
 - The match will be **rescheduled by the Admin Team**
-

Default Claim Restrictions

A default win **cannot be claimed** if:

- The delay is caused by **EA servers or in-game technical issues**
- The opposing team is actively attempting to resolve the issue
- A manager is currently playing another **official SAFA match** during the grace period

👉 Any false or unjustified default claims may result in disciplinary action.

Matchday Scheduling Priority

On official matchdays:

- If the **first scheduled match** cannot begin within the grace period and no valid default is claimed:
 - The **second match must proceed as scheduled**
 - The delayed match will be **rescheduled**
-

Admin Authority

All delay-related situations are subject to **Admin review and final decision**.

Repeated misuse of delay claims, stalling, or failure to cooperate may result in disciplinary action.

2.4 Match Invites (Regional Enforcement)

All match invites must follow the SAFA regional eligibility rules.

- Only players **residing within South Asia** are permitted to **send or receive match invites** in official SAFA matches
 - The **Home team** is responsible for sending the match invite under the Home & Away system
-

Violation & Enforcement

If a team is found to be using a player from outside South Asia to send or receive match invites:

- The team will receive an immediate **3–0 default loss**
 - **No warnings or exceptions** will be given
-

Proof & Reporting

- All claims must be supported with **clear evidence**, including:
 - Match footage
 - Player identification
 - Any relevant supporting proof
 - Reports must be submitted within **24 hours** via:
👉 <https://playsafa.com/support>
-

Admin Authority

All regional eligibility decisions will be reviewed by the SAFA Admin Team, whose decision will be **final and binding**.

2.5 Match Disconnections

Disconnections must be handled fairly and consistently to maintain competitive integrity.

Early Match Disconnections (Before 10 In-Game Minutes)

- Each team is allowed a maximum of **2 restarts** within the first 10 in-game minutes
- If a disconnection occurs within this period, the match may be restarted

👉 Score Handling:

- Any goals scored before the disconnection must be **carried forward** into the restarted match
 - Both managers must **clearly agree on the scoreline before restarting**
-

Abuse Prevention (Early Phase)

- If the opposing team is clearly attempting to leave the match (e.g., players standing still, multiple players disconnecting), any goals scored during that period **will not count**
 - If a team receives a **red card** and then quits the match within the first 10 minutes:
 - The match will be awarded as a **3–0 default loss** to the offending team
-

Disconnections After 10 In-Game Minutes

- Matches may only be restarted if **both managers mutually agree**
- Once both managers agree to restart:
 - The decision is **final**
 - No disputes or claims regarding that restart will be accepted later

👉 Score Handling:

- The score may be carried forward if both teams agree
 - The full situation must be **reported with evidence**
-

Mandatory Reporting

All disconnection incidents (especially restarts after 10 minutes) must be reported via:

👉 <https://playsafa.com/support>

Reports must include:

- Stream footage
 - Score at time of disconnection
 - Confirmation of mutual agreement (if applicable)
-

Failure to Agree

- If managers cannot agree on how to proceed:
 - The match must **not be restarted independently**
 - The situation must be escalated to the Admin Team for a final decision
-

Repeated Disconnections

Repeated or suspicious disconnections (especially involving key roles such as Goalkeepers) may be treated as:

- **Intentional disruption**
- **Exploitation of rules**

👉 This may result in:

- Match penalties
 - Default loss
 - Further disciplinary action
-

Admin Authority

All disconnection-related cases will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

2.6 Hot Join / Substitution

The **Hot Join / Mid-Game Substitution** feature must be **disabled for all official SAFA matches**.

- No player may join or leave a match once it has started
 - All participating players must be part of the **starting lineup submitted before kickoff**
-

Violation & Enforcement

If a team is found using Hot Join or mid-game substitution:

- The team may receive a **3–0 default loss**
 - The incident may be subject to further disciplinary action depending on severity
-

Reasoning

This feature is currently restricted due to potential:

- Stability issues
 - Gameplay inconsistencies
 - Risk of exploitation
-

Future Implementation

SAFA may review and introduce this feature in future seasons once it is confirmed to be stable and fair for competitive play.

3. IN-GAME RULES

3.1 EA ID Linking

All players must have their **correct EA ID linked to their SAFA account** before participating in any official match.

SAFA uses EA ID linkage to automatically **record and update player statistics** from all official matches. Accurate linking is essential for stat tracking, match validation, and player eligibility.

Player & Manager Responsibility

- Each player is responsible for ensuring their EA ID is:
 - **Correctly entered**
 - **Fully updated before matchday**
 - Managers are responsible for verifying that all players in their lineup have **valid and linked EA IDs**
-

EA ID Lock (Season Enforcement)

- All EA IDs will be **locked once the season officially begins**
 - Players are **not permitted to change their EA ID** during the season without approval
-

EA ID Change Requests

- In case of a required EA ID change:
 - A request must be submitted via:
👉 <https://playsafa.com/support>
 - Changes will only be approved under **valid and verifiable circumstances**
 - Playing with a changed or unapproved EA ID will be treated as a **rule violation**
-

Stat Tracking Limitation

- SAFA is **not responsible** for missing or incorrect stats caused by:
 - Unlinked EA IDs
 - Incorrect or outdated Gamer Tags

👉 Only players with correctly linked EA IDs are guaranteed to have their stats recorded.

Violation & Enforcement

If a player participates without a properly linked or approved EA ID and is reported with valid evidence:

- The case will be handled under **3.8 Player Eligibility**
- Penalties may include:
 - **Default loss**
 - **Player suspension**
 - Further disciplinary action if required

3.2 Bookings & Suspensions

Red Cards

- Any player who receives a **red card** will serve a **one-match suspension**
 - The suspension must be served in the team's **immediate next official fixture**
-

Game Week Carryover

- If the red card is received in the **final match of a game week**:
 - The suspension will carry over to the team's **first match of the next game week**
-

Yellow Cards

- Yellow cards **do not result in any suspension**
 - There is **no accumulation system** for yellow cards
-

Suspension Enforcement

- Suspended players are **strictly prohibited** from participating in the affected match

- It is the responsibility of both:
 - The **player**, and
 - The **team management** to ensure compliance
-

Violation & Penalty

If a suspended player participates in a match:

- The team will receive a **3–0 default loss**
 - Additional disciplinary action may be applied if deemed necessary
-

Admin Authority

All booking and suspension-related decisions will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.3 Use of ANY (Prohibited)

The use of the “**ANY**” player role is **strictly prohibited** in all official SAFA matches.

Rule Definition

- No player may control the **ANY position** at any point during a match
 - This applies to:
 - Match start
 - Mid-game
 - Any duration, including brief or accidental use
-

Zero Tolerance Policy

- The use of ANY will be treated as a **serious competitive violation**, regardless of intent
- Claims such as:
 - “It was accidental”
 - “It was only for a few minutes”
will **not be accepted**

Violation & Penalty

If a team is found using ANY with valid evidence:

- The team will receive a **3–0 default loss**
- The player responsible will receive a **3-match suspension**

Proof Requirement

- All claims must be supported with **clear video evidence**
- Footage must clearly show:
 - A player controlling the ANY role

Admin Authority

All decisions regarding ANY usage will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.4 Time Wasting

Deliberate time-wasting is strictly prohibited in all SAFA matches.

Definition

Time-wasting includes, but is not limited to:

- Holding the ball in the **corner area for more than 20 in-game seconds** without attempting to progress play
- Repeatedly avoiding forward movement with the sole intention of **running down the clock**
- Any form of intentional stalling that disrupts the natural flow of the game

Allowed Play

The following are considered **legal and acceptable**:

- Normal possession-based gameplay
 - Controlled build-up and tactical passing
 - Game management that includes **genuine attempts to progress play**
-

Violation & Penalty

If a player is found to be deliberately time-wasting with valid evidence:

- The player may receive a **3-match suspension**
 - Additional action may be taken in repeated or severe cases
-

Proof Requirement

- All claims must be supported with **clear and continuous video evidence**
 - Evidence must clearly show:
 - The duration of the time-wasting
 - Lack of intent to progress play
-

Admin Authority

All time-wasting incidents will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.5 Goalkeeper Interference

Deliberate interference with the **goalkeeper's movement** during set pieces is strictly prohibited.

Definition

Goalkeeper interference includes, but is not limited to:

- Intentionally **blocking or restricting the goalkeeper's movement**
- Standing directly in front of or around the goalkeeper to **limit their ability to react**
- Using player positioning to create an **unfair obstruction advantage** during:
 - Corners

- Free kicks
 - Any similar set-piece situation
-

Allowed Play

- Normal attacking positioning during set pieces is allowed
 - Players may occupy space naturally, provided there is **no deliberate attempt to obstruct the goalkeeper**
-

Violation & Outcome

If a goal is scored as a direct result of goalkeeper interference and is supported by valid evidence:

- The goal may be **disallowed**
 - The match result may be **reviewed and adjusted** if necessary
-

Severe or Repeated Violations

- Repeated or clearly intentional interference may result in:
 - **Player suspension**
 - Additional disciplinary action
-

Proof Requirement

- All claims must be supported with **clear video evidence**
 - Footage must demonstrate:
 - Intentional obstruction
 - Direct impact on the goalkeeper's ability to play
-

Admin Authority

All goalkeeper interference incidents will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.6 Free Kick Procedure

Strict positioning rules apply during **direct free kicks** near the goal area.

Positioning Rule

- No outfield player (attacking or defending) is permitted inside the **6-yard box** before the free kick is taken
 - Only the **defending team's goalkeeper** is allowed inside the 6-yard box
 - All players must remain **outside the 6-yard box** until the ball is played
 - Players are strictly prohibited from:
 - Entering early
 - Moving toward the goal into the 6-yard box before contact is made
-

Violation Window

- A violation is considered if a player:
 - Enters or remains inside the 6-yard box for **more than 2 seconds before the ball is played**
-

Violation & Outcome

If a violation occurs and is supported by valid evidence:

1. Defensive Violation

- If a defending player illegally enters the 6-yard box and interferes with play:
 - A **goal may be awarded to the attacking team**
-

2. Attacking Violation

- If an attacking player illegally enters the 6-yard box:
 - Any resulting goal will be **disallowed**
-

Player Discipline

- The player responsible for the violation may receive a **2-match suspension**
 - Repeated violations may result in further disciplinary action
-

Proof Requirement

- All claims must be supported with **clear video evidence**
 - Evidence must show:
 - Player position before the kick
 - Timing of movement
 - Impact on play
-

Admin Authority

All free-kick-related incidents will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.7 Corner Kick Procedure

Restrictions apply to **corner kick routines** to ensure fair play.

Corner Taker Limit

- A team may change the **corner taker a maximum of two (2) times** during a single corner sequence
 - Any additional change beyond this limit will be considered a **rule violation**
-

Definition of a Change

- A “change” is defined as:
 - Switching the player assigned to take the corner before the ball is played
-

Violation & Outcome

If a team exceeds the allowed number of corner taker changes:

- Any resulting goal will be **disallowed**
 - The incident may be subject to further review if repeated or clearly intentional
-

Proof Requirement

- All claims must be supported with **clear video evidence**
 - Evidence must clearly show:
 - The number of taker changes
 - The sequence leading to the goal
-

Admin Authority

All corner kick violations will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.8 Player Eligibility

All players participating in a match must be **eligible and properly registered** under SAFA regulations.

Eligibility Requirements

A player is considered **eligible** only if:

- They are **officially registered** to the team
 - They have a **valid and linked EA ID** on their SAFA account
 - They are **not suspended or banned**
 - They are **not registered with or playing for another team**
-

Ineligible Player Violations

The following will be considered a violation:

- Using an **unregistered / unsigned player**
- Using a player with an **unlinked or incorrect EA ID**
- A player **participating for multiple teams**
- A **suspended or banned player** taking part in a match

Reporting Procedure

- All eligibility violations must be reported via:
 - 👉 <https://playsafa.com/support>
- Reports must be submitted within **24 hours of the match**
- Reports must include:
 - Clear **video or screenshot evidence**
 - Match details and player identification

Violation & Penalty

If a violation is confirmed:

- The team will receive:
 - A **3–0 default loss for the reported match**
 - A **3–0 default loss for their next 2 scheduled matches**
- If no upcoming matches are available:
 - Default losses will be applied to the **last 2 played fixtures**
- The player involved will receive a **4-month ban from all SAFA competitions**

Repeated or Severe Violations

- Repeated offenses or deliberate abuse may result in:
 - Extended player bans
 - **Team suspension or removal** from the competition

Responsibility

- It is the responsibility of:
 - The **team manager**, and
 - The **players**

to ensure full compliance with eligibility rules before every match.

Proof Requirement

- No action will be taken without **valid and sufficient evidence**
 - False or misleading reports may result in disciplinary action
-

Admin Authority

All eligibility-related cases will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

3.9 Streaming & Recording

All matches must be **streamed and properly recorded** for verification and dispute purposes.

Streaming Requirement

- Managers must submit a **working stream link** while submitting the lineup (as per Section 2.2)
 - Matches must be **fully streamed and recorded** from start to finish
-

Mandatory Footage Coverage

The recorded stream must clearly include the following:

- **Pre-Match Lobby Lineup** (both teams visible)
 - **Match Invite / Match Setup Screen**
 - **Half-Time Player List**
 - **Full-Time Player List & Match Summary**
 - **Post-Match Player Ratings Screen**
 - **Match details (scoreline, teams, timing)**
-

Optional Footage

The following are recommended but not mandatory:

- Attacking stats
- Defending stats
- Goalkeeping stats

Failure to Comply

If a team fails to provide complete or valid match footage:

- They may lose the right to:
 - **Raise disputes**
 - **Defend against claims**
- Repeated or serious violations may result in:
 - **Default loss**
 - Further disciplinary action

Evidence Standard

- All submitted footage must be:
 - **Clear and continuous**
 - **Unedited and uncut**
- Missing key moments may result in the evidence being **deemed invalid**

Reference

For lineup submission requirements, refer to **Section 2.2 Lineup Submission**

Admin Authority

All streaming and recording-related decisions will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

Valid Stream Link Requirement

- All submitted stream links must:
 - Be **accessible and functional**
 - Direct to the **actual live or recorded match footage**
 - Contain **appropriate and relevant content only**

Invalid or Misleading Links

The following will be treated as violations:

- Submitting **non-functional or broken links**
- Submitting links unrelated to the match
- Submitting **misleading, fake, or placeholder content**

👉 **Penalty:**

- The team may lose the right to:
 - Raise disputes
 - Defend against claims
 - Repeated offenses may result in a **default loss**
-

Prohibited Content

- Any stream link containing:
 - **Explicit, offensive, or inappropriate content**
 - Content unrelated to SAFA matches

will be treated as a **serious violation**

👉 **Penalty:**

- Immediate disciplinary action, which may include:
 - **Player or manager suspension**
 - **Team penalties**
 - Escalation depending on severity
-

Admin Authority

SAFA reserves the right to:

- Remove or invalidate any submitted stream link
- Take immediate action against users violating content or integrity standards

All decisions will be **final and binding**.

4. GLITCHES & HACKS

4.1 Hacking & Cheating

Zero Tolerance Policy

SAFA enforces a **strict zero-tolerance policy** against all forms of hacking, cheating, or gameplay manipulation.

Any attempt to gain an unfair advantage through external tools or unintended game mechanics is considered a **serious violation of competitive integrity**.

Prohibited Actions

This includes, but is not limited to:

- Use of **sliders or gameplay modifiers**
 - Artificial **AI stat boosts or manipulation**
 - Use of **third-party software, exploits, or hacks**
 - Any method that alters the **intended gameplay mechanics**
-

Reporting Procedure

- All suspected cases must be reported via:
👉 <https://playsafa.com/support>
 - Reports must include:
 - Clear **video evidence and/or screenshots**
 - Match details and relevant context
-

Investigation Process

- All reports will be reviewed by the SAFA Admin Team
 - Decisions will be based on:
 - Submitted evidence
 - Gameplay analysis
 - Any additional relevant indicators
-

Violation & Penalty

If hacking or cheating is confirmed:

- The **entire team** will receive an **immediate ban from the competition**

- All matches played by the team will be **recorded as 3–0 losses**
-

No Appeal Policy

- Decisions related to confirmed hacking or cheating are **final**
 - **No warnings or appeals** will be entertained under any circumstances
-

Manager Responsibility

- Managers are responsible for:
 - Ensuring all players comply with SAFA rules
 - Preventing any form of cheating within their team

Failure to do so may result in **collective team penalties**

Admin Authority

All hacking and cheating cases will be handled exclusively by the SAFA Admin Team. All decisions are **final and binding**.

4.2 Handling EA Glitches

EA-related technical issues occurring **before the match starts** must be handled in a controlled and consistent manner.

Pre-Match Glitch Scenarios

This includes, but is not limited to:

- Missing or failed match invites
 - Players stuck on the **jersey selection screen**
 - Match not progressing after the **intro sequence**
 - Any issue preventing the match from properly starting
-

Immediate Action

- Managers must **cancel and recreate the match lobby immediately**
 - The same **lineups must be maintained** during the remake
-

Repeated Issues

- If the issue persists after multiple attempts within a **reasonable time frame (up to 15 minutes)**:
 - The manager must report the issue via:
👉 <https://playsafa.com/support>
 - The report must include:
 - A **working stream link**
 - Clear evidence of the issue
-

Restrictions

- Teams are **not allowed to**:
 - Change lineups during repeated restarts
 - Use glitches as a reason to delay or avoid playing
-

Admin Intervention

- The SAFA Admin Team will review the situation and decide the appropriate outcome, which may include:
 - Rescheduling the match
 - Providing further instructions

All decisions will be **final and binding**.

4.3 Half-Time Glitch

If a match is disrupted at half-time due to an EA-related glitch causing all players to disconnect, the following procedures will apply:

Scenario 1: Score is 0–0 at Half-Time

- The match must be **fully restarted**
- A complete **new match (90 minutes)** must be played

Scenario 2: Non-Zero Score at Half-Time

- A new match must be created
- Only **one half (45 in-game minutes)** is to be played

Score Continuation

- The **score from the original match must be carried forward**
- The final result will be determined by:
 - **Combining scores from both matches**

Lineup Restriction

- The **Starting XI must remain exactly the same** in the restarted match
- No changes or substitutions are allowed

Proof & Reporting

- The incident must be reported via:
 - 👉 <https://playsafa.com/support>
- Submission must include:
 - Full match footage (both matches)
 - Score at time of disconnection
 - Final combined result

Stat Handling

- Only **valid and verifiable stats** will be considered
- SAFA reserves the right to:
 - Accept or reject stats based on available evidence

Admin Authority

All half-time glitch cases will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

4.4 Repeated Disconnections

Repeated or suspicious disconnections may be treated as a **serious competitive violation**.

Definition

This includes, but is not limited to:

- Frequent disconnections affecting match flow
 - Repeated disconnections involving **key roles (e.g., Goalkeeper)**
 - Patterns indicating **intentional disruption**
-

Investigation

- All cases will be reviewed based on:
 - Match footage
 - Frequency and timing of disconnections
 - Overall impact on the match
-

Violation & Penalty

If deemed intentional or abusive:

- The team may face:
 - **Default loss**
 - **Player suspension**
 - Additional disciplinary action
 - Severe or repeated offenses may result in:
 - **Team fines**
 - **Exclusion from the competition or future seasons**
-

Admin Authority

All disconnection-related decisions will be made by the SAFA Admin Team. Decisions will be **final and binding**.

5. TOURNAMENTS

5.1 Official Matchdays & Times

Matchdays

Official SAFA matchdays are:

- **Sunday**
- **Tuesday**
- **Thursday**

Each matchday consists of scheduled league fixtures that must be played within the defined time window.

Match Times

- Official match times are:
 - **11:00 PM IST (GMT+5:30)**
 - **11:45 PM IST (GMT+5:30)**

Teams are expected to be fully prepared and ready to play **before the scheduled kickoff time**.

Home & Away Rule

- The **Home team** is responsible for:
 - Sending the match invite
 - Initiating the match setup
 - The Away team must **accept and coordinate accordingly**
-

Game Week Structure

- A SAFA game week runs from:

- **Sunday to Saturday**
 - All scheduled fixtures must be completed **within the same game week**
-

Rescheduling Restriction

- Matches **cannot be rescheduled beyond the end of the game week (Saturday)**
 - Any unplayed match after this deadline will be handled as per:
 - **Default rules**
 - **Admin decision**
-

Admin Authority

All scheduling-related matters, including exceptional rescheduling cases, will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

5.2 Squad Limits

Squad Size

- Each team may register:
 - A **maximum of 18 players**
 - A **minimum of 10 players** on the SAFA platform
 - Only registered players are eligible to participate in official matches (as per **Section 3.8 Player Eligibility**)
-

Match Participation Requirement

- Teams must field a minimum of **7 players** to start a match
 - This requirement applies:
 - At kickoff
 - Throughout the match
-

Failure to Meet Minimum Players

- If a team is unable to field at least **7 players** at kickoff:
 - The opponent may claim a **3–0 default win**

Mid-Match Player Drop

- If a team drops below **7 players during the match** due to disconnections or other reasons:
 - The situation will be reviewed under:
 - **Section 2.5 Match Disconnections**
 - **Section 4.4 Repeated Disconnections**
 - The match outcome will be determined based on:
 - Circumstances
 - Evidence provided

Goalkeeper Clause

- Teams are allowed to play **with or without a goalkeeper**
- This does not affect eligibility or minimum player requirements

Responsibility

- It is the responsibility of:
 - The **team manager**, and
 - The **players**

to ensure the team meets squad and match requirements at all times

Admin Authority

All squad and match participation-related decisions will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.

5.3 Reschedules

Reschedule Request Window

- All reschedule requests must be made **at least 6 hours before the scheduled kickoff time**

- Requests submitted after this window may be **rejected at the discretion of the SAFA Admin Team**
-

Mutual Agreement Requirement

A match may only be rescheduled if:

- **Both managers agree**, and
- **The new date and time are clearly confirmed**

The rescheduled match must:

- Be played **within the same matchweek**
 - Be completed **on or before Saturday**
-

Reporting Reschedules

All approved reschedules must be officially reported by:

- Posting in the **Managers' Chat**, and
- Tagging:
 - The opposing manager
 - **Team SAFA**

The report must include:

- **New date**
 - **New time**
-

Matchweek Deadline

- A SAFA matchweek runs from **Sunday to Saturday**
 - All matches must be completed within this period
 - Matches cannot be carried forward into the next gameweek unless:
 - **Prior approval** is granted by the SAFA Admin Team
-

Failure to Agree

- If both teams fail to reach an agreement:
 - The match must be played at the **original scheduled time**
-

Unplayed Matches

- Any match not played by **Saturday** will be recorded as a **0–0 draw**, unless:
 - One team is present and ready to play at the scheduled time, and
 - The opposing team fails to appear

👉 In such cases:

- The available team will be awarded a **3–0 default win**
-

Abuse Prevention

- Any attempt to misuse the rescheduling system, including:
 - Deliberate delays
 - Avoidance of fixtures
 - Repeated last-minute requests

may result in:

- **Default losses**
 - Additional disciplinary action
-

Admin Authority

All rescheduling-related matters and disputes will be handled by the SAFA Admin Team. Decisions will be **final and binding**.

5.4 Transfers

Transfer Windows

- Player transfers are only permitted during **official SAFA transfer windows**
- Outside of these windows:
 - **No player may be transferred or released**
 - All squads must remain unchanged

Free Agent Signings (First Half of Season)

- During the **first half of the season**, teams may sign free agents, provided that:
 - The player has **not been registered with any team** since the start of the season
 - The signing occurs **within the allowed transfer window or designated free agent period**

Mid-Season Transfer Window

- A mid-season transfer window may be introduced by SAFA
- During this period:
 - Teams may transfer, release, or sign players in accordance with transfer rules

Squad Lock

- Once the **mid-season transfer window closes**:
 - All squads will be **locked until the end of the season**
 - No further additions, removals, or transfers will be permitted

Eligibility Enforcement

- A player is only eligible to play if:
 - They are officially registered within the allowed transfer period
 - Their transfer has been completed and approved

👉 Any violation will be handled under **Section 3.8 Player Eligibility**

Responsibility

- It is the responsibility of:
 - **Team managers**, and
 - **Players**

to ensure all transfers are completed within the defined windows and in compliance with SAFA rules

Admin Authority

All transfer-related matters, including disputes or exceptional cases, will be handled by the SAFA Admin Team. Decisions will be **final and binding**.

5.5 Team Folding

Definition

A team is considered to have **folded** if it:

- Withdraws from the competition, or
- Is unable to continue participating in scheduled matches

Before Mid-Season Break

If a team folds **before the mid-season break**:

- The SAFA Admin Team may:
 - Replace the team with a **waiting list team**, subject to availability and approval
- Until a replacement is confirmed:
 - All upcoming fixtures and past fixtures will be awarded as **3–0 default wins** to the opposing teams

After Mid-Season Break

If a team folds **after the mid-season break**:

- No replacement team will be introduced
- All remaining fixtures will be awarded as:
 - **3–0 default wins** to their opponents

Replacement Team Conditions

- Any replacement team:
 - Must meet all SAFA eligibility and registration requirements
 - Will enter the competition under conditions determined by the Admin Team

- The Admin Team reserves the right to decide:
 - How previous results are handled (if applicable)
 - How the replacement team is integrated into the standings
-

Competition Integrity

- SAFA reserves the right to take any necessary action to preserve:
 - **League fairness**
 - **Competitive balance**
 - **Standings integrity**
-

Admin Authority

All team folding cases and related decisions will be handled by the SAFA Admin Team. Decisions will be **final and binding**.

5.6 Default Claims

Submission Requirement

- All default claims must be submitted within **24 hours of the scheduled match time**
 - Claims must be submitted via:
 - 👉 <https://playsafa.com/support>
 - Each claim must include:
 - **Clear and valid evidence**
 - Match context and details
-

Late Claims

- Claims submitted after the 24-hour window will **not be considered**
-

Good Faith Requirement

- Default claims should only be made when **necessary and justified**
- Managers are expected to:
 - Communicate in good faith

- Allow reasonable flexibility (e.g., short delays within the grace period)

👉 Abuse of default claims may result in disciplinary action

Default Match Result

- All default wins will be recorded as:
 - **3–0 scoreline**
 - **No player stats will be awarded**
-

Repeated Defaults

- If a team defaults **more than 3 matches** during the season:
 - The SAFA Admin Team may:
 - Issue warnings
 - Apply additional penalties
 - **Remove the team from the competition**
-

False or Misleading Claims

- Submitting false, incomplete, or misleading claims may result in:
 - Rejection of the claim
 - Disciplinary action against the reporting team
-

Admin Authority

All default claims will be reviewed by the SAFA Admin Team. Decisions will be **final and binding**.