



INSTITUTE OF
SINGAPORE
CHARTERED
ACCOUNTANTS

ISCA Games 2024

Soccer



1. LAW OF THE GAME

The competition shall be conducted according to the laws as approved by the International Football Association Board and published by the Federation Internationale de Football Association (F.I.F.A) from year to year.

2. REPRESENTATION

a) Each team may register a maximum of 20 players (11-a-side, up to 9 reserves). Only registered players who are current employees of participating firms will be allowed to participate in the tournament. As such, players are to bring along their registered staff pass for the duration of the whole tournament.

b) Players registered under a Team cannot be inter-changeable with another Team. Team squad is to be finalized during registration on the day of the qualifying rounds. There will not be any last minute changes or swapping of players from teams throughout the whole competition. (For e.g. Players registered under Team1 cannot play for Team2.) Any breach of this rule will result in both teams being eliminated from the competition. Opponents having played the eliminated opponent would be awarded a score of 2 – nil.

c) Any individual player who has collected 2 yellow-cards or 1 red-card will be suspended from the next game. Any breach of this rule will result in the team being disqualified from the competition. Cards received in the group stage, will be carried forward to the knockout stages and finals.

d) There should not be any replacement of players within the team if a player suffers from injury during the tournament. However, if there is a severe shortage of players (e.g. loss of > 8 players) due to injuries suffered during the tournament, the organizing committee may consider on a case-by-case basis and allow the replacement of 1 or 2 players in the team. In such an event, team captains should inform the organizing committee at the earliest possible time. Do note that injured players can only be replaced (based on the above scenario) if the injuries are sustained during the tournament.

3. SCORES

a) The format of the tournament will be played in either round-robin or as two divisions depending on the number of teams participating.

b) Three match points will be awarded for the winner of the match and no points for the loser. Where the match ends in a tie/draw, each team will be awarded one point. The team receiving a walkover shall be awarded a score of 2 – nil.

c) The team with the highest points will be declared the winner.

d) In the event where two teams have the same number of points:

- i. The team with the highest goal difference will be awarded the higher placing.
- ii. If the teams have the same goal difference, the team which has more goals scored shall be awarded the higher placing.
- iii. If the teams have the same number of points, goals and goal difference, a tiebreaker penalty shootout will be held to decide the higher placing.

4. DURATION

Each group stage match shall be played for two equal periods of 30 minutes each.
Half time will be 10 minutes.

5. SUBSTITUTION

There will be no limitation on substitutions (i.e. rolling substitution allowed). Any players who are substituted out during the game may be substituted back into the game.

6. SUPPLEMENTARY INFORMATION

- a) Refreshments and medical aid will **not** be provided.
- b) Official referee and linesmen will be provided
- c) Players are warned against showing excessive aggression towards the match officials. Any player found to be in violation of this rule may be barred from participation for the remainder of the tournament.
- d) It is recommended for all players to put on their shin guards before they play their game throughout the tournament.
- e) The organizing committee will **not** bear any responsibility for any injuries sustained during the course of the tournament.
- f) All decisions made by the match officials and the organizing committee are final.

7. REFRESHMENT

All teams are to provide their own refreshments.