



Dynamic Schools Football League Rules

1. Player/School compliance

- a) It is the coach's responsibility to ensure that a match file is available at every match containing the below-required identification and information.
 - 1.1. Confirmed form of Identification (The following will be accepted as identification for players participating)
 - 1.1.1. Birth certificate with a photo attached
 - 1.1.2. I.D
 - 1.1.3. Passport
 - 1.1.4. A Formal letter on the school's letterhead. The letter must be signed by the Principal with a school stamp on it and contain the following.
 - 1.1.4.1. Player's full name and surname
 - 1.1.4.2. Player's Position or Number
 - 1.1.4.3. Player's Photo
 - 1.1.4.4. Player's Date of Birth
- b) The documents must be made available upon request **before** the match commences and not post-match.
- c) Both teams must present a signed team sheet to the opposition coaching staff before the match. The team sheet can also be mailed to the school at least 24 hours before the matches. **Please use the league team sheet and not a generic version.**
- d) If a player is not on the team sheet he may not play.
- e) **The school with inadequate documents will forfeit the points.**
- f) Notwithstanding the forfeit of the points, the match will continue to be played.
- g) The acknowledgement of the forfeit of points must be written on the front of both teamsheets.
- h) Fields need to be clearly marked



2. Matches

a) Referees and Medical staff

- 1.1. Hosting teams will be responsible for booking carded referees for the 1st team Matches.
- 1.2. 1st team matches must have carded referees.
- 1.3. Should a referee not arrive at the venue, and/or not be able to start or complete a match due to no fault of the hosting school, then the away team has the option to referee the Match.
- 1.4. Should the away team not elect the option of refereeing the match the home team may appoint a referee.
- 1.5. No schoolchildren may referee a match.
- 1.6. U14, U15 and U16 age groups may be refereed by coaches, however may not be refereed by school children.
- 1.7. All hosting schools are required to have at least one qualified medic on site with every home game, however, we suggest that schools travel with their own medical equipment.
- 1.8. Where a team arrives more than 30 minutes late for a match the offending team shall forfeit the match. It will be deemed a forfeit due to non-arrival.
- 1.9. **Referees and coaches must sign team sheets at the end of the match.**

b) Referee decisions

- 1.1. Referee decisions are final regardless if it's a coach or a carded referee.
- 1.2. The referee is the sole judge of whether or not a match should be postponed or abandoned due to weather or any other factors.
- 1.3. Matches abandoned by the referee before the start of the second half will be replayed.
- 1.4. Should a match be abandoned after the start of the second half the result will stand.
- 1.5. **Schools must add all red-carded players' details to the team sheet and upload the names to the DSFL APP after every Match.**



c) Duration of Matches: -

- League matches

- 1.1. U14's, U15's U16's will play 25 Minutes a half;
- 1.2. U19 Boys will play 30 minutes a half.
- 1.3. Should the away school arrive late the home school will have the option of reducing match times to make up for lost time.

- The Finals

- 1.4. U14's, U15's U16's will play 25 Minutes a half;
- 1.5. U19 Boys will play 30 minutes a half.
- 1.6. Where a team arrives more than 30 minutes late for a match the offending team shall forfeit the game. It will be deemed a forfeit due to non-arrival.

d) Players requirements and Sanctions:

- 1.1. Younger players may play in a higher age group but not on the same day.
- 1.2. A player may only play One match per day.
- 1.3. Only players officially registered to the school or institution may play for the school.
- 1.4. Reserves – No player from a school may start 2 matches for 2 different teams, however, junior players may bench for senior sides after their match has been completed.
- 1.5. Older players may not play down an age group in any way.
- 1.6. Schools will be allowed 18 players per team and all players must be captured on the team sheet.
- 1.7. Rolling subs are allowed with a maximum of 7 players per team. The ball must be dead before a substitution can occur.
- 1.8. A Player who receives a Red Card is automatically suspended for 1 match.



e) Fixture Dates

- 1.1. Hosting Schools must confirm fixtures with the opposition team a minimum of 3 days before your match.
- 1.2. Teams cancelling a fixture will forfeit their points unless done with consent from the opposing team with a confirmed alternative date.
- 1.3. Teams may change dates, times, or venues if both schools agree and confirm the changes in writing.
- 1.4. If a dispute arises during or before the match starts, the match may be played but under protest. A report must then be sent to the chairperson within 48 hours of the match being completed.

3. League Results:

Team sheets with results must be submitted in the following manner:

a) Uploading of Results

- 1.1. Results and Red cards must be uploaded to the DSFL App by the hosting school on the same day that the fixture takes place.
- 1.2. Alternatively, schools can
 - 1.2.1. E-mailed results to marius.venter@reddam.house and rita.rodrigues@reddam.house within 24 hours of the match taking place.
 - 1.2.2. WhatsApp the score sheets to the DSFL group that the school is playing in.
- 1.3. All schools are required to keep copies of their teamsheets for 3 months after the date of the finals.



1.4. League Website and App Link and registration details

1.4.1. Desktop:

<https://jbfl.sportscap.co.za>

1.4.2. Android:

<https://play.google.com/store/apps/details?id=com.companyname.discoversoccer.tms.mobile>

1.4.3. iOS:

<https://apps.apple.com/us/app/jbfl/id6479238117>

1.4.4. Website :

<https://www.dsfl.co.za/>

f) Point allocation, League group stages and Playoffs

1.1. Point Allocation

1.1.1. (3) pts win; (1) pts draw; (0) pts loss

1.1.2. A forfeited game 5 – 0

1.2. League Group Stages

1.2.1. The Playoff dates are as follows

1.2.1.1. Top 16 Playoff – 28 August 2025

1.2.1.2. Quarter Final – 4 September 2025

1.2.1.3. Semi-Final – 11 September 2025

1.2.1.4. Final – 18 September 2025



1.2.2. Division 1

1.2.2.1. Division 1 consists of 7 Groups with 6 Teams per group

1.2.2.2. Each group will play 5 Group matches

1.2.2.3. The top 2 teams from Group 1 to Group 7 will progress to the top 16

1.2.3. Division 2

1.2.3.1. Division 2 consists of 7 Groups

1.2.3.2. Teams from Division 2 will qualify for TOP 16 as per the individual communicated breakdown

Progression in the lower age groups might vary due to schools not having all the age groups.

1.3. Playoff progression –

If teams are even on points after the group stages the following will apply:

1.3.1. The team with the higher positive goal difference will proceed to the TOP 16 for Division 1 and 1st round Playoffs for Division 2.

1.3.2. In the event that the goals difference is even, then the team with the larger “goals for” value will proceed to the TOP 16 for Division 1 and 1st round Playoffs for Division 2.

1.3.3. In the event that “goals for” are even, then the team with the least amount of RED cards will proceed to the TOP 16 for Division 1 and 1st round Playoffs for Division 2.

1.3.4. Finally if all of the above are equal then the team proceeds to the TOP 16 for Division 1 and 1st round Playoffs for Division 2 will be determined by a coin toss.

1.3.5. The hosting venues of the semi-finals will be communicated before the event.

1.3.6. The final will be hosted at Reddam House Bedfordview.



4. Disciplinary Matters

- 1.1. Disputes must be submitted to info@dsfl.co.za in writing within 24 hours of the dispute.
- 1.2. Disputes will be processed by the DSFL-appointed disciplinary Committee, who act and comply with the provisions of these Rules and Regulations.
- 1.3. If parties are called as witnesses in a disciplinary matter, these parties will be informed of the time and place of the hearing 72 hours before the hearing.
- 1.4. All costs pertaining to the disputes and/or disciplinary matters will be borne by the parties and not by the DSFL.

5. Indemnity

By participating in the DSFL all schools, including but not limited to their students, affiliates, boards, and parents agree and recognize all risks associated with participation in the DSFL activities and agree to release, waive, discharge, relinquish, indemnify, and hold harmless the DSFL and their respective officers, employees, and agents, from any and all obligations, liabilities, claims, demands, costs, and expenses (including attorney's fees) whatsoever which may arise or in connection with my participation in DSFL activities.

6. Permission to be filmed & use of likeness in all media:

As a school or soccer institution, we acknowledge that DSFL may be filming, streaming, and/or photographing activities for promotional, advertising, or other commercial purposes. We furthermore irrevocably grant DSFL (and its affiliated companies and agents) the right in perpetuity and throughout the world, without any expectation of compensation, to use such material, as well as the portrayal of my name, image, likeness, and voice, in ANY media and on any printed material, in connection therewith for the purposes of promoting or advertising DSFL or their partner's activities. As a school or soccer institution, we confirm that we will inform the DSFL in writing should there be any players not consent to the above.

We promote FAIR PLAY at all times.



7. Acknowledgment and acceptance of the Rules

By participating in the DSFL all schools acknowledge and accept all the above rules and regulations. Any rule changes will be communicated via mail to all participants.

Signed by _____

School Head of Sport or Principal Name and Surname

Signature

Date

Please sign the document and mail it back to marius@dsfl.co.za and rita@dsfl.co.za

This must be done by the headmaster or head of sport before the start of the first league matches.

Any variations to the rules will be updated on the website.