

## **Rules for borrowing players for Gwawley six-a-side**

**4 November 2009**

A minimum of FOUR players is required to start a game.

If a team has only 3 of their own registered players at kickoff the game cannot start.

At this point the opposing captain can claim a forfeit if they choose (although this is not recommended).

To overcome this situation, the team with 3 players can borrow ONE player (see Variations below).

The player must be from their own grade or grade below.

The borrowed player must be presented to the referee and the opposing captain BEFORE kickoff.

If one or more of a team's own registered players arrive AFTER kickoff, the borrowed player must leave the field and not take any further part on the game (subject to Variations below)

### ***Variations:***

- The opposing captain CAN (but is not compelled to) approve a second borrowed player at any time.
- The opposing captain can approve the borrowed player(s) to remain after their own team members come.

### ***Unregistered players:***

An UNREGISTERED PLAYER CANNOT BE PLAYED UNDER ANY CIRCUMSTANCES.

If this occurs any points for this game will be lost.

Repeated occurrence of this will result in more severe consequences.

Manager

Gwawley six-a-side