



AIA Championship 2019 Rules

AIA is delighted to announce that we will be hosting the AIA Championship for the fourth time in 2019 for all Spurs' football fans out there!

The AIA-Spurs partnership provides a unique way for AIA to engage our key stakeholders with lots of fun and engaging activities, while promoting healthy living at the same time. We are excited to host this Championship as we feel it is the perfect way to help and encourage the community to lead healthier, longer and better lives.

In Malaysia, the AIA Championship 2019 will kick-off in January with the "AIA League" as well as the "AIA Partners League".

One winning team from each league (The AIA League and The AIA Partners League) will be joining the Regional Playoffs in Bangkok. You may also be the one who get to represent Malaysia in the Grand Finals in London!

Please find below the full details of the football competition for your reading and start registering your team today.

Registration closes 4 January 2019.

Important Dates

- 4 January 2019 : Closing of registration (registration will close earlier once it reaches the limit of 16 teams for each league)
- 26 January 2019 : Local Tournament in Malaysia
- 6-8 March 2019 : Regional Play-Offs in Bangkok
- 9 – 13 May 2019 : Grand Finals in London

Details for Malaysia Local Tournament

- Date : 26 January 2019
- Time : 8.00am – 6.00pm
- Venue : To be confirmed

Malaysia Local Tournament (“the tournament”)

2019 Format and Participation Criteria

1. The AIA Championship is a unifying regional 5-a-side football competition with the chance to be flown to London to play in the Grand Finals.
2. While there will be a new league introduced in 2019 which is the Women’s League, AIA Malaysia will be hosting two (leagues) for 2019 championship locally. They are the **AIA League** and the **AIA Partners League**.
3. All participants **MUST** have an association with AIA in order to participate in the AIA Championship 2019, which is defined as follows:
 - a. The **AIA League**: opened to all AIA permanent staff, AIA confirmed contract staff (6 months and above) and AIA Life Planners.
 - b. The **AIA Partners’ League**: opened to AIA customers with active policies, AIA Vitality members, AIA Corporate Solutions clients, AIA Bank Partners and AIA Vitality Partners.
4. The AIA League and AIA Partners League are open for male players only.
5. Only a maximum of 16 teams will be accepted per league for this year’s competition.
6. The leader of each team may register up to a maximum of 8 players in a team (this includes 3 reserve players). No players are allowed to play for more than one team. Both leagues will be held concurrently on tournament day.
7. All participants must be 18 years old and above.
8. Current semi-professional / professional players are NOT allowed to participate. These include:
 - a. Anyone who is paid (in any form) to play football.
 - b. Anyone who has played in FAM tournaments, Liga Perdana, Liga Presiden, Piala FAM, Piala Belia, Futsal FAM/FELDA. This includes the participant playing in all rounds of the game of these tournaments such as in the First Round, the Elimination Rounds, the Qualifying Rounds, the Quarter-Finals, the Semi-Finals as well as at the Finals.
9. Ex semi-professional players must be retired for at least 5 years in order to compete.
10. Ex professional players are NOT allowed to participate.
11. For the **AIA League 2019** – each agency in the AIA Life Planner force is only allowed to send up to two (2) teams to compete to ensure that all interested stakeholders have equal chances to participate. Registration is on a first-come-first-served basis.
12. For the **AIA Partners League 2019** – each corporate client/bank partner/Vitality partner is only allowed to send up to two (2) teams to compete to ensure that all interested stakeholders have equal chances to participate. Similarly, in the event that the player is an AIA customer or an AIA Vitality member registered under an AIA agency group to compete, each agency group is only allowed to send up to two (2) teams of customers to compete in the league. Registration is on a first-come-first-served basis.
13. Registration opens now till 4 January 2019.
14. Please refer to the registration form attached. Please ensure that all information are filled in before submission. By signing the registration form, the team leader confirms that all participants in the team are selected according to the participation criteria set. By signing the registration form, the leader

further certifies that as a team, all participants have read, understood and agreed to comply with all rules and regulations set for the AIA Championship 2019.

15. Any players found violating the AIA Championship 2019 participation criteria and tournament rules will be disqualified immediately along with the entire team.
16. AIA will notify all registered teams via their team leaders on whether they have been accepted to participate or otherwise in due course.
17. On the tournament day, all team members from the respective qualified participating teams must register together as a team. Each individual player must register at the registration counter with their valid identification card together with their team players. Team leaders are not allowed to register on behalf of their players.
18. Should there be a change in any players including reserve players, the new names must be submitted to AIA by 23 January 2019. No new names will be accepted after the mentioned date.
19. On the tournament day, a group picture will be taken for each team right after registration. This is to enable AIA to look into any protest cases that might be brought up on the tournament day. With the pictures made available, the protesting party must immediately point out to AIA the respective player/s deemed or suspected to be either semi-professional or professional players.
20. The protesting party must then show evidence such as pictures on social media, valid documents or news indicating the said player is indeed a semi-professional or professional player. Absence of such evidence means that there is no basis for the protest or dispute, and no teams can further pursue the protest.
21. AIA will entertain protest cases only until Group stage during the tournament.

Gameplay

1. On the day of the tournament, all teams will be divided into 4 groups (Group A, B, C and D) consisting of 4 teams per group per league. The division of groups is based on a ballot draw carried out by AIA prior to the day of the tournament and it will be witnessed by a representative of the AIA Internal Audit team. AIA will notify all registered teams via their team leaders on the groupings in due course.
2. Each team will have a maximum of 8 players (including 3 reserve players).
3. Teams will play once against every team within their own group.
4. The top two (2) teams from each group will qualify for the Quarter Finals in the knockout stage.
5. The winners from the Quarter Finals will proceed to the Semi Finals.
6. The winners from the Semi Finals will play against each other for the Champion and Runner Up position at the Finals.
7. The losers from the Semi-Finals will play against each other for the third and fourth placing at the Finals.
8. Games that end with a draw will be concluded with a penalty shootout to determine the winner.
9. The Champion of each league will qualify for the Regional Playoffs in Bangkok.
10. Each goal scored will count as one goal.
11. A goal can be scored from anywhere on the field of play.
12. Each team must play four outfield players and a goalkeeper on the pitch for the entire game.

13. Substitutions are rolling, and an unlimited number can be made in each game (further explanation below: See Substitutions).
14. Matches will consist of two equal halves. Each game will be for 20 minutes with a 5-minute break. Each half will be for 10 minutes. Timings, including any added time, will be managed by the match referee.
15. AIA reserves the right to change the game lengths, e.g. due to inclement weather, and if so will notify all the teams in advance.
16. A hooter or whistle will be used to signify the start and end of each half/match. There will be no added time unless due to the result of serious injury or time wasting.
17. If the final horn/whistle goes and a penalty has been given, the penalty can be taken. All other play (including free kicks) stops unless the referee has specified extra time.
18. Kick-offs at the start of each half, and after a goal has been scored (by the side that conceded) will be taken from the centre spot.
19. Teams will play to the pitch lines which will be marked with temporary paint. AIA reserves the right for the pitches to be marked out with cones and/or spots if required.
20. There is no height rule – headers are allowed.
21. Only the goalkeeper may use his hands, and can only use their hands in the specified penalty area. The goalkeeper may exit the penalty area to join play, but once outside, cannot use their hands.
22. There is a “no back-pass rule”. Players may pass the ball back to their goalkeeper, but he may not pick up the ball or touch it with their hands if it is kicked back to them (headers, knees, chests etc. can be picked up by the goalkeeper). If the goalkeeper picks up the ball then an indirect free-kick is awarded to the opposition.
23. A change of goalkeeper must be authorised by the referee.
24. Goalkeepers must wear a different colour shirt or bib to the rest of the team.
25. Goalkeepers can distribute any way they wish when ball is in hand.
26. If 2 teams are wearing the same colour, bibs will be provided for the away team to change into.
27. When the ball leaves the field of play, play shall be resumed via a kick-in from the sideline, except when the ball goes behind the goal line it shall be a corner, taken from the side closest to which the ball left the field of play. A goal cannot be scored directly from a kick-in or corner kick.
28. Teams will have 4 seconds to take a kick-in, corner kick, and goal kick once the ball is in possession of the player.
29. Free kicks shall be awarded for any foul play. All free kicks will be indirect, i.e. a goal cannot be scored straight from a free kick.
30. The opposing team must be at least 5 meters away from the ball when a free kick is being taken.
31. Penalties shall be awarded for any foul within the goalkeeper’s area. The penalty shall be taken from the edge of the area. Penalty takers are to take their penalty using only a one step approach (short run ups are not allowed). This means that there is one step forward before striking the ball. If more than one step is taken, a retake will not be allowed.
32. No slide tackles are permitted at any time. Any slide tackle will result in a free kick to the opposition. Multiple infringements will result in a yellow card.
33. While players are not allowed to slide tackle, if they “slide block” to keep the ball in play and the safety of another player is not compromised then it will not be penalised.

34. Shin pads must be worn by all players. Those playing without shin pads will be asked to leave the pitch immediately.

Discipline and Foul Play

1. Yellow cards shall be awarded for persistent foul play or rule breaking. A yellow card results in the player being sin-binned for 2 minutes. During this time, that player will not be allowed to be replaced by a substitute.
2. Red cards shall be awarded for serious foul play. A red card will result in the player having to leave the field of play for the remainder of the match. They cannot be replaced by a substitute. They will be suspended for subsequent games in the tournament depending on the severity of the offence. Should a match be decided by penalty kicks, any player receiving a red card will not be permitted to take a penalty kick.
3. Any decisions from the referees are final, and in the event of any scheduling and tournament matters the decision by AIA is final.

Substitutions

1. There will be 'rolling' substitutions. This means substitutions can be made at any time and can be made more than once per player. All team members that are not playing on the pitch (substitutes) will have to wait on the sidelines. If a substitution is called, the substituted player must step off the pitch at the half-way line before the new player enters the pitch, also from the half-way line. PLAY WILL NOT STOP; substitutions may continue throughout the game.
2. If a substitution is done incorrectly then it is an automatic free-kick to the opposition.
3. Teams have a maximum of 8 players, and no player can play for more than one team in the same tournament.

Group Stage Point Scoring

1. Each win is equal to 3 points.
2. Each draw is equal to 1 point.
3. Each loss is equal to 0 point.
4. If at the end of the group stage teams are tied on points, the tiebreaker will be in the following order:
 - a. Goal difference
 - b. Goals scored
 - c. Head to Head record
 - d. If still tied, a 1-shot, sudden death penalty shootout will take place to determine who finishes higher

Knockout Stage Ending in a Tie

1. Should there be a tie at the end of a knockout match, the match result will be decided by a penalty shootout.
2. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
3. Each team will have 3 penalty kicks each, taken from the edge of the box, and the team with the most goals will be declared the winner.
4. Any player in the squad can take a penalty. Players can't take a second penalty until everyone in the squad has taken a penalty kick.
5. If, after both teams have taken three kicks, both teams have scored the same number of goals, or have not scored any goals, sudden death penalties shall commence. Kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks.
6. If the score is still level when everyone in the squad has taken a penalty kick, teams do not need to go in the same order for the second round of penalty kicks.
7. The goalkeeper for the penalty shootout must be the player who finishes the game in goal.