

RULES OF THE FOOTBALL ASSOCIATION COMMUNITY SHIELD

Name

1. The Match shall be called "The Football Association Community Shield" to which may be added the name of any title sponsor as determined by the Board from time to time.

The Shield

2. The Community Shield (the 'Shield') is the property of The Association. The Club winning the Match shall receive the Community Shield which it shall return to The Association to be received by 1 June in the ensuing year in good order and condition. Should the Shield be lost, destroyed or damaged whilst under the care or custody of the winning Club the Club shall refund to The Association the amount of its current insured value or the cost of thorough repair in addition to any penalty which The Association may impose.

Medals

3. In addition to the Shield, The Association shall present 25 medals to the playing staff and officials of each Club playing in the Match.

Control of the Match

4. The ownership of the Match and any rights of any nature associated with it shall be vested entirely and exclusively in The Association and the organisation, control and management of the Match shall be exercised by it.
5. The Association shall have power to amend these Rules as it sees fit except that the prior authority of the Board shall be required in the case of any amendment relating to financial or commercial matters.
6. The Clubs playing in the Match shall be bound by and shall comply with these Rules and shall have only such rights in relation to the Match as are expressly granted thereunder.

Commercial Contracts

7. For the purposes of Rule 8 below, the term "Commercial Contracts" shall have the meaning attributed to it in Rule 2 of the Rules of the Challenge Cup Competition.
8. In relation to the Match, The Association shall be exclusively entitled to enter into Commercial Contracts and the Clubs playing in the Match shall be bound thereby, shall provide all rights, facilities and services as may be reasonably necessary to enable The Association to fulfil the same and shall indemnify and keep indemnified The Association and its officers, directors, employees and authorised representatives from and against any claims for direct or consequential loss or damage by any party to a Commercial Contract caused or otherwise attributable to any failure or any breach by either Club fully to perform or observe its obligations and responsibilities hereunder.

The Match

9. The Match shall be played at or near the commencement of the domestic football season on a date and at a venue to be determined by The Association.
10. The Clubs eligible to play in the Match shall be the current holders of The Football Association Challenge Cup and the previous season's champion Club of The Football Association Premier League. If the said champion Club is also the current holder of The Football Association Challenge Cup, the previous season's runners-up to the said champion Club or such other Clubs as The Association may decide.

Player Identification

11. Players' shirts shall be clearly numbered on the back in accordance with the Official Team Sheet and the name must be displayed above the number. No change of numbers during the match shall be allowed except on a change of Goalkeeper or where a player has been required by the Referee to change his shirt because of a blood injury. A player's shirt number may also appear on the left leg of his shorts.
12. The captain of each team shall wear an armband indicating his status as such.

Players' Strip

13. When playing in the Match the players of each participating Club shall wear its home strip unless the home strips of the participating Clubs are alike or similar or are in the opinion of the referee likely to cause confusion. In which event the players of one of the participating Clubs shall wear its away strip or a combination of its home strip and its away strip. In the absence of agreement between the participating Clubs as to which strip each shall wear, a toss of a coin shall determine the choice of colours.
14. The colour and design of the shirt and stockings worn by a goalkeeper when playing in the competition shall be such as to distinguish him from the other players and from Match Officials.
15. Advertising on strip complying with the rules of The Association shall be permitted.

Player Eligibility

16. A player shall play in the Match only for a participating Club which holds his registration.

Match Officials

17. The Association will appoint the Match officials and will determine and pay their fees and expenses and present each with a medal at the conclusion of the Match.

Full Strength Teams

18. Each participating Club shall field a full strength team.

Team Sheet

19. At least one hour before the time fixed for the kick-off, each participating Club shall hand to the referee and its opponents and make available to the media a team sheet containing the following particulars:
 - 19.1 the shirt numbers and names of its players (including substitute players) who are to take part in the Match;
 - 19.2 the colour of the strip to be worn by its players, including the goalkeeper; and
 - 19.3 the names and job titles of technical staff and substitutes who will occupy the trainer's bench during the Match. The Association will advise Clubs of the permitted number of authorised personnel allowed.

Substitute Players

20. In the Match a participating Club may include on its team sheet up to 7 substitute players, of whom not more than 6 may take part in the Match subject to the conditions set out in Law 3 of the Laws of the Game.

Processional Entry

21. Teams participating in the Match will process together onto the field of play 10 minutes before kick-off, led by the referee and the assistant referees.

Occupation of the Trainer's Bench

22. Each trainer's bench shall be occupied during the Match only by substitute players and team officials whose names appear on the team sheet.

Use of the Technical Area

23. Either the Team Manager or the Team Coach may convey tactical instructions to the players during the Match from the edge of the technical area, returning to the trainer's bench immediately thereafter.

Duration of the Match

24. Subject to the provisions of Law 7 of the Laws of the Game, the duration of the Match shall be 90 minutes.
25. The half-time interval shall be 15 minutes.
26. If at the conclusion of the Match the scores of each participating team are level, extra time shall not be played but kicks from the penalty mark will be taken to determine the winner in accordance with the procedures therefore adopted by The International Football Association Board.

Attendance of Medical Personnel

27. The Association will arrange for the attendance of a sufficient number of suitably qualified medical personnel at the Match and will determine and pay their fees and expenses.
28. Each participating Club shall procure the attendance at the Match of its team doctor and physiotherapist.

Match Tickets

29. The Association shall have the power in its absolute discretion to allocate Match tickets to the participating Clubs and to give directions as to their distribution by which the participating Clubs shall be bound.
30. The Association will give notice to each of the participating Clubs of the number of Match tickets allocated and within 2 days of receipt of such notice each participating Club shall be entitled to request The Association to vary the allocation, giving reasons therefore. The Association may vary the allocation at its discretion.
31. Competing Clubs must settle all ticket accounts with the staging Club/Organisation within seven days of the match.

Proceeds of the Match

32. The Association shall determine the amount to be paid by way of fees to each participating Club for appearing in the Match and shall give written notice to Clubs forthwith upon their eligibility being determined in accordance with Rule 10. Details of the financial arrangements shall be communicated to the competing Clubs with the invitation to participate.