



2026 FRIDAY NIGHT LIGHTS (FNL) TOURNAMENT

Rules and Regulations

1. REGISTRATION

1.1 Club and Player Registration

- I. Each team must have a minimum of 2 contact persons for all communication sent out by ICSL Management.
- II. A team can use any number of players they desire for the duration of the tournament; however, a player cannot play for more than one team during the tournament. In addition, no player transfers will be permitted under any circumstances. Any player found in contravention of this rule, will be expelled from the tournament.

2. SCHEDULE

2.1 Fixture

- I. The full fixture can be found *via* the following link: <https://icsl.co.za/scores-schedule/>. Teams are encouraged to check this link regularly, to ensure that they are using the correct fixture, as games may be played on any day of the week. Kindly refrain from printing or taking screenshots of the Fixture and relying on same – only follow the abovementioned link.
- II. Unfortunately games cannot be rescheduled by the tournament directors on the request of any individual or team, due to fixture congestion. The only changes

permitted will be those as required by the venue owners or those which are beyond our control.

2.2 Forfeits

- I. Team will be charged a forfeit for the following reasons:
 - a. it refuses to play after being instructed by the referee;
 - b. its actions prevent the game from being played; or
 - c. 15 (fifteen) minutes after the scheduled start time, the team is not present or it is not able to field 5 (five) players to start the game.
- II. The opponent will be awarded the victory with a score of 20 – 0.
- III. Teams committing forfeits will be expelled from FNL and their entire record expunge. In addition, no refunds shall be paid to any expelled teams.

3. FORMAT

3.1 Regular Season

- I. All men's teams (ie FNL D1-Men, FNL D2-Night and FNL D2-Lights) within each pool division will play each other once during the regular season (ie one round). All ladies' teams (ie FNL-Women) will play each other once during the regular season (ie one round).
- II. All Games will be played according to running time with 10 (ten) minute quarters (including the quarter finals, the semi-finals and the finals). The clock will only stop during the last 2 (two) minutes of each game played according to stop/start for all dead balls, fouls, timeouts etc. In the event that there is a tie during any game, 5 (five) minutes overtime will be added with stop/start commencing in the last 2 (two) minute of the overtime.
- III. Regular season games will count towards a log table with points calculated as follows:
 - a. 2 (two) points for a win; and
 - b. 1 (one) point for a loss.
- IV. Tie in Log Points

In the event of a tie in log points the following will apply:

- a. head to head record involving the teams that are tied on points; and

- b. in the event that head to head does not resolve the tie, then goal average.

3.2 Playoffs

- I. The standings of each team can be accessed on the following link: <https://icsl.co.za/standings/> and will be used to determine the playoff teams.
- II. The playoffs will consist of:
 - a. FNL D1-Men – The top 8 teams playing quarter finals with the following classifications: 1 v 8, 2 v 7, 3 v 6 and 4 v 5. Thereafter, the winners of each of the quarter finals will advance to the semi-finals as follows: 18 v 45 and 27 v 36.
 - b. FNL-Women – The top 8 teams playing quarter finals with the following classifications: 1 v 8, 2 v 7, 3 v 6 and 4 v 5. Thereafter, the winners of each of the quarter finals will advance to the semi-finals as follows: 18 v 45 and 27 v 36.
 - c. FNL D2-Night and FNL D2-Lights – The top 4 teams of each pool shall play quarter finals with the following classifications: N1 v L4, N2 v L3, L1 v N4 and L2 v N3. Thereafter, the winners of each of the quarter finals will advance to the semi-finals as follows: N1L4 v L2N3 and L1N4 v N2L3.