



RULES AND REGULATIONS
BLOOM LEAGUE
2026



BLOOM LEAGUE 2026

RULES & REGULATIONS

Laws of the game simplified



1. LEAGUE ORGANISER

- i. The Bloom League is organized and managed by Bloomball Sports Sdn. Bhd.
- ii. All decisions taken by league management, in accordance with these rules, shall be final.

1.1 LEAGUE AMENDMENTS & ORGANIZER AUTHORITY

- i. BLOOMBALL SPORTS SDN. BHD., as the official organizer of the BLOOM LEAGUE, reserves the right to amend, update, or modify the league format, rules, regulations, schedules, and disciplinary actions at any time, should it be deemed necessary.
- ii. Such changes may be made to address unforeseen circumstances, operational challenges, or to ensure fairness, discipline, and the smooth running of the league. This may include the introduction of stricter rules, penalties, or fines when required.
- iii. All decisions made by the organizers are final and binding, and all participating teams, players, and officials agree to abide by these decisions upon registration.

2. LEAGUE FORMAT

- i. The league consists of 12 teams
- ii. Single round-robin format
- iii. Each team plays 11 matches
- iv. Total matches: 66
- v. League standings are determined by points accumulated

3. POINTS SYSTEM

- Win: 3 points
- Draw: 1 point
- Loss: 0 points

4. MATCH RULES

- Match duration: 90 minutes (2 x 40 minutes)
- Half-time break: 10 minutes



5. MATCH START & FORFEIT RULES

- i. A match may only commence if a team has a minimum of eight (8) registered players present on the field.
- ii. If a team is incomplete or late, a grace period of five (5) minutes shall be allowed from the scheduled kick-off time.
- iii. If, after the grace period of five (5) minutes, a team fails to present at least eight (8) players:
 - a) The team shall forfeit the match (and the match is declared cancelled).
 - b) The opposing team shall be awarded a 3-0 victory and three (3) points.
 - c) The forfeiting team shall be subject to a forfeit fine of RM200, payable to the league management.
- iv. If both teams fail to meet the minimum player requirement, the match shall be declared cancelled with no points awarded.

5.1 UNREGISTERED PLAYERS / INELIGIBLE PARTICIPATION

- i. Any team found to field unregistered or ineligible players during a match will forfeit the match.
- ii. The offending team will automatically be awarded 0 points, and the opposing team will be awarded a 3-0 victory and 3 points.
- iii. The league management reserves the right to take further disciplinary action, including fines, if necessary.

5.2 JERSEY NUMBER COMPLIANCE

Teams are responsible for ensuring that all players wear the correct jersey number that matches the registered name and player record approved by the league.

- i. All players must wear the jersey number officially registered under their name and approved by the league.
- ii. Players whose jersey numbers do not match the registered player list will not be permitted to participate in the match until the correct jersey number is worn or the discrepancy is resolved and approved by league management.
- iii. Any team with more than one (1) player wearing mismatched jersey numbers, which causes confusion or delays to the start of the match, will forfeit the match, and the opposing team will be awarded a 3-0 victory and three (3) points.

This rule is enforced to ensure accurate player identification, proper match records, and fair competition.



6. TEAM AND PLAYER REGISTRATION RULES

- i. Each team may register a minimum of 14 players and a maximum of 24 players for the season.
- ii. Player's minimum age is 18 years old, there is no maximum age limit.
- iii. Only registered players are eligible to participate in league matches.
- iv. Player registration closes before Matchday 1.
- iv. No player may play for more than one team in the league. Any team found in violation of this rule shall forfeit the match, receive 0 points, and the opposing team shall be awarded three (3) points. This shall also lead to player's disqualification from the league.

6.1 Matchday Squad Limits

- i. For each match, a team may select up to 16 players for the matchday squad.
- ii. 11 players may be on the field at any one time, with a maximum of 5 substitutes permitted. This ensures fair play, smooth match management, and opportunities for all players.

6.2 Official Team & Player Photoshoot

- An official photoshoot will be conducted for each team and all registered players once the final list of registered players has been confirmed by the league management.
- All players are required to attend the official photoshoot.
- Any player who does not attend the official photoshoot will not be permitted to participate in league matches until their photoshoot requirement has been fulfilled.

This measure is implemented to ensure proper player identification, league records, and overall professionalism of the league.

7. SUBSTITUTIONS

- i. Maximum of 5 substitutions per match.
- ii. Substituted players cannot re-enter the match.
- iii. Substitutions must be approved by the match officials.

8. PLAYER ELIGIBILITY

- i. Players must meet the league's age category requirements.
- ii. Proof of identity may be requested before match.
- iii. Any team fielding an ineligible player will forfeit the match (3-0 loss)

9. MATCH OFFICIALS

- i. Referees are appointed by league management.
- ii. Match officials' decisions on the field are final.
- iii. Any abuse of officials will result in disciplinary action.



10. DISCIPLINE, CONDUCT & FINES

10.1 Discipline

- i. **Yellow and red cards shall be enforced in accordance with the Laws of the Game.**
- ii. **Two yellow cards in the same match result in a red card.**
- iii. **A red card results in an automatic player suspension of at least one (1) match, subject to league review.**

10.2 Disciplinary Fines

- i. **Each yellow card received by a player will attract a fine of RM20, payable by the club.**
- ii. **Each red card received by a player will attract a fine of RM50, payable by the club.**
- iii. **All disciplinary fines are the responsibility of the club, not the individual player.**

10.3 Payment of Fines

- i. **All fines must be settled within seven (7) days or before the club's next scheduled match, whichever comes first.**
- ii. **Proof of payment shall be requested by league management.**

10.4 Failure to Pay Fines

Failure to settle disciplinary fines may result in one or more of the following:

- a) **Player suspension**
- b) **Team suspension from matches**
- c) **Point deduction**
- d) **Any other sanction deemed appropriate by league management**

10.5 Serious Misconduct

Serious offences such as violent conduct, abuse of officials, or misconduct off the field may attract:

- a) **Higher fines**
- b) **Extended suspensions**
- c) **Further disciplinary action at the discretion of league management**



11. TEAM CONDUCT

Teams are responsible for:

- i. The behaviour of their players, officials, and supporters.**
- ii. Any damage caused at the venue shall be the full responsibility of the club. The club shall be fully responsible for any damage caused by their players, supporters, or their management staff to the venue or its property.**
- iii. Maintaining professionalism at all times.**

Failure to comply may result in:

- a) Fines**
- b) Point deductions**
- c) Suspension or expulsion from the league**

12. FIXTURES & POSTPONEMENTS

- i. League management reserves the right to determine and/or change the location, date, and kick-off time of matches.**
- ii. Fixtures are released before the season or before match starts.**

13. KIT & EQUIPMENT

- i. Teams must wear proper football kits.**
- ii. Conflicting colours must be changed by the away team.**
- iii. Shin guards are compulsory.**
- iv. No jewellery is allowed during matches.**

14. MEDICAL & SAFETY

- i. Teams are responsible for players' fitness.**
- ii. Teams are responsible for providing their own physiotherapy and/or medical support in the event of any injuries.**
- iii. Injured players must leave the field for treatment.**

15. PROTESTS & APPEALS

- i. Any protest must be submitted in writing within 24 hours of the match.**
- ii. League management will review and decide.**
- iii. League management's decision is final.**



16. AWARDS & PRIZES

At the end of the Bloom League season, the following awards will be presented.

League Awards

- League Champions (Trophy, medals, and cash prize)
- League Runners-Up (Medals)

Individual Awards

- Top Scorer (Award)
- Best Player of the Season (Award)
- Best Goalkeeper (Award)
- Best Coach (Award)

General Notes

- i. Registration fee is non-refundable.
- ii. Cash prize amounts will be announced before the final matchday.
- iii. Sponsors may attach branding or naming rights to specific awards.
- iv. League management reserves the right to introduce additional awards in the interest of the league.

17. AMENDMENTS

Bloomball Sports Sdn. Bhd. reserves the right to amend these rules where necessary in the best interest of the league. (Please refer to 1.1 LEAGUE AMENDMENTS & ORGANIZER AUTHORITY section in Page 1)

18. ACCEPTANCE

By participating in the Bloom League, all teams agree to comply fully with these rules and regulations.



BLOOM LEAGUE

STANDINGS

SEASON 2026

NO.	CLUB	P	W	D	L	GF	GA	GD	PTS
1.	CLUB A	0	0	0	0	0	0	0	0
2.	CLUB B	0	0	0	0	0	0	0	0
3.	CLUB C	0	0	0	0	0	0	0	0
4.	CLUB D	0	0	0	0	0	0	0	0
5.	CLUB E	0	0	0	0	0	0	0	0
6.	CLUB F	0	0	0	0	0	0	0	0
7.	CLUB G	0	0	0	0	0	0	0	0
8.	CLUB H	0	0	0	0	0	0	0	0
9.	CLUB I	0	0	0	0	0	0	0	0
10.	CLUB J	0	0	0	0	0	0	0	0
11.	CLUB K	0	0	0	0	0	0	0	0
12.	CLUB L	0	0	0	0	0	0	0	0

Stay updated with the latest league standings

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