

1. GENERAL INFORMATION

- The football competitions are organized by Biznes Liga, and the offer is directed to companies and institutions.
- To register a team for the competition, the **REGISTRATION FORM** must be completed along with a named list of players and sent as a photo/scan to: biuro@biznesliga.pl or t.duda@biznesliga.pl
- A condition for participation in the competition is full payment at least 7 days before the start of the competition, or at another date agreed with the Organizer.

2. BASIC RULES

- Matches are played once a week. In exceptional circumstances, a given team may play more than one match.
- **Matches are played in a round-robin format – home and away. Additionally, in 8-team leagues, a final round (play-off) takes place after the regular phase, in which teams placed 1st–4th and 5th–8th play additional matches according to the schedule.**
- Teams consist of 7 players on the pitch (6 outfield + goalkeeper). A minimum of 5 players is required to start a match.
- Competitions take place on artificial turf football pitches with dimensions approximately 50x30 m.
- Goal size: 5x2 m.
- Match duration: 2x20 minutes, with a maximum 2-minute half-time break.
- Matches are played with a size 5 ball.
- A win awards 3 points, a draw 1 point, and a loss 0 points. A walkover result is 5:0.
- During the competition, each match will be officiated by a referee/referees accredited by Biznes Liga.
- In the absence of a referee, the league Coordinator may officiate a Biznes Liga match.
- The league Coordinator acts as the first assistant referee. The camera Operator/Operator acts as the second assistant referee regarding decisions on whether the ball has crossed the touchline.
- Players must wear uniform sports kits with clearly visible numbers (shirts in uniform colors with a number, shorts). The goalkeeper is exempt from the number requirement.
- Teams purchase their own football kits. Biznes Liga's offer for football equipment including printing is also available.
- One outfield player (excluding the goalkeeper) is permitted to play without a number on their shirt, provided the shirt matches the color of the rest of the team. Apart from that one outfield player and the goalkeeper, no other players without a kit and/or without a number on their shirt are allowed to play.
- If two teams have kits of the same color, one team will be required to wear bibs. The choice of team is decided by a coin toss.
- A player may not wear clothing or any objects (e.g., jewelry/glasses) that could pose a danger to themselves or another player – the final decision rests with the match referee.

- The referee is responsible for checking players' attire. If more players without numbers appear than the regulations allow, this cannot be grounds for result verification.
- **Players may not play in football boots with plastic or metal screw-in studs. Permitted footwear includes: indoor football shoes, turf shoes, artificial turf football boots and blades, unless the regulations of the specific venue state otherwise.**
- Failure of a team to appear within 5 minutes of the scheduled match time, or failure to begin play due to insufficient players, results in a walkover (5:0) in favor of the opposing team and 3 negative points in the table for the absent team. If a team informs the Organizer by 2:00 PM on match day of their absence, and this information is passed on to the opponent, a walkover (5:0) is awarded in favor of the opposing team without negative points. In justified, exceptional cases and with the agreement of the opposing team, the referee may agree to wait up to 10 minutes.
- If neither team appears and the match does not take place at the scheduled time, the match is verified as a mutual walkover.
- During the competition, teams may not postpone matches without the Organizer's consent.
- There is no possibility of changing the match date at the request of one team.
- The Organizer reserves the right to change match dates in exceptional circumstances where a match cannot be played due to weather conditions or a sports facility malfunction.
- In the event of a team withdrawing or being disqualified from the competition, the following provisions apply:
 - If the team that withdraws or is excluded has played fewer than 50% of the planned season matches, their results are cancelled and matches played by that team's players are treated as not having taken place. Players become free agents and may join another team, subject to other regulatory requirements.
 - If the team that withdraws or is excluded has played 50% or more of the planned season matches, their results are maintained and matches played by that team's players are treated as having taken place. Players are treated as active team members for the rest of the season.

3. POINTS SYSTEM, PROMOTIONS, AND RELEGATIONS

- The promotion and relegation system depends on the number of teams entering the competition and organizational capacity in a given season.
- Planned promotion and relegation system for the spring-summer 2026 season:
 - **From the Extraklasa: the bottom 2 teams are relegated to Division I.**
 - **From Division I A, B: the top teams are promoted to the Extraklasa – the bottom 3 teams are relegated to Division II.**
 - **From Division II A, B, C: the top 2 teams are promoted – the bottom 3 teams are relegated to Division III.**
 - **From Division III A, B, C, D: the top 2 teams are promoted.**
 - **Additionally, from Division III, the best 3rd-place team across all groups is also promoted to Division II.**
- The Organizer reserves the right to change the promotion and relegation system at the start of a new season. The final system depends on the Biznes Liga structure in the subsequent season. If a team at a given level withdraws, the best team in the relegation zone at that level

is first retained, and then the next best team from the lower level is promoted. If necessary, this rule alternates.

- Table standings are determined by:
 - First: greater number of points earned.
 - Second: results of head-to-head matches between the teams concerned; in the case of 3 or more teams, a 'mini-table' is created.
 - Third: better goal difference (goals scored minus goals conceded).
 - Fourth: greater number of goals scored in the competition.
 - Fifth: drawing of lots.

4. ELIGIBLE PLAYERS, SQUAD COMPOSITION, AND SQUAD CHANGES

- Competition participants may be teams composed of employees of the registered company and/or subcontractors directly associated with the company. Additionally, 6 persons not employed by the registered company are permitted.
- Players from the age of 16 may participate in the competition. Underage players must provide written parental consent.
- Each team may have in its match squad and player list two players who also play for another team, provided those players do not play in another team in the same league group. During the season, a given team may have only two such players on the list. Substitution of these players is not possible. This is the only way for given players to appear in two teams during a single Biznes Liga season.
- **A player who appears for three or more teams during the season is automatically ineligible and may not appear for any team for the rest of the season. Any subsequent appearance is equivalent to a walkover being awarded.**
- Football competitions organized by Biznes Liga Marcin Kluska are amateur in nature, meaning participants (men) who are registered for PZPN competitions on the day the edition begins and throughout its duration may not take part in:
 - Ekstraklasa, Division I, Division II, or Division III.
- Additionally, in Biznes Liga competitions, players registered in the following PZPN competitions are permitted:
 - Division IV and Futsal Ekstraklasa.
 - Division V, Regional Class (Klasa Okręgowa), and Futsal Division I.
- **Players referred to above are subject to quantitative limits. In a given match, the following may appear:**
 - **In the Ekstraklasa: two players from Division IV or Futsal Ekstraklasa in the configuration 2/0, 0/2, or 1/1.**
 - **In the Ekstraklasa: a combined total of five players from Division V, Regional Class, and Futsal Division I. If the Division IV / Futsal Ekstraklasa slots are not used, those spots may be filled by players from Division V, Regional Class, and Futsal Division I.**
 - **In other divisions (I, II, III): one player from Division IV. Participation of a player from Futsal Ekstraklasa is prohibited.**

- **In other divisions (I, II, III): six players from Division V, Regional Class, and Futsal Division I. If the Division IV slot is not used, it may be filled by a Division V / Regional Class / Futsal Division I player, increasing the limit to seven.**
- In addition to the above, the following players may participate without any limit in Biznes Liga competitions as free agents:
 - Players currently registered for Class A, B, or C competitions.
 - Players currently registered for Class A, B, or C who have played in a limited-category team within the past year.
 - Players who have not played at a limited level for one year, but are currently registered in a limited or non-limited team.
 - Players who have played at a limited level in the past year but are not currently registered with any club, or are registered with a Class A/B/C club.
 - Players with no club affiliation in PZPN competitions.
 - Women, without restrictions or limits, regardless of PZPN club affiliation.
- The appearance of an ineligible player results in a walkover (5:0) in favor of the opposing team, without negative points for the losing team.
- The captain provides the match squad and shirt numbers directly to the league Coordinator immediately before or during the match.
- Each player must present an identity document upon request of the Organizer or the opposing team if their identity is in question. In such cases, the identity of all players of both teams is checked. If a player does not have a document and their identity is not publicly known, they may confirm their identity by presenting a document at the Organizer's office within 48 hours after the match.
- The Organizer may, in case of doubt, check the identity of players during the half-time break or immediately after the match ends. The Organizer informs the captains of the checked teams before the end of the match. The Organizer also has the right to verify identity based on video recordings or photo galleries.
- If a prohibited player is detected during the match, immediately after the match, or by 10:00 PM the following day based on video or photo evidence, the team is penalized with a walkover (0:5) and 0 points. If the on-field result is more favorable for the winning team than a walkover, it is maintained.
- The Organizer must inform the team being checked about the additional identity check during the match, no later than before it ends.
- The checked team has 5 minutes to present identity documents of the players taking part in that match. Failure to comply may result in a walkover – the entire process is overseen by the league Coordinator.
- **A team may have a maximum of 30 players, who may be registered up until the team has played 14 matches, either directly before a match or by e-mail/SMS. After this deadline, no new players may be registered.**
- **Additionally, in the Extraklasa, only players who have played at least one minute during the regular phase may participate in the final phase (play-off).**
- **A registered player is one whose full first and last name as it appears in their identity document has been provided. Players listed with incorrect details, first name only, or a nickname are treated as ineligible.**

- **Substitutions are possible until the team has played 14 season matches. After this deadline, no changes are allowed. Players who have played at least one match may not be substituted.**
- Only players participating in the match and one team official accompanying the team may be present in the designated substitution zone. Supporters may be in the immediate vicinity of the pitch, provided they do not disrupt the match. Otherwise, the referee has the right to remove supporters from the pitch area or the facility.
- The team captain is responsible for the appearance of ineligible players.
- Protests may only be submitted in writing (e-mail) to the Organizer within 24 hours after the match.
- In the event of a protest, the Organizer verifies compliance of both teams participating in the match to which the protest relates.
- Result verification by the Organizer may occur within 7 working days after the match ends. After this period, result verification or changes to statistics on the competition website are not possible, and all events detected after this deadline have no bearing on the match result.
- The Organizer is not required to inform the interested parties about the submission of a protest.
- Referee decisions made during the match, which are sovereign and final, will not be considered within the scope of a protest.
- Video recordings may not be used to verify referee decisions during the match. Referees and players do not have access to video recordings during or immediately after the match.

5. MATCH RULES

- If as a result of dismissals a team is reduced to fewer than 5 players, the match must be ended and the opposing team is awarded a walkover (5:0) and 3 table points. If the on-field result is more favorable for the winning team, it is maintained.
- Rolling/hockey substitutions during the match are unlimited and do not require a stoppage in play. The outgoing player must leave the field first, and only then may the incoming player enter. Substitutions take place in the zone designated by the referee or Organizer.
- If a substitution is carried out incorrectly, the referee cautions the incoming player with a yellow card.
- If during a substitution the reserve player enters the field before the outgoing player has left:
 - Play must be stopped.
 - The outgoing player is urged to leave the field.
 - The reserve player is cautioned.
 - Play is restarted with an indirect free kick awarded to the opposing team from the position of the ball when play was stopped. If this occurred in the penalty area, the indirect free kick is taken from the nearest point on the penalty area line.
- If the incoming player deliberately interrupts the opposing team's play (before the outgoing player has left), this results in a direct free kick and a yellow or red card for the player; if the incident occurs in the penalty area, a penalty kick is awarded to the affected team.
- A direct free kick is awarded when a player:
 - Kicks or attempts to kick an opponent.

- Trips an opponent.
- Jumps at an opponent.
- Holds an opponent.
- Spits at an opponent.
- Deliberately handles the ball.
- Challenges for the ball with a sliding tackle against an opponent in possession (except a contact-free blocking slide).
- The goalkeeper handles the ball outside their own penalty area.
- An indirect free kick is awarded when:
 - The goalkeeper touches or plays the ball with their hands after it was deliberately played to them by a teammate.
 - The goalkeeper holds the ball in their hands for more than 5 seconds.
 - A player plays in a dangerous manner.
 - A player engages in unsporting behavior.
 - A player obstructs the goalkeeper from putting the ball into play, or commits another act the referee classifies as an indirect free kick offense.
 - A player verbally or by gesture expresses dissatisfaction with the referee's decision.
- The player taking a direct or indirect free kick has 5 seconds to put the ball into play. If 5 seconds elapse, the free kick passes to the opposing team, who restarts play with an indirect free kick.
- A throw-in is an indirect free kick executed with the foot; the ball must be stationary, placed on or just inside the touchline at the point where it crossed the line. The player must restart play within 5 seconds of the ball being set. If the rule is violated, the throw-in passes to the opposing team. If the ball touches the roof/balloon of the venue, play is restarted with a throw-in at the height at which the incident occurred (applicable for autumn-winter competitions).
- For an indirect free kick (other than a throw-in) or a direct free kick, the wall must be set at least 5 meters from the ball. A goal cannot be scored directly from an indirect free kick.
- No indirect free kick for the attacking team may be taken inside the opponent's penalty area.
- A goal kick is taken only by the goalkeeper (exclusively by hand when the ball has left the field of play; otherwise they may also kick it). The goalkeeper has 5 seconds to restart play; a goal cannot be scored directly from a goal kick. After 5 seconds without putting the ball into play, the referee awards an indirect free kick to the opposing team, taken from the nearest point on the penalty area line. If the ball thrown by the goalkeeper directly enters the opponent's goal without touching another player, the goal is disallowed and play is restarted with a goal kick for the opposing team.
- A penalty kick is taken from 9 meters.
- A 'varied kick' (rzut różny) is taken with the foot; the player has 5 seconds to put the ball into play; the wall must be 5 meters from the ball. After the time expires, the opposing team restarts play from their own goal.
- Free kicks and throw-ins must be taken with a stationary ball. If the ball is in motion, the restart must be repeated.
- The offside rule does not apply.

6. PENALTIES AND DISMISSALS

- During the competition, time penalties apply: 2-minute (yellow card) and 5-minute (red card).
- A second yellow card results in a red card (2 minutes and dismissal from the match).
- A player dismissed by a time penalty may only return to the field after the penalty period has elapsed.
- A time penalty carries over to the second half if the first half ends before it is fully served.
- Players on the substitutes' bench may also receive match penalties – yellow and red cards with corresponding time consequences.
- If a substitute player is at fault, the team must remove one outfield player as directed by the referee for the duration of the penalty – the team plays with a numerical disadvantage until the penalty expires.
- A player dismissed with a red card may not return to the match or take a place on the substitutes' bench (they must leave the match sector within 2 minutes, otherwise their team may be penalized with a walkover). After the time penalty expires, another player from that team may enter the field.
- Scoring or conceding a goal while a team is playing with a numerical disadvantage does not result in the penalized player returning to the field – there is no early return; the full penalty must be served.
- If a player receives a yellow card for a foul after which 'advantage' was applied and a goal is scored for the opposing team, the time penalty does not need to be served. This does not apply to a straight red card.
- A team may start or continue a match provided at least 5 players from one team are on the pitch.
- A player is dismissed with a red card if they:
 - Play brutally.
 - Spit at an opponent or other persons.
 - Behave in a seriously unsporting manner.
 - Use foul, abusive language.
 - Actively insult or violate the physical integrity of a referee, another player, a supporter, or the Organizer.
 - Deny the opposing team a goal or a clear goal-scoring opportunity by deliberately handling the ball (not applicable to a goalkeeper in their own penalty area).
 - Deny a clear goal-scoring opportunity to an opponent moving toward goal by committing a foul punishable by a free kick or penalty kick.
 - Commit a second violation after having previously been cautioned with a yellow card. A player who receives a red card is automatically suspended from the next match (without notification from the Organizer).
- The Organizer has the right to increase the penalty:
 - A player who makes offensive gestures toward the referee, opponents, or supporters is suspended for 2 matches.
 - A player who directs offensive or vulgar language at the referee, opponents, or supporters is suspended for 2 matches.
 - Spitting at the referee, an opponent, or a supporter results in a 5-match suspension.

- Striking the referee, an opponent, a supporter, or deliberately kicking an opponent without the ball results in a 6-match suspension.
- The penalty of a player who commits a second offense for which the Organizer imposes one of the additional penalties is doubled. A third such offense is punishable by lifetime disqualification.
- A player is suspended from the next match after receiving two yellow cards. Each subsequent two yellow cards also result in a one-match suspension. Captains are responsible for monitoring yellow card accumulation in their teams. If a suspension falls on a match that has been verified as a walkover, it counts toward the player's suspension.
- If a team has a bye in the league round, a player's or other person's suspension is carried over to the next round in which the team participates.
- In the event of active insulting or violation of the physical integrity of the referee and/or Organizer (assault, verbal abuse, etc.), the referee will immediately end the match. The result will be verified as a walkover against the team whose player was at fault.
- In the event of bribery or attempted bribery of a referee, the team proven to have done so is immediately excluded from the competition. The final decision rests with the Organizer.
- A team that fails to appear for four matches in a single Biznes Liga season may be removed from the competition at the Organizer's discretion. The final decision rests with the Organizer.
- A team that fails to appear for 5 matches in a single Biznes Liga season is unconditionally removed from the Biznes Liga competition.
- The captain, team official, or the entire team is responsible for supporter conduct and bears the consequences (including having a walkover awarded against them).
- Unauthorized persons disrupting the competition may be removed from the facility.
- In situations not covered by these regulations, PZPN rules apply.
- The Organizer, as an observer of the competition, has the right to impose additional penalties on players or teams, independent of the referee's decisions. The Organizer must inform the team captain of this fact within 3 working days after the relevant match.
- All remaining matters not addressed in these regulations are also governed by PZPN rules.
- In the event of disputes that cannot be resolved by these regulations or PZPN rules, the Organizer makes the final decision.
- The Organizer has the right to impose additional penalties on a player or team for violation of the regulations or rules of the game, including awarding a walkover or disqualification from the competition, even without a referee's decision.

7. FINAL PROVISIONS

- Persons participating in the competition should undergo prior medical examination confirming their good health. Responsibility for failure to undergo such examinations and any resulting accidents and legal consequences lies with the players.
- The Organizer bears no legal responsibility for the participation of sick persons in the competition or any resulting accidents, nor for the consequences of accidents during play.
- The Organizer bears no legal responsibility for accidents resulting from the participation of sick or healthy persons or the consequences of accidents during the competition.
- The Organizer bears no responsibility for the death of participants during the competition, regardless of the cause.

- The Organizer bears no responsibility for accidents and consequences resulting from the actions of third parties or competition participants, including the consequences of physical altercations.
- Only the Organizer is authorized to interpret these regulations. In order to change or update the current regulations, the Organizer is obliged to inform the interested parties in advance.
- Biznes Liga Marcin Kluska bears no responsibility for items left at sports facilities.
- The Organizer reserves the right to amend the regulations at any time. In order to change or update the current regulations, the Organizer is obliged to inform the interested parties – the teams participating in the competition – in advance.
- In matters not covered by these regulations, the final decision rests with the Organizer.
- Every person joining the Biznes Liga competition consents to comply with the regulations and acknowledges the rules contained therein as binding.
- The Organizer and partners reserve the right to use the personal data and likeness of players participating in the Biznes Liga competition for marketing purposes and to process personal data for the needs of these competitions. Players participating in the competition consent to the publication of photos and video materials on the Organizer's website, YouTube channel, and official Facebook and Instagram accounts.

The content of these regulations is the property of Biznes Liga Marcin Kluska. We hereby inform you that any distribution, dissemination, or reproduction of this document is prohibited. Thank you.