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1. LFV Community

1.1 It will be categorically forbidden to use LFV's name in other tournaments or matches that haven't been organized by members of the LFV. No official competition will be created and arranged by LFV's staff.

1.2 Under no circumstances a player, team or national team can arrange a tournament without the valid approval of the LFV's staff. In that case, we shall offer our website as well as our football pitch to be used in that tournament.

1.3 LFV allows the creation of new leagues of different countries managed by their correspondent staff, as long as they agree to our regulations.

1.4 LFV works through an organism that is made up of several departments as well as of staff of each country. Staffs are made up of a president and a set of assistants that manage the tournaments to be running in the country.

1.5 The organization that is managing an official tournament (LFV's Staff) keeps the right to make decisions in cases that aren't reflected in our regulations.

1.6 Each person will make use of a unique avatar and IP address. In cases in which internet connection is shared between community users, they must have noticed in advance to the LFV staff, or to the president of the league. Nevertheless, they will have to prove it until LFV staff is indeed satisfied, insofar as possible, that the information presented is solid.

1.7 It is not allowed to share passwords between members of the community in order to play with different avatars; failure to this rule will result in expulsion from the ground of the users involved. If you have problems with your sl account, please contact LFV's staff.

1.8 It isn't allowed to collaborate with the management of a team if you are part of another team.

1.9 A player can only change team once if the competition that he/she is playing is a league. A player can't change from league while any of them is already running; he/she must wait until both of them ends. In a tournament that is not a league, it isn't allowed to change team. There won't be any restriction to change players when no tournament is being played.

1.10 Throughout the contract sign of a player with a team, the player accepts all security conditions that the LFV's staff executes, always respecting privacy policies.

1.11 The LFV keeps the right of enable and disable the game system in those fields whose teams or national teams don't obey the regulations of this community.

1.12 The LFV keeps the right of admission of teams, punishments and sending's off.

1.13 The LFV keeps the right to resolve every situation that hasn't been reflected in the regulations.

2. Football pitch

2.1 The textures of the pitch will simulate real pitches.

2.2 In order to be official the football pitch must be rectangular, being its dimensions 100 metres long and 72 metres wide. Related to training pitches, dimension must be from 100 to 80 metres long and from 72 to 50 metres wide.

2.3 The color of the lines that demarcate the game zone will be preferably white, they will be clear and well defined, as well as being aligned strategically with the game system. They can be made of texture or prims, as the owner of the field prefers, but always obeying the official dimensions.

2.4 All the football pitches of the LFV's community can be used by the players, with its different textures of grass as well as weather conditions.

2.5 The objects those are necessary to carry out the game:

- Huds dispenser
- Reset system of players
- Reset system of balls
- Goals

- Benches
- Player registry system
- Web registry system
- Scoreboard
- Football pitch

You can ask for these objects to the development department of the LFV's community, more concretely to the avatar "LigaFutbolVirtual BraveHeart" through a note card, until we find other way to distribute them.

3. The ball

3.1 The ball will be the one that belongs to the game system used by the LFV's community.

3.2 In case of a defective ball, the game will be stopped immediately (will be the referee in charge of doing it), then the ball will be changed. If the ball is near the goal line, the match will continue with a goal kick, if not, the game will start with an indirect shoot from the same places as the game was stopped before.

3.3 The ball can only be replaced by the referee.

3.4 The game will always resume according to these regulations.

3.5 The ball can't be modified, only the texture can be changed, and to do that it is necessary to contact with the development department of the LFV (LigaFutbolVirtual Braveheart).

4. The Players

4.1 Any player can't be registered in two or more teams, even being different leagues. The use of alters is also prohibited. This will be controlled and punished with the exclusion of that player.

4.2 The match will be played for two teams with a maximum of seven players each one, and which one of them per team will play as goalkeeper. The match won't start if one of the teams or both have less than five players.

4.3 It will be possible to call upon a maximum of 15 players. The maximum number of players that a team can sign is 20.

4.4 It is not allowed to touch the keeper with or without ball inside the small area, and once the ball is attached to the keeper the players who are attacking at that moment must go out of the goal area allowing the keeper to kick the ball. Under no circumstances, players can steal the ball to the keeper inside the goal area, and goals scored due to this situation won't be valid.

5. Football Kit

5.1 Players aren't allowed to wear any prim except those that are necessary for the game (the hud). Only 2 scripts and 128kb of memory are allowed for each player.

5.2 Players must wear their team kit: t-shirt, shorts, football socks and shoes.

5.3 Teams will wear kits in different colours, as well as referees and assistants. It will be necessary that each team has at least two different kits in different colours. The local

team will always wear the first kit, and will let the away team kick off as a sign of fair play.

5.4 The goalkeepers will dress a different kit from the rest of the teams and referees.

5.5 In case of not carrying out these regulations, the referee will ask the player to leave the game, the player will have the opportunity to come back when the kit is correctly worn. The player will join the game after asking for permission to the referee through the captain or coach, this will be done when the ball is not running.

5.6 A player that has been punished for this situation and come back to the field without permission will be punished again with red card.

5.7 It is not allowed to participate in a game with the pertinent kit correctly worn.

5.8 If a player can't have a correct view, due to a bug or a sl problem, it will be posible to play as long as the other team and referees can see him/her correctly. The player can reset if necessary to solve this problem. If the player denies doing it, he/she must be changed.

5.9 In case of wearing both teams the same or similar colour kit, the away team will dress their second kit. If this situation hasn't been solved even wearing the second kit, then the local team will also wear their second kit in order to avoid confusions while playing.

5.10 No player while the game is on (in or out the field) is allowed to unwear the football kit, even with the excuse of having scored a goal, this rule has been done due to reduce the time wasted in changes and goals. If a player does it, he/she will be punished with yellow card, being in or out of the field.

5.11 The football socks height allowed are 2'10 minimum and 2, 30 maximum and will be determined by the Hud.

6. Clubs

6.1 Each team will need to have its own name and logo. Teams with same or similar names won't be accepted, unless the most veteran team allows it.

6.2 Teams will be set up with a minimum of 10 players and a maximum of 20.

6.3 All the players of a team (president, captain, players, etc...) will necessarily be in the following groups:

- SI's group "LIGAFUTBOLVIRTUAL.COM"
- Registered in the Liga de Futbol Virtual website (www.ligafutbolvirtual.com)

If these 2 steps aren't completed, the player won't be federated and the lineup will be illegal.

6.4 Each team will have a owner, a president, and at least one captain that represents it.

6.5 Each football kit will have a number that identifies each player from 1 to 99.

6.6 Players must wear a human skin in all oficial matches.

6.7 Players will wear the same number in the whole league or tournament in order to ease the organization.

6.8 Obligations of the President and Captain of the team:

- Boths will take part in the competition with the following roles: "LFV: Pt. Club" and "LFV: Captain Club". They will be the people in charge of the team..
- The president must federate the players, through the website of the community

(www.ligafutbolvirtual.com) and they will take part in it with the role of “LFV: Player”.

- One captain must be always in the field while the game is on, with the Tag that identifies it. He/she will be the only player that can speak with the referee, through general chat, in order to make a quickly and effective communication.

6.9 The captain and the coach of the team will be the only players with rights to speak through general chat.

The referee can deny the right to speak to the captain and coach if he/she observes an abuse in the use chat use.

6.10 The kits and publicity used will be approved by the staff that managed the tournament or the LFV’s competition that the team is going to participate. Kits will only be forbidden in cases of racism, copy, fault of respect, etc.

6.11 A team can be registered in more than one official competition that is managed through this community, with the exception that a team can only participate in one league.

6.12 Each team will register in the tournament that wants to play through the website, within a date limit proposed by the LFV, having already completed the enrollment of the club and players.

6.13 The inactive clubs will be deleted, as well as those new teams that take more than 1 month to sign a minimum of 10 players.

7. National teams

7.1 Only those national teams whose players have the IP address of the correspondent country will be accepted.

7.2 Only players whose IP addresses correspond with the IP of the national team will be accepted.

7.3 It isn’t allowed to change of national team. If the national team that corresponds you to play hasn’t been created you can change, if not (you belong to a national team that is already created) there’s nothing to do.

7.4 It won’t be accepted more than one national team per country (I.e.: there won’t be two Italians national team, three Portuguese and five Argentineans).

7.5 The maximum time to create a national team is of 1 month and the team must be made up of 10 users that accept to be fan of that national team in order to make it official.

7.6 For being eligible as player in a national team, player should be federated in a active club.

7.7 National coach charge will be put into a rating between supporters of that national team. There will be rating at least every 6 months.

7.8 Users that change avatar, for any reason, should belong to the national team they elected with the previous avatar, or do not belong to any, but they will never change nationality.

7.9 That users and/or national teams that do not meet these rules will be deleted

8. Referees and Assistant Referees

- 8.1 A match will be controlled by a referee, who will have authority for make the rules being fulfilled.
- 8.2 He will control the match by himself or cooperating with assistant referees.
- 8.3 He will ensure that players fulfill the adequate equipment, including last HUD version (actually 0.9.9.6), equipment and a correct render cost (1).
- 8.4 He will stop, suspend or leave the match when he considers it, in case of violating the game rules.
- 8.5 He will punish a player, before, after, or during a match in case of violating any rule.
- 8.6 He will take actions against team members than do not behave correctly, and if he consider, if deemed necessarily, expel them from the pitch and its surroundings.
- 8.7 He will act under direction of assistant referees in relation of incidents that he hasn't observed.
- 8.8 He will resume the gaume after a pause.
- 8.9 In case of abnormal situations to game development (lack of respect, etc. ...) he will submit to the President of the Staff of the league or competition a report of the match, including details of any measures taken against players or team members and any other incident that has occurred before, during or after the match.
- 8.10 All decisions of the referee on game-related events, including the fact that if a goal was scored or not and the result of the game are final.
- 8.11 Referee could modify his decision if he takes into account that it's wrong, or, if he considers it necessary, according to a statement by an assistant referee, provided that he has not restarted play or ended the match.
- 8.12 The assistant referees shall not take any decision of the match, only showing their opinion to leave the final decision to the referee.
- 8.13 At the beginning of the game they will help check the verification of compliance with the rules to play by the players
- 8.14 They shall communicate only to the main referee, if necessary, if the ball went out or not, what team must kick, if it was goal kick or corner kick, if it was a goal or was out, if any player other than the captain has used the chat, or have violated any rule or if someone outside the field of view of the referee, whether inside or outside the field is incurring to disrespect the rules.
- 8.15 The assistant referees also assist the referee to bring the game under the rules, always communicating via IM and not speak with the other players on issues decisions about a play.

9. The Match

- 9.1 The starting time of the game is laid down. The teams have to be in the stadium 15 minutes before the beginning, because they must pass a control, warm up, give the starting lineup, place in the field, etc ...
Violating this rule will lead to a first notice and in the following teams will be reprimanded with a loss of 3 points in the competition.
- 9.2 Before beginning of the match, players must pass a check carried out by the referees, if a player doesn't pass it he cannot play. Then they must warm up in the

appropriate place and follow the instructions of the referees.

9.3 A match consists in two periods of 15 minutes each with a break of 5 minutes. The referee should stop the clock with the Referee HUD during substitutions, crashes or other problems that can need a referee's intervention and a match delay.

9.4 The matches will be played with 7 players from each team on the pitch.

Being 5 the minimum number of players with a team can start the game.

9.5 Players can make the warm be before kickoff unless they arrive late and due to it they must warm when they appear.

9.6 Its possible to participate in the game those players who are in the beginning of the match or came after the start, if they have warmed up, as long as they are registered in their team on the website. For playing the game, coach or captain of the team must notify the referee, to warn him of the situation and the change about to be performed. Before entering the field, players, in the field before the match or arriving late, must pass a check done by the referees.

9.7 The start kickoff, and each kick off after conceding a goal, must be done with a pass to a teammate backwards, ie towards the course defended by the kickoff team.

9.8 If the referee stops the game to warn an offender, the game will resume from the place where the action was stopped by one of the opponents, after the "play".

9.9 The ball is out when it has crossed the line or background, whether by land or air, and the referee will mark who has to get the ball.

9.10 It is only necessary to wait for the "play" the referee to put the ball in game in stopped-ball situations (kickoff from midfield after a goal, goal kick, foul, corner kick) and not in situations like throw-ins or the goalkeeper stops the ball without breaching the out line.

In situations where it is necessary to the referee to say "play" and started without his consent, the player who did will be punished with a yellow card and will proceed to the repetition of the serve.

9.11 The players are entitled to a break at halftime. This should last no longer than 5 minutes, the alteration of time can only be changed with the consent of the referee, on extraordinary reasons (malfunction of SL or the sim, spam, etc. ..), never for reasons like waiting for a member of a team.

9.12 A half will be finalized when the ball is in the vicinity of the midfield, without danger or clear action to end a counterattack or move near a goal.

9.13 If a match cannot be played because of circumstantial reasons (excessive lag problems in SL, Sim problems or when dressing the huds) the referee along with the captains of each team involved will take the majority decision to postpone the match to another day or not (must agree all three). If doing so, they must play this game before the start of the next stage, for not to affect the development of competition in the same stadium where he was going to play initially.

9.14 A suspended match will be replayed in case of an agreement between the teams and the referee, either regulation time or the time that marked the game at the time of suspension.

9.15 Unauthorized people will not be allowed from entering the field. The sim of LfV community, Futbol Virtual, will be always closed to the LIGAFUTBOLVIRTUAL.COM group, exclusive of the users of this community and

the public or members who cannot play that game (for sanctions or other reasons) should be in the stands for it. Otherwise must be ejected and / or banned.

10. Kick off

- 10.1 Away team will kick off in the beginning of the match.
- 10.2 In the second half, teams will change his side, attacking in the other direction
- 10.3 Kickoff is the way of beginning or resume the game. Starting the first half, starting the second half, after scoring a goal, in the beginning of over times.
- 10.4 In a kick off, all the players must be on their own half of the field
- 10.5 Opposing team must be outside the central circle.
- 10.6 Ball must be frozen on the center of the central circle.
- 10.7 Referee will give signal with “play”.
- 10.8 Ball will be in game since the shoot, when his rest condition is altered.
- 10.9 When a team scores a goal, the opposing team will do a kick off.

11. The Goal

- 11.1 Goal will be scored when the ball has crossed the between the posts and under the crossbar completely, as long as the scorer team didn’t committed a rule infringement.
- 11.2 Goal will be automatically marked by the goal detection system of LFV, called “linier”. In case of not been marked, it will be at the criterion of the referee to validate it or not.
- 11.3 The team who score more goals will be the winner, in case of not scoring or both teams score the same number of goals, it will be considered a tie. In case of the game is a KO match, then the match will turn into a overtime and later, if necessary, to penalty kick.
- 11.4 Goals will be valid as long as the ball is introduced into the goal, previous shoot or kick from any position (not necessary to shoot outside small area)
All goals will be voided when the ball enters because of lag (bugs).

12. Faults and transgressions

- 12.1 When the referee penalize any action as foul, always will be kicked, including whether it is missing a throw in.
- 12.2 A foul will be conceded if any of the following offenses outside the box is committed: commits a foul on an opponent, flying, insult, unauthorized change of hud, or interferes in any way to affect the game without following the rules. All fouls will be free and direct throws made from where the action was stopped, It will be done after the "play" of the referee.
- 12.3 In fouls the barrier is placed at 5.5 m from the ball. This measure will be taken by the referee.
- 12.4 It is considered penalty if a player commits a foul in his own penalty area.
- 12.5 When a player or goalkeeper abuse the time for a draw will be shown the yellow card and if it is a premeditated action that influences the match, it is punishable with a

direct free kick to the opposing team.

12.6 The use by players (not captains) of the general chat will be punished with a yellow card, if it is used for insults it will be red card, whether in the field or on the bench. No distinction will be made and if repetitive behavior will be punished with more matches.

12.7 The team members who are not on the pitch have to be sitting on the bench. The only one who can stand is the coach and always in the area defined for this (technical area).

12.8 It is forbidden to use gestures (with or without sound), neither within nor outside the field. It shall be punished with a red card before, during and after a game.

12.9 In case that during play any type of bug happens, ball will be returned to the team that had possession of it with a throw-in in the vicinity where the problem began, unless it's a shot inside the area in which case, the play will end that way.

12.10 If in a shot the ball crosses the goal network is also considered goal.

12.11 Two yellow results in a red card.

13. Penalty

13.1 Penalty will be signed when a player commits foul inside his own area.

13.2 It will be possible to score goal directly from a penalty.

13.3 Ball must be placed on penalty point.

13.4. Keeper must be placed on the goal line and move just laterally.

13.5 All the players except the penalty kicker and the keeper must be outside the area.

13.6 Referee will give the signal with "play" and the penalty kicker will be able to shoot, in less than 5 seconds

13.7 Goal will be voided if the ball hit the posts, returns to the penalty kicker and he scores. It will be valid if the keeper touch the ball or if the scorer is not the penalty kicker.

13.8 Ball will be in game since the shoot.

13.9 In case of a penalty series, ball won't be in game since it has been shooted.

13.10 If the penalty kicker breaks the rules:

- Referee will allow the execution of the shoot
- If the ball enters the goal line, shoot will be repeated.
- If the ball doesn't enter the goal line, referee will stop the game with a free shoot for the defender team from the place where infraction was committed.

13.10 If the keeper breaks the rules:

- Referee will allow the execution of the shoot
- If the ball enters the goal line it will be goal.
- If the ball doesn't enter the goal line, shoot will be repeated.

13.11 If a teammate of the penalty shooter breaks the rules:

- Referee will allow the execution of the shoot
- If the ball enters the goal line, shoot will be repeated.
- If the ball doesn't enter the goal line, referee will stop the game with a free shoot for the defender team from the place where infraction was committed.

13.10 If a teammate of the keeper breaks the rules:

- Referee will allow the execution of the shoot
- If the ball enters the goal line it will be goal.
- If the ball doesn't enter the goal line, shoot will be repeated.

13.13 Both teams break the rules:

- Shoot will be redone

14. Throw-in

14.1 Throw in is given to the opponents of the last player who touched the ball. It will be done with “throw in” button of the HUD

14.2 Throw in will be done next to the band line where the ball got out.

14.3 It will be realized statically without movement of the feet, and opposing players must be at a minimum distance of 5 meters to allow the throw.

14.4 In case of bad kick the ball will be awarded to the opposing team and this will draw up, with a direct throw-in after the "play" of the referee.

15. Goal kick

15.1 The goal kick is a method of restarting the game. Will be a goal kick if the ball has completely crossed the goal line, either by land or air, having last touched a player of the attacking team, and has not scored a goal. It must wait to "play" of the referee.

15.2 If the goalkeeper comes out of the large area with the ball in his hands, jumping or going in the ground level, is an indirect free kick for the opposing team from the edge of large area.

16. Corner kick

16.1 It will be a corner kick when the ball has crossed the line goal, either by land or air, having last touched a player of the defending team and a goal has not been scored.

16.2 The corner kick shall be done in one of the 4 corners marked, in the nearest one where the ball went out.

16.3 The ball must be placed inside the corner flag quadrant closer to the point where the ball crossed the goal line. Opponents must be at least 9.15 m from the corner area until the ball is in play (in the marked zone of the LFV field), the ball must be kicked by a player of the attacking team, and the ball is in play when it comes kicking and in movement.

17. Procedure to determine the winner of a qualifying round

17.1 The goals scored away from home, extra time and penalties are the three approved methods to determine the winning team in case of tie.

17.2 Scored goals away from home:

If the teams play the return games and the scores are equal after the second game, will count double goal scored in the field of the opposing team.

17.3 Extra time

The regulation of the competition can stipulate that two supplementary equal times will be played, not more than 5 minutes each one.

17.4 Penalty shoot:

The referee will choose the goal in which the shots will be executed.

The home team will shoot first than the away team.

The referee will annotate all the executed shots.

Holding to the conditions stipulated below, every team will execute five shots. The shots will be executed in an alternated way, for the players who ended the game.

If before both teams have executed his five shots and one has scored more goals than the other one could annotate yet completing his five shots, the execution of the ones will be finished.

If the five penalties are shooted and it is necessary to continue with the penalties in case that the tie persist, will pass to the "*sudden death*", where the teams continue effecting only one penalty, being the winner that one that it manages to score in the same turn in which his rival does not do it. A player cannot shoot two shots from the penal point unless all the players of his equipment, including the goalkeeper, have shoot at least one.

All the players, except the player who will execute the penal one and both goalkeepers, will have to remain inside the central circle.

The friend's goalkeeper of the executor of the shot will have to remain in the area of game, out of the big area in which the shots are executed.

18. Substitutions

18.1 It may use a maximum of five substitutions in an official competition.

18.2 To replace a player will be necessary to ask the "change" to the referee for general chat, in the case of the captain, or IM, in the case of the coach.

To make a substitution must follow the following steps:

The coach sends IM to the second referee to ask for the change, or the captain shouts for general chat the change.

The second referee notifies to the first to stop the game whenever possible.

The second referee 'sings' change for the players involved know it.

The first referee resumes the game

If there isn't a second referee, the coach should send IM to the main referee asking for the change, or the captain can shout it in general chat.

18.3 The change can not come until the substituted player leaves the field. When the change is ready, the captain shall verify that they are ready, and then the referee will resume the game.

18.4 The substituted player can not return to participate in the game

If they leave the game by a fall of SL, the coach may wait a few minutes to wait (until then playing with a player less) or make the change. If the fallen player is replaced, he can not be changed again.

18.5 All players and substitutes are subject under the authority and jurisdiction of the referee, be called or not to participate in the game.

18.6 Only one goalkeeper change is available in a game. Before the start of the match, referee must have the starting lineup and the substitute goalkeeper, this can be any present player. If the goalie crash of SL, the match will be stopped and will wait for a period of 2-3 min. If after this time the goalkeeper has not returned, the team must put the substitute goalkeeper at goal. If this player was one of the field, the team can

continue playing with 6 players without including any change of the 5 possible in every game. Of course, if the team want, they can make the change of substitute goalkeeper for a player of field and goalkeeper go to the goalie, who was being field player, in goal so this fact would make 1 of 5 changes possible. If, however, after waiting the return of goalkeeper, it does not reappear and the goalkeeper is on the bench, has been replaced before or has not yet participated in the match, it should jump to the field counting as 1 of 5 possible changes.

18.7 If a player enters the field without referee's permission, the game will be stopped and the player will see the yellow card for unsportsmanlike conduct and ordered him going out of the field. As the game was interrupted, it will be resumed by a free kick, where stopped the action, in favor of the opponent.

18.8 If a player changes his post by the goalkeeper without aying to referee, the referee will stop the game and will show the red card, and asked to leave the field. The match will be resumed with a free throw for the opponent, where stopped the action.

18.9 The players who have seen a red card can not be released by a player who is on the bench.

18.10 If the changes are over, and receive the expulsion of goalkeeper on the field game, this can be replaced by a player in the field, provided first ask permission of the referee and if there is a minimum of 5 players on the field game.

18.11 Neither team can play without a goalkeeper in goal, that position should always be busy. In case of fall of the goalkeeper, is expected 2-3 min. and but the team will have to make a change, changing their goalkeeper (confirmed before the game) as a goalkeeper.

18.12 If there is a crash player, the game will not stop and it is up to his team make the change or not (not to return to the field if replaced).

When a player return to Second Life, this must always go to one of the sidebands of the field and not come back to the field until the referee allows it, to avoid interruptions in the game.

19. Signings or transfers

19.1 In every competitions except the league, no signings can be made during the event.

19.2 During the league, a club can relise a total of 15 new signings.

19.3 There are two distint types of new signings, free players and club players:

- free player: player not registered in any club at the begin or during the league
- club player: player registered in the league with a club.

19.4 Can sign a maximum of 15 new players over the league, except the last two weeks where the market is closed. In these 15 transfers, you can sign a maximum of 2 club players untill the maket close. Obviously, it is possible to do all transfers with 15 free players, with 14 free players and 1 club players or even 13 free players and 2 club players.

19.5 The club players transfers that are contracted by other leagues with an existing contract should do the player transaction with the club owner through the website that officially manages all transfers <http://www.ligafutbolvirtual.com/>.

19.6 Any player can only change his club one time if the competition that is playing is the league. A player can't change the league while any of 2 is running, should wait that both finish. Can't change in a competition that is not a league. There will be no restrictions for the players change, when a competition is not running.

19.7 Exist the possibility that a new avatar, where his life in SL is less than 3 months, have rights to cancel his contract with a club, by convincing reasons. if he make the complaint to the staff that manages the competition, within a maximum of 15 days after his contract sign. With this mode, we want that all new avatars are not "fooled" to enter in a team.

19.8 Those users who change their avatar, by any subject, must belong to the club where he played before, but never change to anothe clubr. In these situations, the transfer will not be returned and the new transfer will be counted like a free players(new player).

19.9 In the case of find an alter in a team the transfer will not be returned.

20. Punishments

20.1 Prohibited and will be motive for automatic expulsion involving the same avatar in different clubs registered with the league.

20.2 Is prohibited and will be motive for automatic expulsion involving the same person, with two avatars, controlled by the same person at different clubs or in the same club, entered in a competition.

20.3 Using more of an avatar by the same person will be punished with immediate expulsion from the competition (complete) of all the avatars that the user controls (initial avatar and later). Also accounts will be blocked at the site of the LFV for that user.

20.4 The teams involved will be investigated and can be suspended or even expelled from the LFV, if these are signs of prior knowledge and consent.

20.5 A Team or player will be punished by expulsion from the competition if, at the discretion of the staff of the LFV, there is evidence of sporting fraud: the use of mass alters, use tricks to circumvent software protection, alteration of the objects that enable game, etc ...

20.6 If a team is not present or does so with less than minimum 3 games players along the entire competition will be expelled from it.

The expulsion of a team competition will be sanctioned with a 5-0 score, correcting the games played. If the drop occurs in the first part of the league, all matches of that team will be given for lost 5-0. If abandonment occurs in the equator past the competition, the matches played by this team to the middle of the league will be left intact and you will lost all the matches for this team in the second round 5-0.

If there is an abandonment of a team in a game, the result will be 5-0 in favor of the opposing team (unless the result implies a greater goal difference) and lose the next game 5-0.

20.7 Everything will be punished if is considered disrespectful to players, referee or public. Shall be the duty of the president of each league apply appropriate sanctions. This will be subject to the following scale:

mild sanction: 1 to 5 games. Insults, loss of composure or situations that the referee seems appropriate.

serious penalty: 5 to 7 games. Reiteration in conduct.

very severe penalty: Reiteration exaggerated of the same conduct or a very serious offense. Expulsion of the competition.

20.8 Will be punished with yellow card unintentionally hand. The referee will decide. Will be punished with the red card by deliberately or not, preventing a clear scoring chance.

20.9 If this action takes place within the player's own area, shall be punished with penalty.

If this action is performed by the last defender of a team with a clear intention of preventing a clear scoring chance, it will be automatically ejected with a straight red.

20.10 A player cannot sit anywhere for energy recovery unless it is substitute and sit in his team bench. If he do it, will be sent off with red card.

20.11 A player that was sent off can't be substitute by another.

20.12 The referee is free to apply, for any reasons that he consider appropriate, warnings or cards ever that the action in question influence the game or the persons that are present. For example a situation of yellow car for players can be detaching HUD during the match.

20.13 If a club have an incorrect alignment, the team automatically loss the game. If both teams perform any situation against what is stipulated by the rules (incorrect alignment or any other rule), the result will be the match result.

20.14 The penalties hardness will be judge by the LFV staff. The penalties can be economical and/or the exclusion of the competition.

- If a team is excluded, for their participation in an upcoming competition must pay an amount of L \$ 10,000.
- If a player is sent off, for his participation in an upcoming competition must pay an amount of L \$ 2,000.

20.15 All enalties contained in this regulation will be automatically applied, because who joins the community know these rules and accept them, and will not be voted.

21. Discipline Committee

21.1 Disciplinary Committee's votes will approve or reject an item depending on the results (half plus one votes). If there is a match, League President's vote will score double. That way results will be tied.

21.2 If any team or player is away from any meeting it will mean they accept every kind of actions taken in that meeting.

21.3 There is a maximum of two representative people per team, preferably president and captain. If not, it's recommended to take a club member to represent their team.

22. Exceptional Situations

22.1 If any player crash during the match, time won't be stopped, except if there are less than 5 players on field (if there is a simulator crash, for example). Every crashed player could be changed. That's a mister or captain's choice, although, anyways, it will be always an effective replacement.

22.2 If that crashed avatar plays as goalie, match will be stopped and referee will decide how much time must rest of players on field wait for that goalie (between 2 and 3 minutes).

22.3 Match referee and rest of management reserves their right, in such cases, to solve and act by their way.

23. Competitions

23.1 LFV community official matches will be played at LFV STADIUM, at “Futbol Virtual” region. In the other hand, LFV will be happy to help all LFV teams’ stadiums, supporting every kind of stuff to make them run as soon as possible (game system, score board, goals, etc.). By the way, LFV reserves its right to host, at any other stadium, other official tourneys, not without owners, president and rest of staff’s previous agreement.

23.2 Calendars and schedules are no modify, except if competition staff do it because organization causes. An agreement between 2 teams is not enough to change a date if there are no strong reasons to change it.

23.3 Days and times will be configured before every competition start by the staff.

23.4 When two teams are matched (same points in the league table) staff will make the next judgements, keeping this order:

1. Goal average at directly official matches between these teams
2. Total goal average
3. Total number of scored goals
4. Match between these teams

23.5 Presidents League reserves their right to accept, or not, any other team comming from another league or any team comming from the last season, depending on their behaviour.

23.6 Every team will have to join each competition before the last official day to inscribe, not before signing up all their players.

23.7 Maximum rendering cost per player will be 1. Supporters and visitors must place at the east part of the stadium (next Second Life region), helping to reduce lag and allowing teams to play fine. Any players who ignore this rule will be ejected from the simulator. If they continue ignoring the rendering cost rule, they couldn’t play the match.

23.8 Supporters and visitors could chat, always if they don’t damage the game running.

23.9 New teams management. Every new team will have to show that it’s an active group, having to play at least 3 friendly matches at LFV Stadium (where they will always have an official referee) before the competition starts. If any team won’t join a competition and any player would like to leave that team, their contracts will break and players will be free to join that competition with any other team. Official matches won’t start if both teams have, at least, 5 players at field. If any team have less than 5 players the other team will win automatically with a 5-0 result.

23.10 If any team have less than 5 players during the match because not game reasons referee will stop the game and the other team will win automatically with a 5-0 result.

23.11 Jumping, flying, wearing any object (except official game HUD) or spacebar using are not allowed during the match. This kind of acts will be punished with the complete eject from the competition.

23.12 By the way, spam, gestures, animations, sounds, objects like flags, AO’s, HUD’s or particle emitters are not allowed. Anybody who act like this will be banned from the stadium (not only players).

23.13 Players won’t wear attachments.

- 23.14 Referee will be the main authority. Before the starting, and helped by the assistants, referee will ask for placing at the right place to supporters and visitors.
- 23.15 Referees will make an inform about every matches, which will be placed later at the official web site, including every incidents, goals, goal passes, players and every kind of important data. That inform will be approved by the President league at the end of the match and punished will be decided
- El acta del encuentro será cotejado por el presidente de cada liga, a la finalización de cada jornada y decidirá las sanciones para cada jugador o club en caso de incidencias o convocará una reunión del comité de disciplina para temas no recogidos en el reglamento.
- 23.16 Cards will be saved, so 2 yellow cards will mean to don't playing the next match (same as red card).
- 23.17 Insults, verbal abuse or bad conduct or behaviour will mean an immediatly eject from the stadium.
- 23.18 Calendar, schedules, results, santions, notices and classifications will be published weekly at the official LFV web site: <http://www.ligafutbolvirtual.com/>.
- 23.19 Every players or teams who don't allow the right running of the game will be ejected from the competition.

24. Game system

- 24.1 Game system stuff will be delivered for free to every teams who are member of the LFV community (registered at LFV official web site: <http://www.ligafutbolvirtual.com/>) and are active.
- 24.2 LFV reserves its right to remove any game system at stadiums where LFV rules are not respected.

Word inventory:

- * Staff LFV: members who manage the LFV official competitions. They are endorsed by their history in virtual football, their efforts and their compromise.
 - * Direct free kick: It is said that any resumption of the game starting from a stopped ball as a result of a fault. The ball may be introduced directly into the goal. Like any stopped ball move you need the "play" of the referee to start legally. This situation will in all faults, except in the case described below.
 - * Indirect free kick: it is necessary to pass to a fellow team member before shoting at goal. The goal scored by a direct shot is not valid, or beating on an opponent. Like any stopped ball move you need the "play" of the referee to start legally. This situation will only happen in the event that a goalkeeper passes the boundary line of the large area with the ball in his hands.
 - * Improper lineup: this refers to a situation in which more than 5 changes are made without regard to rules, log on to play the game a player does not properly federated, etc ... These situations will be controlled by teams (before or after the game, never during order not to hinder the development of the game).
- If you have to denounce this situation, the president or captain must contact the president of his league or competition. The score will be 5-0 in favor of the non-offending team.

Staff LFV

www.LigaFutbolVirtual.com