

← Previous

Next →



SUPERLEAGUE

Panduan Pemain & Pelatih
Player & Coach Guidelines
SUPERLEAGUE 2025/26





CONTENTS

[Klik untuk ke halaman](#)
[Click to jump to pages](#)

Introduction 7

Section A (Updates LOTG 2025/26) 13

Tim Kapten - *Team Captain* 15

The Start and Restart of Play 21

Offside Offence 25

Goalkeeper 8 Seconds 31

Holding 39

Blocking 46

Tidak sportif - *Unsporting Behaviour* 51

The Penalty - Double Touch Penalty Kicks 57

Cedera Kepala - *Head Injury Protocol* 61

Section B (Competition Structure) 65

Format Kompetisi - *Competition Format* 67

Sistem Poin - *Point System* 67

Penentuan Peringkat - *Tie Breaker Criteria* 69

Durasi Pertandingan - *Match Duration* 71

Pertandingan Terhenti - *Match Suspended* 73

Section C (Players) 79

Pemain Asing - *Foreign Players* 81

Pemain U-23 - *U-23 Players* 85





Fitur Dokumen - Document Features

Next →

← Previous

Klik panah sebelumnya dan berikutnya untuk menavigasi melalui dokumen

Click the previous and next arrows to navigate through the document

Klik untuk ke halaman

Dalam daftar isi, angka-angka dapat diklik untuk langsung menuju halaman yang relevan.

In the table of contents, the numbers can be clicked to go directly to the relevant page.

Click to jump to pages

Klik untuk kembali ke halaman daftar isi.

Click to return to contents page.

ID

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Bahasa Indonesia

EN

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English

Section D (Match Day Procedures)	91
Penetapan - <i>Submission</i>	93
Perubahan - <i>Changes</i>	95
Pemanasan - <i>Warm Up</i>	97

Section E (VAR)	103
Penerapan VAR - <i>Implementation of VAR</i>	105
Perilaku Terkait VAR - <i>Conduct Related VAR</i>	113

Section F (Behaviour, Discipline & Integrity)	115
Kewajiban Tim - <i>Team Responsibilities</i>	119
Kewajiban Pemain - <i>Players Responsibilities</i>	125
Sanksi - <i>Yellow and Red Card</i>	129

Section G (Media & Audiovisual Obligations)	137
Konferensi Pers - <i>Press Conference</i>	139

Stop Bullying & No Racism Procedure for reporting	161 167
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INTRODUCTION

**SELAMAT DATANG
DI BRI SUPER
LEAGUE UNTUK
MUSIM TERBARU
KASTA TERTINGGI
SEPAK BOLA
INDONESIA.**

***WELCOME TO
THE BRI SUPER
LEAGUE FOR THE
LATEST SEASON
OF INDONESIA'S
HIGHEST
FOOTBALL
DIVISION.***

Berkat dedikasi dan profesionalisme Anda semua — para pemain, pelatih, ofisial, dan seluruh pihak yang terlibat — kesuksesan kompetisi ini dapat terwujud setiap harinya.

Thanks to the dedication and professionalism of all of you — the players, coaches, officials, and everyone involved — the success of this competition can be realised every day.



BRI Super League percaya pada kekuatan sepak bola sebagai sarana perubahan positif, sekaligus menjunjung tinggi semangat kebersamaan, inovasi, keadilan, dan sportifitas di setiap aspek penyelenggaraan liga. Setiap langkah dan keputusan yang diambil berdampak nyata bagi perkembangan sepak bola nasional.

The BRI Super League believes in the power of football as a means of positive change, while upholding the spirit of togetherness, innovation, fairness and sportsmanship in every aspect of the league's organisation. Every step and decision taken has a real impact on the development of national football.



Kami berkomitmen untuk menciptakan lingkungan yang profesional, adil, dan saling mendukung, sehingga setiap individu merasa dihargai dan dihormati, baik di lapangan maupun di luar lapangan.

We are committed to creating a professional, fair and supportive environment, so that every individual feels valued and respected, both on and off the field.

Semangat, kebersamaan, dan integritas yang ditunjukkan di setiap laga tidak hanya mengangkat kualitas kompetisi, tetapi juga menginspirasi jutaan penggemar sepak bola di seluruh Indonesia. Bersama, mari kita rawat nilai-nilai mulia sepak bola nasional dan menjadikan BRI Super League sebagai kebanggaan kita semua.

The spirit, togetherness, and integrity shown in every match not only elevate the quality of the competition, but also inspire millions of football fans throughout Indonesia. Together, let us uphold the noble values of national football and make the BRI Super League the pride of us all.



SECTION A

PENERAPAN UPDATE LAWS OF THE GAME 2025/26

Ringkasan Pembaruan Utama Laws of the Game

IFAB[®] Referensi pada The International
Football Association Board (IFAB) Laws
of the Game for football.

Reference to The International
Football Association Board (IFAB)
Laws of the Game for football.

IFAB[®]

IMPLEMENTATION OF UPDATES LAWS OF THE GAME 2025/26

Summary of Major Updates to the Laws of the Game

SECTION A



THE PLAYERS - TEAM CAPTAIN (LAW 3) IFAB®

Prinsip Aturan

Pasal 3 Ayat 10:

Setiap tim harus memiliki kapten di lapangan permainan yang mengenakan ban kapten sebagai identitas. Kapten tim tidak memiliki status atau hak istimewa khusus tetapi memiliki tingkat tanggung jawab atas perilaku tim (IFAB).

Law Principle

Law 3 Paragraph 10:

Each team must have a captain on the field of play who wears a captain's armband as identification. The team captain does not have any special status or privileges but has a level of responsibility for the behaviour of the team (IFAB).





Pedoman 'Hanya Kapten'

Kompetisi ini menerapkan pedoman 'Hanya kapten' (sesuai 'Catatan dan Modifikasi' Laws of the Game) untuk **memperbaiki perilaku di lapangan** serta **meningkatkan kerja sama dan hubungan** antara pemain dan wasit. Tujuannya adalah menciptakan lingkungan komunikasi yang lebih terkontrol dan mengurangi konfrontasi atau protes massal terhadap wasit.

'Captain Only' Guideline

*This competition applies the "Captain Only" guideline (in accordance with the "Notes and Modifications" Laws of the Game) to **improve behaviour on the pitch and enhance cooperation and relations** between players and referees. The aim is to create a more controlled communication environment and reduce confrontation or mass protests against referees.*



Detail Teknis

Wasit hanya akan berkomunikasi dengan kapten tim dalam situasi-situasi tertentu yang telah ditentukan (misalnya, klarifikasi keputusan krusial).

Pemain selain kapten yang mendekati wasit secara berlebihan atau konfrontatif dalam situasi tersebut dapat dikenai sanksi disiplin (kartu kuning).



Technical Details

Referees will only communicate with team captains in specific predetermined situations (e.g., clarification of crucial decisions).

Players other than the captain who approach the referee excessively or confrontational in such situations may be subject to disciplinary sanctions (yellow card).



THE START AND RESTART OF PLAY - DROPPED BALL RESTARTS (LAW 8)

IFAB®

Prinsip Aturan

Pasal 8 Ayat 2:

Memperjelas prosedur dropped ball untuk memulai kembali permainan setelah penghentian yang bukan karena pelanggaran.

Law Principle

Law 8 Paragraph 2:

Clarifies the dropped ball procedure for restarting play after a stoppage that is not due to a foul.





Prosedur Pelaksanaan - Procedure

LOKASI BOLA DIHENTIKAN	PENERIMA BOLA	LOKASI JATUHAN BOLA
Di dalam area penalti	Penjaga Gawang Tim Bertahan	Di dalam area penalti tersebut
Di luar area penalti	Satu pemain dari tim yang terakhir menyentuh bola , ATAU tim yang memiliki/akan menguasai bola (jika bisa ditentukan wasit)	Di posisi bola saat dihentikan
LOCATION OF THE BALL WHEN STOPPED	BALL RECEIVER	BALL DROP LOCATION
Inside the penalty area	Defensive Team Goalkeeper	Inside the penalty area
Outside the penalty area	One player from the team that last touched the ball , OR the team that has/will have possession of the ball (if the referee can determine this).	In the position of the ball when it is stopped

Detail Teknis

1. Pemain lain harus berjarak minimal 4 meter.
2. Permainan baru dimulai setelah bola menyentuh tanah.

Technical Details

1. Other players must remain at least 4 metres away.
2. The new game begins after the ball touches the ground.





OFFSIDE - OFFSIDE OFFENCE (LAW 11) IFAB®

Prinsip Aturan

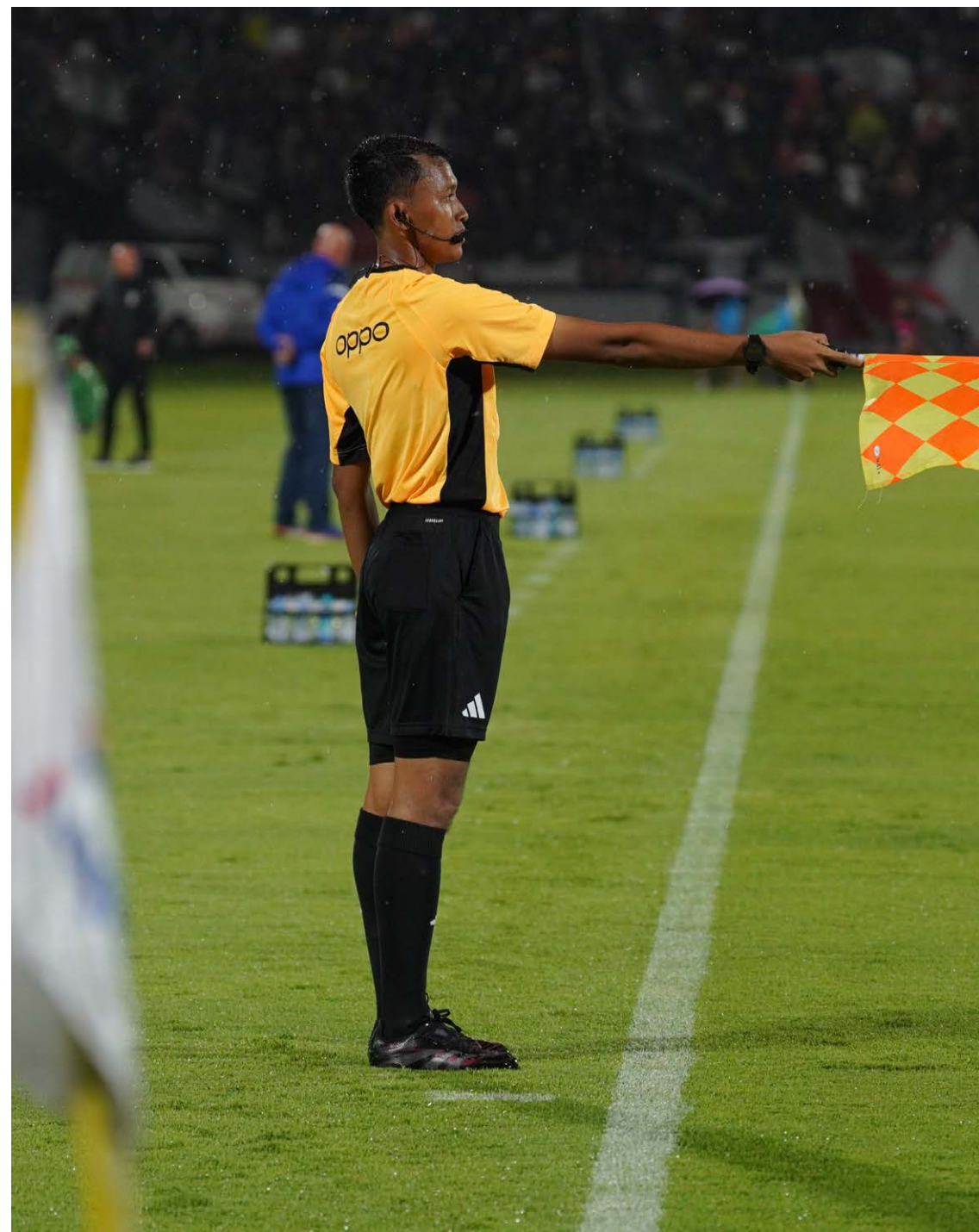
Pasal 11 Ayat 2:

Memberikan klarifikasi spesifik mengenai titik acuan waktu yang digunakan untuk menentukan posisi offside ketika permainan dimulai kembali melalui **lemparan bola oleh penjaga gawang.**

Law Principle

Law 11 Paragraph 2:

*Provides specific clarification regarding the reference point used to determine offside positions when play is restarted with **a goalkeeper throw-in.***





Detail Teknis

Standar umum penentuan posisi offside adalah berdasarkan **titik kontak pertama** saat bola 'dimainkan' atau 'disentuh' oleh rekan setim.

Pengecualian:

Khusus untuk situasi ketika bola **dilempar oleh penjaga gawang**, acuan yang digunakan adalah **titik kontak terakhir** antara kiper dan bola sebelum bola dilepaskan ke permainan.

Technical Details

The general standard for determining offside is based on **the point of first contact** when the ball is “played” or “touched” by a teammate.

Exception:

Specifically for situations where the ball is **thrown by the goalkeeper**, the reference point used is **the last point of contact** between the goalkeeper and the ball before the ball is released into play.





Penjelasan

Perubahan ini diadopsi karena titik kontak terakhir pada lemparan penjaga gawang memberikan referensi waktu yang lebih jelas dan konsisten bagi perangkat pertandingan (terutama Asisten Wasit dan VAR) dibandingkan mencoba menentukan momen 'pelepasan' yang bisa ambigu.

Detail Teknis

Asisten Wasit dan tim VAR wajib menggunakan acuan **titik kontak terakhir** ini saat mengevaluasi potensi pelanggaran offside yang berasal langsung dari lemparan penjaga gawang. Konsistensi dalam penerapan titik referensi ini sangat penting.

Explanation

This change was adopted because the last point of contact on the goalkeeper's throw provides a clearer and more consistent time reference for match officials (especially) Assistant Referees and VAR) than trying to determine the moment of "release", which can be ambiguous.

Technical Details

*Assistant referees and the VAR team must use this **last point of contact** as a reference when assessing potential offside offences originating directly from a goalkeeper's throw. Consistency in applying this reference point is essential.*



FOULS AND MISCONDUCT - GOALKEEPER 8 SECONDS (LAW 12) IFAB®

Prinsip Aturan

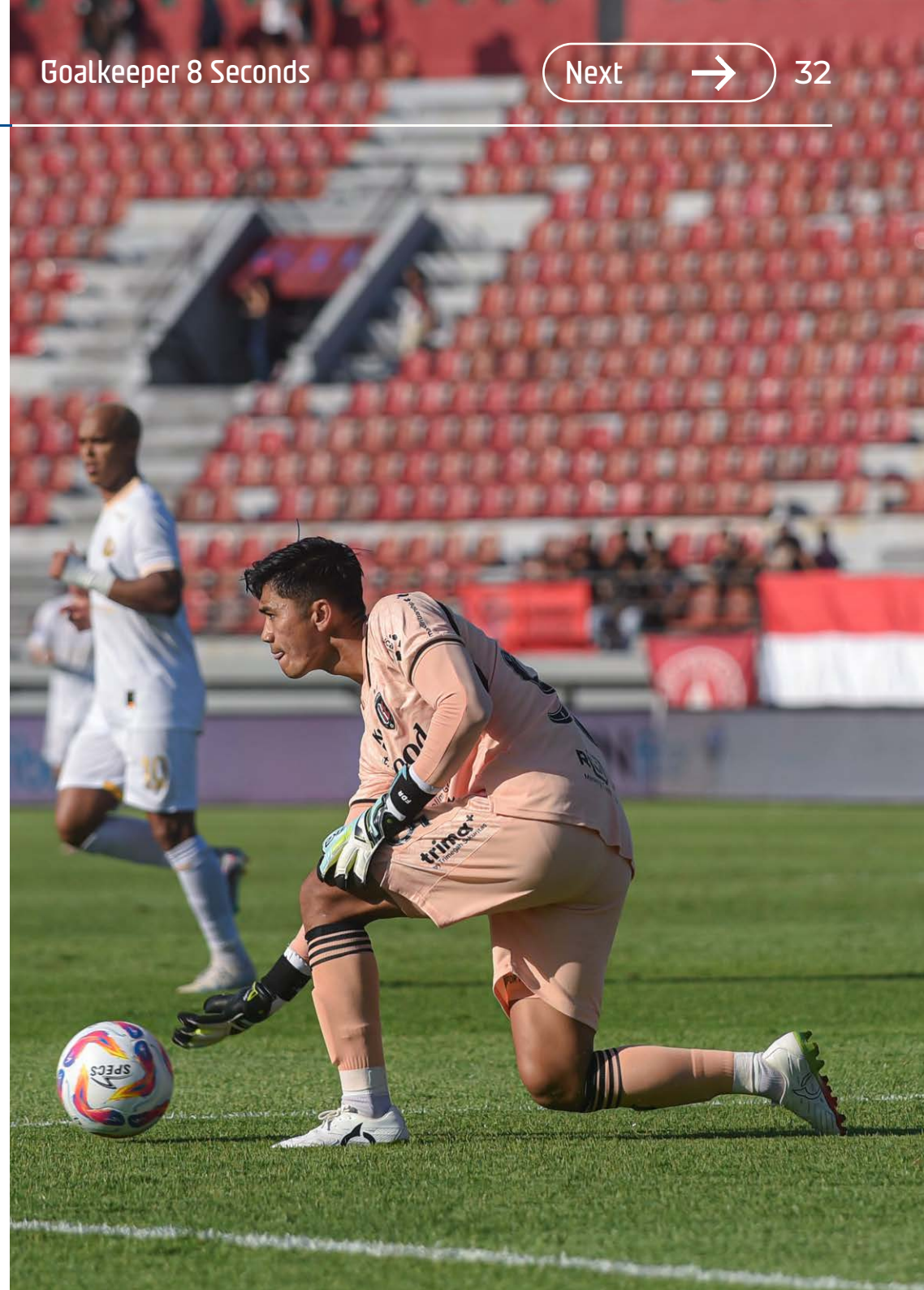
Pasal 12 Ayat 2:

Sebuah tendangan sudut (corner kick) akan diberikan kepada tim lawan jika penjaga gawang menguasai bola menggunakan tangan atau lengannya melebihi **batas waktu delapan detik** sebelum bola dilepaskan. Tujuan aturan ini adalah untuk menjaga alur permainan dan mencegah taktik mengulur waktu.

Law Principle

Law 12 Paragraph 2:

*A corner kick shall be awarded to the opposing team if the goalkeeper controls the ball with his hands or arms for **more than eight seconds** before releasing it. The purpose of this rule is to maintain the flow of the game and prevent time-wasting tactics.*





Kriteria Penguasaan Bola

Seorang penjaga gawang dianggap memiliki kontrol atas bola jika:

1. Bola berada dalam genggaman tangan/ lengan.
2. Bola terjepit antara bagian tubuh kiper dan permukaan lain.
3. Bola diletakkan di atas telapak tangan yang terbuka.
4. Bola sedang dipantulkan ke tanah (bouncing).
5. Bola dilempar ke udara dan masih dalam kendali kiper.

Criteria for Ball Control

A goalkeeper is considered to have control of the ball if:

1. *The ball is in the goalkeeper's hands/ arms.*
2. *The ball is trapped between the goalkeeper's body and another surface.*
3. *The ball is placed on the goalkeeper's open palm.*
4. *The ball is bouncing on the ground.*
5. *The ball is thrown into the air and is still under the goalkeeper's control.*





Detail Teknis

1. **Mekanisme Hitungan:** Wasit memulai perhitungan delapan detik. Pada **lima detik terakhir**, wasit akan memberikan sinyal visual dengan mengangkat tangan.
2. **Sanksi Bertahap:**
Konsekuensi pelanggaran diterapkan secara berjenjang:
 - Kejadian Pertama:
Tendangan sudut saja.
 - Kejadian Kedua:
Tendangan sudut + Peringatan lisan (warning).
 - Kejadian Ketiga:
Tendangan sudut + Kartu Kuning (karena menunda permainan).

Technical Details

1. **Counting Mechanism:** The referee begins counting down eight seconds. At the **last five seconds**, the referee will give a visual signal by raising his hand.
2. **Graduated Sanctions:** The consequences of violations are applied in stages:
 - **First Occurrence:**
Corner kick only.
 - **Second Occurrence:**
Corner kick + Verbal warning.
 - **Third Occurrence:**
Corner kick + Yellow card (for delaying the game).





Poin Pertimbangan

1. **Inisiasi Hitungan:** Wasit memiliki diskresi untuk memulai hitungan. Hitungan dimulai hanya ketika kiper **memiliki kontrol penuh** dan **tidak sedang dihalangi** oleh pemain lawan. Diperlukan penerapan yang bijaksana (sensible application).
2. **Proses Melepaskan Bola:** Jika kiper **tampak sedang dalam proses aktif melepaskan bola** saat hitungan 8 detik berakhir, pelanggaran **tidak perlu diberikan**.
3. **Gangguan Lawan:** Jika pemain lawan secara aktif menghambat kiper melepaskan bola selama hitungan berlangsung, **tendangan bebas tidak langsung** diberikan untuk tim bertahan.

Point of Consideration

1. **Count Initiation:** The referee has discretion to start the count. The count begins only when the goalkeeper **has complete control** and **is not being obstructed** by an opposing player. A sensible application is required.
2. **Process of Releasing the Ball:** If the goalkeeper **appears to be actively releasing the ball** when the 8-second count ends, a foul **need not be given**.
3. **Opponent Interference:** If an opponent actively hinders the goalkeeper from releasing the ball during the count, **an indirect free kick** is awarded to the defending team.



HOLDING IFAB®

Defnisi Pelanggaran

Tindakan holding meliputi penggunaan kontak fisik atau bagian tubuh untuk secara tidak sah menahan, menarik, atau menghambat pergerakan pemain

Definition of Offence

Holding actions include the use of physical contact or body parts to unlawfully restrain, pull, or impede the movement of an opposing player.

Prinsip Penilaian

1. Wasit mengevaluasi **sifat kontak** dan **dampaknya** terhadap permainan.
2. Dalam situasi yang ditinjau VAR, prinsip "**Keputusan Awal Wasit**" (**Referee's Call**) tetap menjadi acuan.

Assessment Principles

1. *The referee evaluates the **contact** and its **impact** on the game.*
2. *In situations reviewed by VAR, the principle of the '**Referee's Call**' remains the reference point.*





Indikator Kunci

1. Dampak Material:

Menilai apakah tindakan menahan secara signifikan mengurangi kemampuan lawan untuk memainkan bola atau mencapai posisi tertentu.

2. Tindakan Non-Permainan:

Kontak yang jelas tidak bertujuan untuk merebut bola, seperti menarik kaus atau lengan lawan.

3. Saling Menahan:

Jika kedua pemain terlibat dalam aksi menahan yang serupa secara bersamaan, umumnya permainan dilanjutkan (play on).

4. Tingkat Ekstrem Tindakan:

Kesengajaan dan intensitas kontak menjadi faktor dalam menentukan jenis pelanggaran dan potensi sanksi disiplin.

Key Indicators

1. Material Impact:

Assess whether the holding action significantly reduces the opponent's ability to play the ball or reach a specific position.

2. Non-Footballing Action:

Clear contact that is not intended to gain possession of the ball, such as pulling on an opponent's shirt or arm.

3. Mutual Holding:

If both players engage in similar holding actions simultaneously, play generally continues (play on).

4. Extremeness of Action:

Intent and the intensity of contact are factors in determining the type of offence and potential disciplinary sanctions.



Ilustrasi



1. Menarik kaus lawan secara jelas dan terlihat.
2. Menggunakan kedua lengan untuk memeluk atau menahan pergerakan lawan.
3. Pemain mengabaikan bola dan hanya fokus pada menghambat fisik lawan.
4. Menarik lawan saat duel udara di dalam area penalti.

Illustration

1. Clearly and visibly pulling the opponent's shirt.
2. Using both arms to hug or restrain the opponent's movement.
3. The player ignores the ball and only focuses on physically obstructing the opponent.
4. Pulling the opponent during an aerial duel inside the penalty area.





BLOCKING IFAB®

Prinsip Aturan

1. Setiap pemain berhak atas posisinya di lapangan; hanya berada di jalur lari lawan tidak serta merta menjadi pelanggaran. Perbedaannya terletak pada apakah pemain tersebut secara aktif bergerak ke arah lawan untuk menghalangi.
2. Diperlukan ambang batas yang jelas (high threshold) sebelum kontak fisik dalam situasi blocking dihukum sebagai pelanggaran (foul).

Law Principle

1. *Every player is entitled to their position on the pitch; simply being in the opponent's running path does not necessarily constitute a foul. The difference lies in whether the player actively moves towards the opponent to obstruct them.*
2. *A clear threshold (high threshold) is required before physical contact in a blocking situation is penalised as a foul.*



Poin Pertimbangan

1. Inisiasi kontak awal oleh penyerang yang bertujuan memancing reaksi dari pemain bertahan.
2. Tindakan yang secara spesifik bertujuan memanipulasi 'garis offside'.



Points of Considerations



1. Initial contact initiated by the attacker with the aim of provoking a reaction from the defending player.
2. Actions that specifically aim to manipulate the 'offside line'.



Poin Pertimbangan

1. Agar dapat dihukum sebagai pelanggaran offside terkait blocking, **harus ada tindakan yang jelas dan berdampak** dari pemain penyerang.
2. Wasit harus mengevaluasi apakah blocking merupakan gerakan aktif yang disengaja untuk menghambat, bukan hanya akibat berada di posisi yang berdekatan.

Points of Consideration

1. *In order to be penalised for an offside offence related to blocking, **there must be a clear and significant action** by the attacking player.*
2. *The referee must assess whether blocking is an intentional active movement to obstruct, rather than simply the result of being in a close position.*





UNSPORTING BEHAVIOUR (TINDAKAN TIDAK SPORTIF) IFAB®

Prinsip Aturan

- Pemain yang **berupaya menipu perangkat pertandingan**, misalnya dengan **berpura-pura cedera** atau **berpura-pura dilanggar** (simulasi), **harus diberikan peringatan** (kartu kuning) atas perilaku tidak sportif.
- Diperlukan **pendekatan yang konsisten dan tegas** (robust approach) untuk menangani tindakan simulasi guna menjaga integritas permainan.

Law Principle

- *Players who attempt to deceive the referee, for example by feigning injury or simulation, shall be cautioned (shown a yellow card) for unsporting behavior.*
- *A consistent and robust approach is needed to handle simulated actions to maintain the integrity of the game.*

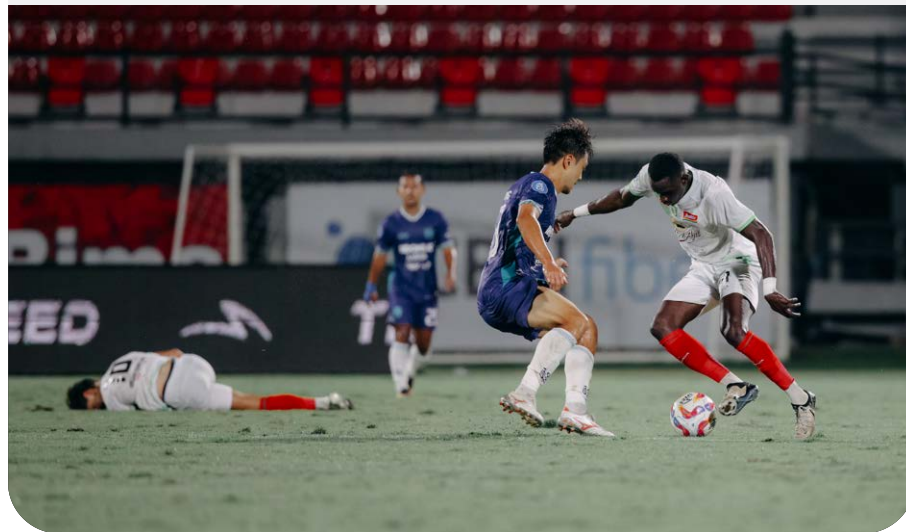




Indikator Kunci

Tindakan berikut dapat dianggap sebagai simulasi:

- Adanya **upaya yang jelas untuk menipu** wasit.
- Penyerang **secara jelas menginisiasi** kontak.
- Reaksi yang **jelas berlebihan** terhadap kontak minimal.
- **Secara jelas berpura-pura cedera** (dengan tujuan memprovokasi kartu untuk lawan).
- **Secara jelas melebih-lebihkan efek kontak** (dengan tujuan memprovokasi kartu untuk lawan).



Key Indicators



The following actions can be considered as simulations:

- A clear **attempt to deceive** the referee.
- **Clearly no contact** was made by the opponent.
- The attacker **clearly initiated** the contact.
- Clearly **overreacted** to minimal contact.
- **Clearly feigned injury** (in order to provoke a booking for the opponent).
- **Clearly exaggerated the effect of the contact** (in order to provoke a booking for the opponent).



Poin Pertimbangan

- **Opsi Alternatif:** Apabila terdapat **keraguan yang signifikan** (reasonable doubt), wasit dapat memilih untuk **melanjutkan permainan** (play on) tanpa memberikan sanksi.
- Peran VAR: VAR dapat membantu mengidentifikasi simulasi jika insiden tersebut menghasilkan keputusan krusial (misal: penalti).



Points of Consideration



- **Alternative Option:** If there is **reasonable doubt**, the referee may choose to **continue play** without imposing a penalty.
- **VAR's Role:** VAR can help identify simulations if the incident results in a crucial decision (e.g., a penalty).



THE PENALTYKICK (LAW 14) IFAB®

DOUBLE TOUCH PENALTY KICKS

Prinsip Aturan

Pasal 14: Mengatur konsekuensi jika penendang penalti menyentuh bola dua kali atau menendang bola dengan kedua kaki secara bersamaan sebelum bola disentuh oleh pemain lain.

Klasifikasi Pelanggaran & Keputusan

Jika penendang penalti secara tidak sengaja menendang bola dengan kedua kaki secara bersamaan atau secara tidak sengaja menyentuh bola dua kali:

- Penalti **diulang** jika bola masuk ke gawang.
- Jika tendangan tidak berhasil, **tendangan bebas tidak langsung** diberikan (kecuali wasit memainkan advantage jika jelas menguntungkan tim).

Jika penendang penalti dengan sengaja menendang bola dengan kedua kaki secara bersamaan atau dengan sengaja menyentuh bola untuk kedua kalinya sebelum disentuh pemain lain:

- **Tendangan bebas tidak langsung** diberikan (kecuali wasit memainkan advantage jika jelas menguntungkan tim bertahan).

Law Principle

Law 14: *Regulates the consequences if the penalty taker touches the ball twice or kicks the ball with both feet simultaneously before the ball is touched by another player.*

(Classification of Violations & Decisions)

If the penalty taker accidentally kicks the ball with both feet simultaneously or accidentally touches the ball twice:

- The penalty is **retaken** if the ball enters the goal.
- If the kick is unsuccessful, **an indirect free kick** is awarded (unless the referee plays advantage if it is clearly advantageous to the defending team).

If the penalty taker deliberately kicks the ball with both feet simultaneously or deliberately touches the ball a second time before it is touched by another player:

- **An indirect free kick** is awarded (unless the referee plays advantage if it is clearly advantageous to the defending team).



**JENIS
SENTUHAN GANDA**

KEPUTUSAN WASIT

**TIDAK
SENGAJA**

penalti diulang (jika gol) atau Tendangan bebas tidak langsung (jika tidak gol)

SENGAJA

Tendangan bebas tidak langsung

(Catatan: VAR dapat membantu mengonfirmasi sifat sentuhan ganda jika diperlukan).

**DOUBLE
TOUCH TYPE**

REFEREE'S DECISION

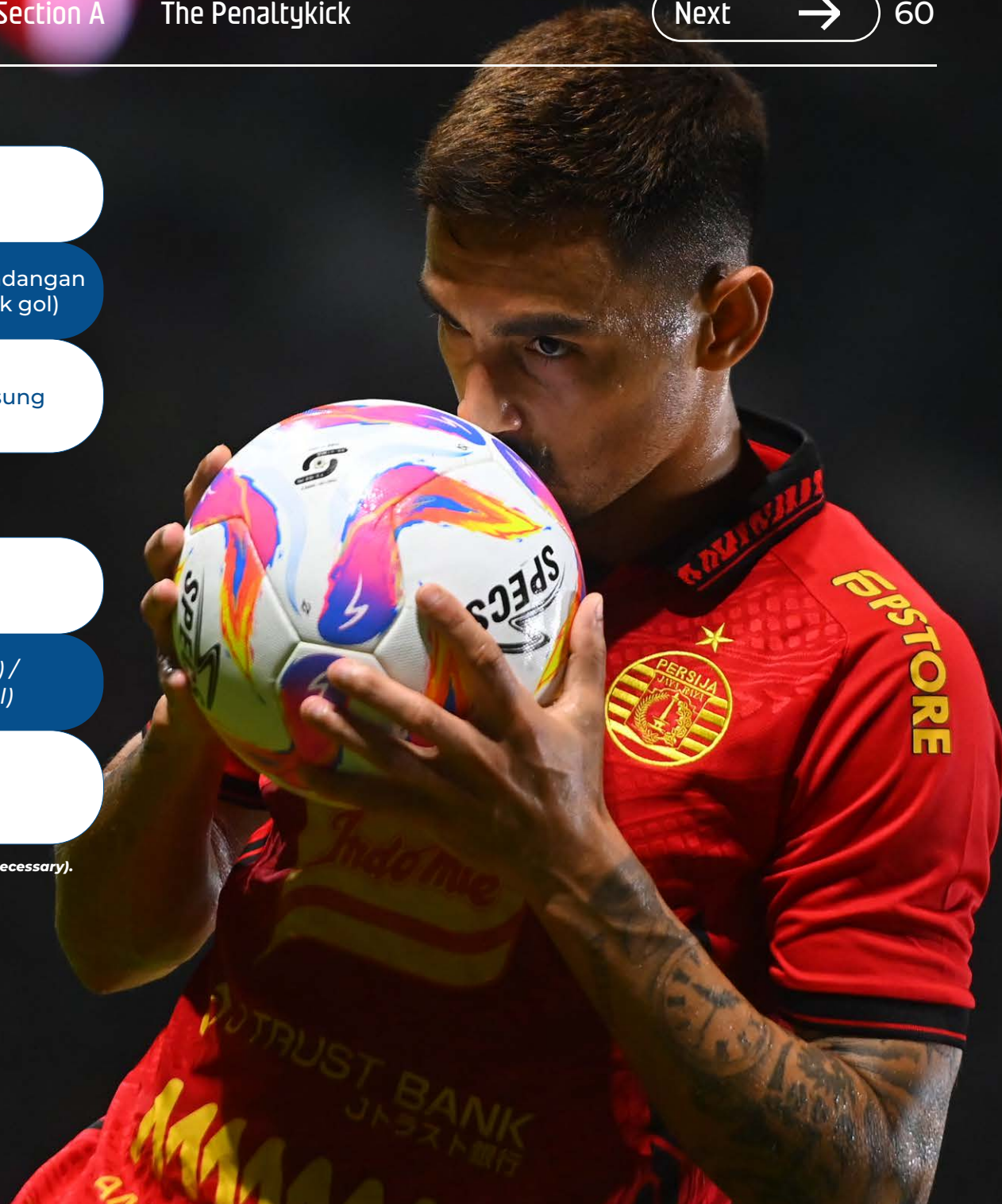
**ACCIDENTAL
'DOUBLE TOUCH'**

Penalty kick retaken (if goal) /
Indirect free kick (if no goal)

**DELIBERATE
'DOUBLE TOUCH'**

Indirect free kick

(Note: VAR can help confirm the nature of a double touch if necessary).





PROTOKOL CEDERA KEPALA (HEAD INJURY PROTOCOL) IFAB®

Prinsip Panduan

Penerapan protokol cedera kepala bertujuan untuk:

- **Melindungi Kesehatan Pemain:** Memastikan pemeriksaan medis yang cepat dan memadai, termasuk waktu perawatan di luar lapangan.
- **Mencegah Penyalahgunaan Waktu:** Menghindari pemain menggunakan alasan cedera kepala untuk mengulur waktu atau memutus momentum lawan.
- **Meminimalkan Penundaan:** Mengurangi waktu henti permainan agar pertandingan dapat dilanjutkan secara efisien.



Guiding Principles

The implementation of the head injury protocol aims to:

- **Protect Player Health:** *Ensure prompt and adequate medical examination, including treatment time off the field.*
- **Prevent Time Abuse:** *Avoid players using head injuries as an excuse to stall for time or break their opponents' momentum.*
- **Minimise Delays:** *Reduce game stoppages so that matches can proceed efficiently.*



Prosedur Penanganan

- Jika **diduga terjadi cedera kepala**, wasit segera menghentikan permainan dan **memanggil tim medis** ke lapangan.
- Pemain yang diperiksa **harus meninggalkan lapangan** untuk perawatan lebih lanjut di tepi lapangan setelah permainan dimulai kembali.
- Pemain hanya boleh **masuk kembali** setelah **mendapat izin** dari wasit atau ofisial keempat.

Procedure

- *If a head injury is suspected, the referee shall immediately stop play and **call the medical team** onto the field.*
- *The player being **examined must leave the field** for further treatment at the sidelines after play has restarted.*
- *The player may only **re-enter the field** after **receiving permission** from the referee or fourth official.*





SECTION B

STRUKTUR KOMPETISI DAN MANAJEMEN PERTANDINGAN

Sistem Kompetisi & Penentuan Peringkat (Pasal 7)

COMPETITION STRUCTURE & MATCH MANAGEMENT

Competition System & League Table Ranking (Article 7)



FORMAT KOMPETISI

- Kompetisi menggunakan sistem double round robin (setiap klub bertemu dua kali, kandang & tandang).
- Total 306 pertandingan dalam satu musim.

COMPETITION FORMAT

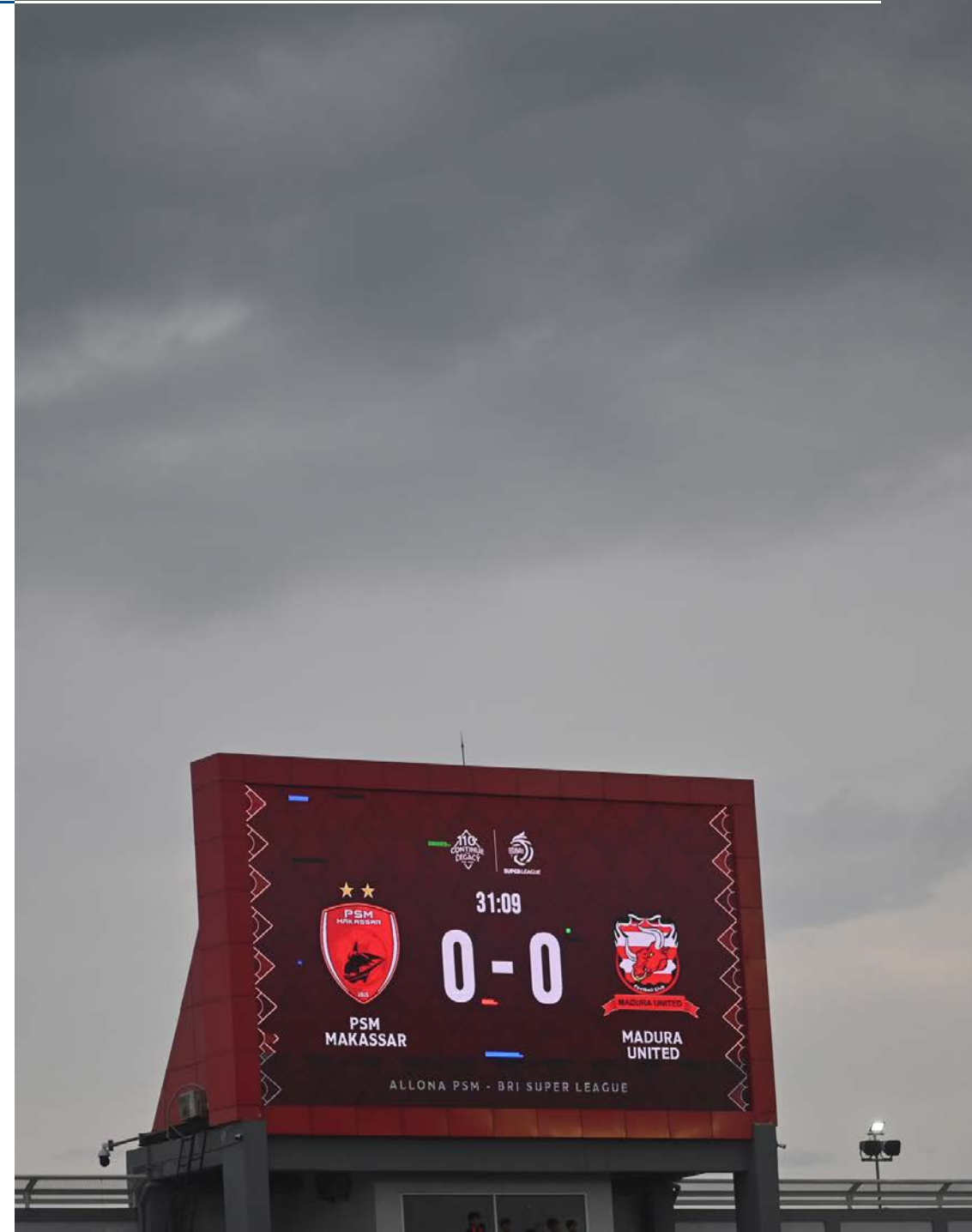
- *The competition uses a double round robin system (each club meets twice, home and away).*
- *A total of 306 matches in one season.*

SISTEM POIN

- Menang = 3 Poin
- Seri = 1 Poin
- Kalah = 0 Poin

POINT SYSTEM

- *Win = 3 Point*
- *Draw = 1 Point*
- *Loss = 0 Point*





KRITERIA PENENTUAN PERINGKAT

Jika terdapat dua klub atau lebih dengan poin sama di klasemen akhir, peringkat ditentukan berdasarkan urutan kriteria berikut:

1. Head-to-Head (H2H) di antara klub terkait:

- a. Poin H2H
- b. Selisih Gol H2H
- c. Jumlah Gol Memasukkan H2H

2. Jika H2H masih sama, digunakan kriteria Klasemen Keseluruhan:

- a. Selisih Gol Total
- b. Jumlah Memasukkan Gol Total
- c. Poin Fair Play (kartu kuning & merah)
- d. Undian oleh I.League

Catatan Penting H2H: Klasemen head-to-head hanya dapat diterapkan jika semua klub yang memiliki poin sama sudah saling bertemu. Jika belum, langsung gunakan kriteria klasemen keseluruhan (selisih gol, jumlah gol, dst.).

TIE-BREAKER CRITERIA

If two or more clubs have the same points in the final standings, their ranking will be determined based on the following criteria in order:

1. Head-to-Head (H2H) between the clubs concerned:

- a. H2H Points
- b. H2H Different Goal
- c. H2H Total Goals Scored

2. If H2H is still the same, the Overall Standings criteria will be used:

- a. Total Goal Difference
- b. Total Goals Scored
- c. Fair Play points (yellow & red cards)
- d. Draw by I.League

Important Note H2H: Head-to-head standings can only be applied if all clubs with equal points have played each other. If not, use the overall standings criteria (goal difference, number of goals, etc.).



DURASI PERTANDINGAN & JEDA (PASAL 25)

1. Waktu Normal

a. Setiap pertandingan berlangsung selama 2 x 45 menit.

2. Jeda Babak Pertama

a. Durasi jeda adalah 15 menit, dihitung sejak peluit akhir babak pertama hingga peluit awal babak kedua.

b. Tim sudah meninggalkan ruang ganti dan siap memulai babak kedua pada menit ke-12 masa jeda.

MATCH DURATION & INTERVALS (ARTICLE 25)

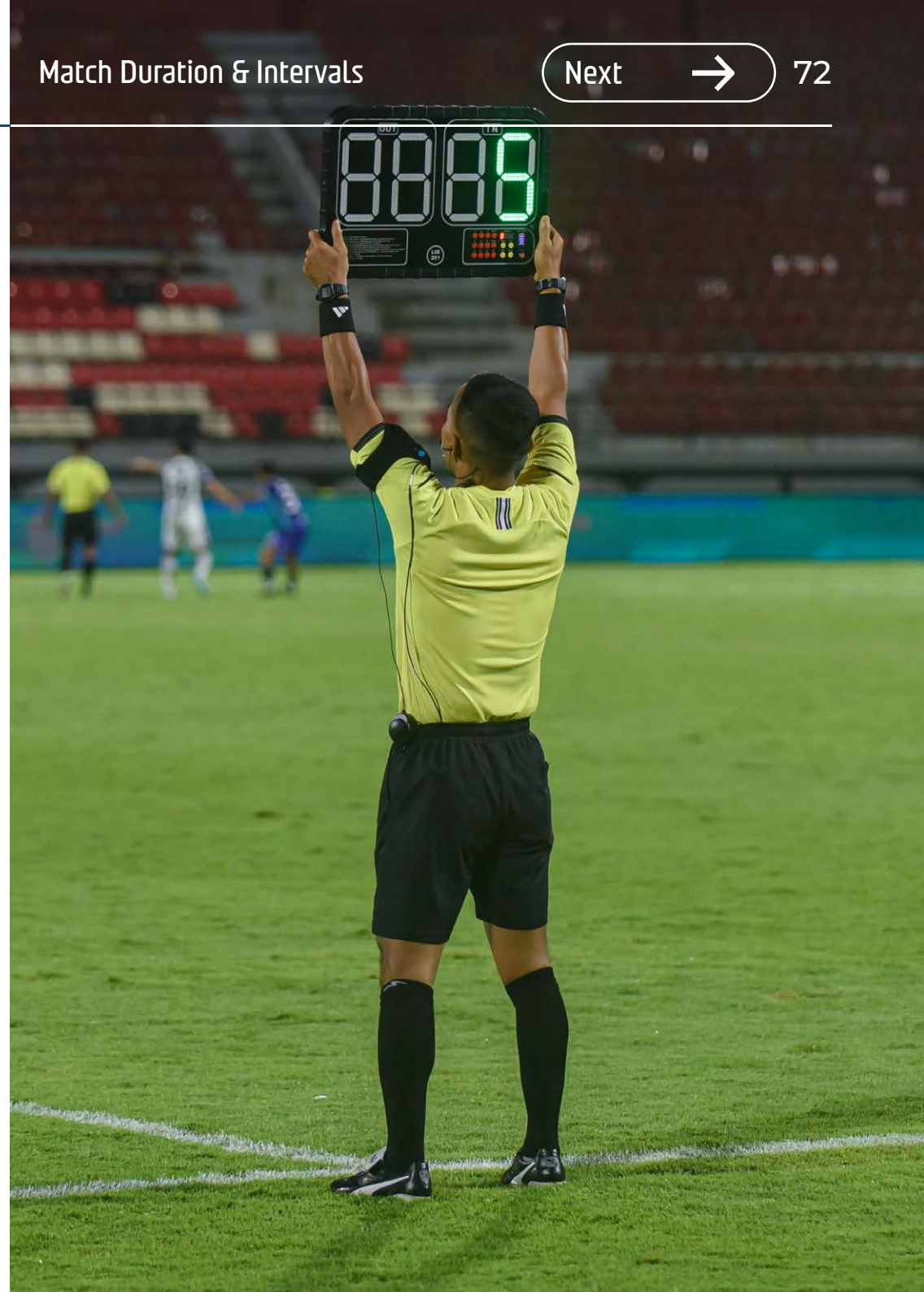
1. Normal Duration

a. Each match lasts for 2 x 45 minutes.

2. Half-Time Interval

a. The half-time break lasts 15 minutes, counted from the final whistle of the first half until the starting whistle of the second half.

b. The team has left the changing room and is ready to start the second half in the 12th minute of the break.





PERTANDINGAN TERHENTI (PASAL 29)

MATCH SUSPENDED (ARTICLE 29)





Prosedur Penghentian Sementara

Jika pertandingan terhenti sebelum waktu normal berakhir karena Force Majeure atau alasan lain:

- Pertandingan dihentikan sementara selama 30 menit pertama. Wasit dapat memutuskan melanjutkan lebih awal jika kondisi memungkinkan.
- Jika setelah 30 menit belum bisa dilanjutkan, dapat ditambah 30 menit penghentian kedua.
- Jika setelah total 60 menit kondisi masih belum memungkinkan, wasit menyatakan pertandingan ditunda.
- Jika kondisi memungkinkan dilanjutkan setelah penghentian, keputusan melanjutkan diambil atas kesepakatan klub, perangkat pertandingan, dan keamanan.

Temporary Suspension Procedure

If the match is stopped before the end of normal time due to force majeure or other reasons:

- *The match was suspended for the first 30 minutes. The referee may decide to resume earlier if conditions permit.*
- *If it cannot be resumed after 30 minutes, a second 30-minute suspension may be added.*
- *If after a total of 60 minutes the conditions are still not suitable, the referee declares the match postponed.*
- *If conditions permit continuation after the suspension, the decision to continue shall be made by mutual agreement between the clubs, match officials and security personnel.*



KEPUTUSAN DARURAT

Dalam keadaan darurat/luar biasa yang mengutamakan keselamatan & keamanan, Match Commissioner dan/atau I.League berhak mengambil keputusan segera (misalnya langsung menunda laga) tanpa mengikuti tahapan waktu penghentian di atas.

EMERGENCY DECISIONS

In emergency/extraordinary circumstances that prioritises safety and security, the Match Commissioner and/or I.League have the right to make immediate decisions (e.g. to postpone a match immediately) without following the above suspension procedure.





SECTION C

PEMAIN

PLAYERS

SECTION C



PEMAIN ASING *FOREIGN PLAYERS*





Syarat & Ketentuan

1. Maksimal **11 pemain asing** (non-WNI) dapat didaftarkan dalam skuad selama satu musim.
2. Maksimal **9 pemain asing** dapat dimasukkan ke dalam **E-Startlist** untuk setiap pertandingan (sebagai starting XI atau cadangan).
3. Dari 9 pemain asing tersebut, maksimal **7 pemain asing** diizinkan bermain sebagai **starting XI**.
4. Pemain asing yang terdaftar sebagai **cadangan** hanya dapat menggantikan **pemain asing lainnya** yang ditarik keluar lapangan. Pemain asing cadangan tidak bisa menggantikan pemain lokal.
5. **Catatan Penting:** Kapan pun selama pertandingan berlangsung, jumlah maksimal pemain asing yang berada **di dalam lapangan permainan** adalah **7 (tujuh) orang**.
6. **Sanksi Pelanggaran:** Jika klub memainkan lebih dari 7 pemain asing di lapangan pada waktu yang sama, klub tersebut dapat dinyatakan kalah 0-3.

Terms & Conditions

1. *A maximum of **11 foreign players** (non-Indonesian citizens) may be registered in the squad for one season.*
2. *A maximum of **9 foreign players** may be included in the **E-Startlist** for each match (as starting XIs or substitutes).*
3. *Of the 9 foreign players, a maximum of **7 foreign players** are permitted to play as **starting XI**.*
4. *Foreign players registered as **substitutes** may only replace **other foreign players** who are substituted off the field. Foreign substitutes cannot replace local players.*
5. **Important Note:** *At any time during the match, the maximum number of foreign players **on the field of play is 7 (seven)**.*
6. **Penalty for Violation:** *If a club fields more than 7 foreign players on the field at the same time, the club may be declared to have lost 0-3.*



PEMAIN U-23 U-23 PLAYERS





Prinsip & Kriteria Usia

Untuk mendukung pengembangan talenta nasional, **klub wajib memainkan minimal 1 pemain U-23 WNI** (kelahiran 1 Januari 2003 atau setelahnya) sebagai **starting XI** di setiap laga, dengan durasi bermain **minimal 45 menit**.

Age Principles & Criteria

To support the development of national talent, **clubs are required to field at least one Indonesian U-23 player** (born on or after 1 January 2003) as a **starting XI** in every match, with a **minimum playing time of 45 minutes**.

Pemanggilan Tim Nasional Indonesia

1. Jika 1 pemain U-23 dipanggil Timnas Senior dan atau Timnas U-23 Indonesia: Kewajiban memainkan starting XI U-23 tetap berlaku (harus memainkan U-23 lain).
2. Jika 2 pemain U-23 atau lebih dipanggil Timnas Senior dan/atau Timnas U-23 Indonesia: Klub dibebaskan dari kewajiban memainkan starting XI U-23.

Calling up the Indonesian Timnas

1. If one U-23 player is called up to the Senior National Team and/or the Indonesian U-23 National Team: The obligation to play a U-23 starting XI remains in effect (another U-23 player must be played).
2. If two or more U-23 players are called up to the Senior National Team and/or the Indonesian U-23 National Team: The club is exempt from the obligation to play a U-23 starting XI.



Aturan Pergantian U-23

- **Setelah 45 Menit / Jeda:** Boleh diganti pemain non U-23.
- **Sebelum 45 Menit (Normal):** Pengganti **wajib** pemain U-23 WNI lain.
- **Sebelum 45 Menit (Karena Cedera Serius):**
 1. Boleh diganti pemain non U-23.
 2. Namun, **sisanya** menuju 45 menit menjadi **“hutang”** yang wajib dipenuhi, baik dengan memainkan pemain U-23 lain di **laga yang sama** (jika memungkinkan) atau sebagai **tambahan kewajiban** di laga berikutnya.

U-23 Substitution Rules

- **After 45 Minutes / Half-time:** Non-U-23 players may be substituted.
- **Before 45 Minutes (Normal):** Substitutes **must be** other Indonesian U-23 players.
- **Before 45 Minutes (Due to Serious Injury):**
 1. Non-U-23 players may be substituted.
 2. However, **the remaining** minutes up to 45 minutes become a **‘debt’** that must be fulfilled, either by playing another U-23 player in **the same match** (if possible) or as an **additional obligation** in the next match.



SECTION D

PROSEDUR HARI PERTANDINGAN

Formulir Pertandingan (E-Startlist) — (Pasal 44)

SECTION D

MATCH DAY PROCEDURES

Competition Form (E-Startlist) — (Article 44)



FORMULIR PERTANDINGAN

- Klub mengisi Formulir Penetapan Pemain (FPP: 11 starting XI, 12 cadangan) dan Formulir Penetapan Oficial (FPO: maks 11 ofisial) via LIAS Club Dashboard. Penandaan khusus untuk kiper dan kapten wajib dilakukan.
- Komposisi pemain harus mematuhi aturan starting XI U-23 dan batasan pemain asing (maks 9 di daftarkan, maks 7 starting XI untuk pemain asing).
- **Batas Waktu Pengajuan:** FPP & FPO wajib di-submit via LIAS **selambat-lambatnya 90 menit sebelum kick-off**. Keterlambatan dapat dikenai sanksi.
- **Distribusi E-Startlist:** Match Commissioner (MC) akan mendistribusikan E-Startlist resmi **selambat-lambatnya 80 menit sebelum kick-off**.

MATCH FORM

- *Clubs must complete the Player Selection Form (FPP: 11 starting XIs, 12 substitutes) and Official Selection Form (FPO: max. 11 officials) via the LIAS Club Dashboard. Special markings for goalkeepers and captains are mandatory.*
- *The player composition must comply with the U-23 starting XI rules and foreign player restrictions (A maximum of 9 can be registered, with a maximum of 7 starting XI for foreign players.).*
- **Submission Deadline:** *FPP & FPO must be submitted via LIAS **no later than 90 minutes before kick-off**. Late submissions may be subject to penalties.*
- **Distribution of E-Startlist:** *The Match Commissioner (MC) will distribute the official E-Startlist **no later than 80 minutes before kick-off**.*



PROSEDUR REVISI E-STARTLIST PASCA DISTRIBUSI (SEBELUM KICK-OFF)

Perubahan setelah E-Startlist didistribusikan hanya berlaku untuk pemain starting XI:

- **Penggantian Starting XI:** Pemain starting XI dapat diganti oleh pemain cadangan yang terdaftar di E-Startlist dengan memberitahukan MC segera. Pemain starting XI yang diganti tidak boleh bermain. Kuota 5 pergantian pemain tidak berkurang.
- **Batasan Penggantian Cadangan:** Pemain cadangan yang terdaftar **tidak dapat diganti** sebelum kick-off.
- **Pengecualian Kiper:** Jika hanya 2 kiper terdaftar di E-Startlist dan salah satunya cedera sebelum kick-off, pergantian oleh kiper lain yang terdaftar di klub diizinkan atas persetujuan MC.

E-STARTLIST REVISION PROCEDURE AFTER DISTRIBUTION (BEFORE KICK-OFF)

Changes after the E-Startlist has been distributed only apply to starting players:

- ***Starting XI Replacement:*** *Starting players may be replaced by registered substitute players on the E-Startlist by notifying the MC immediately. Replaced starting players may not play. The quota of 5 player substitutions remains unchanged.*
- ***Substitute Replacement Restrictions:*** *Registered **substitute** players **cannot be replaced** before kick-off.*
- ***Goalkeeper Exception:*** *If only 2 goalkeepers are registered on the E-Startlist and one of them is injured before kick-off, replacement by another goalkeeper registered with the club is permitted with the MC's approval.*



PEMANASAN (PASAL 43) WARM-UP (ARTICLE 43)

Pra-Pertandingan

- **Durasi & Waktu:** 30 menit (dimulai 50 menit sebelum kick-off, berakhir 20 menit sebelum kick-off).
- **Area:** Setengah lapangan yang berdekatan dengan bangku cadangan tim masing-masing.
- **Kondisi Khusus:** Match Commissioner berhak melarang pemanasan kiper di area depan gawang jika lapangan rusak/basah.
- **Menjaga Lapangan:** Pemain tidak disarankan melakukan rondo atau aktivitas intensif lainnya di satu titik area bench (disarankan berpindah).

Pre-Match

- **Duration & Time:** 30 minutes (starting 50 minutes before kick-off, ending 20 minutes before kick-off).
- **Area:** Half of the field adjacent to each team's bench.
- **Special Conditions:** The Match Commissioner has the right to prohibit goalkeeper warm-ups in front of the goal if the field is damaged/wet.
- **Field Maintenance:** Players are not advised to perform rondo or other intensive activities in one spot on the bench area (it is recommended to move around).



Selama Pertandingan

- **Jumlah:** Maksimal **6 pemain cadangan** per tim boleh melakukan pemanasan bersamaan.
- **Area:** Hanya di area yang telah ditentukan oleh Match Commissioner.
- **Batasan:** Tidak diperbolehkan menggunakan bola (kecuali untuk pemanasan penjaga gawang).
- **Pendamping:** Maksimal **2 ofisial** terdaftar boleh mendampingi pemain saat pemanasan.

During the Match

- **Number:** A maximum of **6 substitute players** each team may warm up together.
- **Area:** Only in the area designated by the Match Commissioner.
- **Restrictions:** The use of balls is not permitted (except for goalkeeper warm-ups).
- **Accompanying personnel:** A maximum of **2 registered officials** may accompany players during warm-ups.





Mekanisme Pergantian

- **Jumlah & Kesempatan:** Setiap klub dapat melakukan maksimal **5 pergantian pemain** dalam maksimal **3 kali kesempatan** (substitution opportunities) selama waktu permainan normal (2x45 menit).
- **Jeda Babak Pertama:** Pergantian yang dilakukan saat jeda babak pertama **tidak mengurangi** jatah 3 kesempatan waktu pergantian tetapi tetap **mengurangi 5 kuota pemain pengganti**.
- **Cedera Kepala:** Sesuai Laws of the Game, pergantian tambahan di luar kuota dapat dilakukan jika terjadi dugaan cedera kepala serius (concussion), mengikuti protokol yang berlaku.

Substitutions Mechanism

- **Number & Opportunities:** Each club may make a maximum of **5 player substitutions** in a maximum of **3 substitution opportunities** during normal playing time (2x45 minutes).
- **First Half Break:** Substitutions made during the first half break **do not reduce** the 3 substitution opportunities but **reducing the quota for 5 substitute players**.
- **Head Injury:** In accordance with the Laws of the Game, additional substitutions beyond the quota may be made if there is suspicion of a serious head injury (concussion), following the applicable protocol.



PERGANTIAN PEMAIN (PASAL 47) PLAYER SUBSTITUTIONS (ARTICLE 47)



SECTION E

**PENGGUNAAN VAR
(VIDEO ASSISTANT REFEREE)**

***VAR USAGE
(VIDEO ASSISTANT REFEREE)***



PENERAPAN DAN PROTOKOL VAR (PASAL 31)

Dasar Penerapan

- VAR digunakan di seluruh pertandingan BRI Super League, mengikuti Laws of the Game, VAR Handbook serta ketentuan lainnya yang diterbitkan oleh FIFA, IFAB, AFC, PSSI dan/atau I.League.

Fungsi VAR

- Wasit di Video Operation Room (VOR) bertugas membantu wasit utama mengambil keputusan menggunakan tayangan ulang.

IMPLEMENTATION AND PROTOCOLS OF VAR (ARTICLE 31)

Basis of Implementation

- *VAR is used in all BRI Super League matches, in accordance with the Laws of the Game, the VAR Handbook, and other regulations issued by FIFA, IFAB, AFC, PSSI, and/or I.League.*

Role of VAR

- *The referee in the Video Operation Room (VOR) is responsible for assisting the main referee in making decisions using video replays.*



Situasi Intervensi

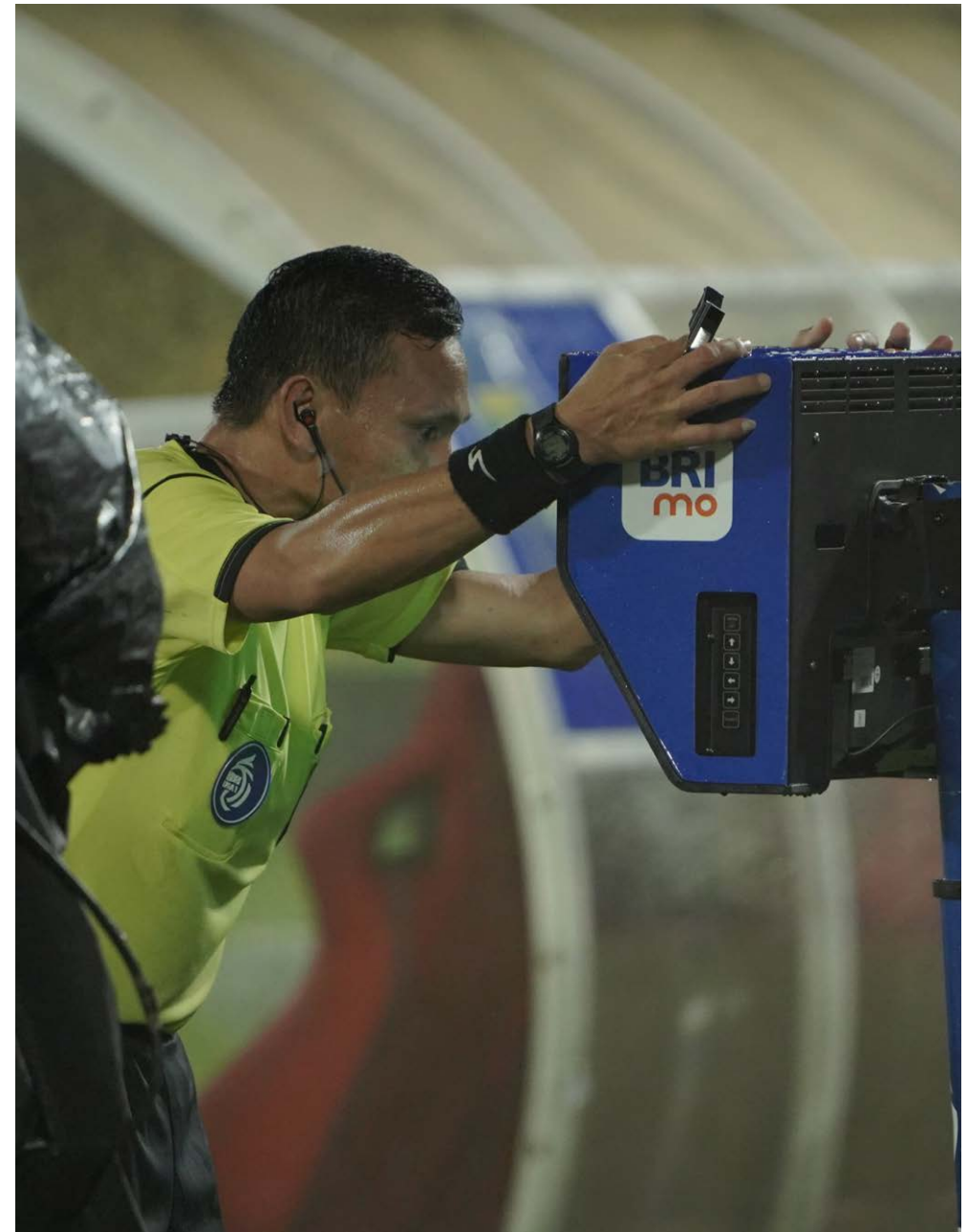
VAR hanya dapat mengintervensi untuk 4 (empat) jenis insiden yang jelas dan nyata:

- Gol / Tidak Gol
- Penalti / Tidak Penalti
- Kartu Merah Langsung dan
- Kesalahan Identifikasi

Intervention Situations

VAR may only intervene in four (4) clear and obvious errors or serious missed incidents as follows:

- *Goal / No Goal*
- *Penalty / No Penalty*
- *Direct Red Card*
- *Mistaken Identity*





Jenis Tinjauan

VAR Advice Only (Tanpa OFR):

Dilakukan untuk kejadian yang bersifat faktual dan objektif, di mana tidak diperlukan interpretasi wasit di lapangan.

On-Field Review (OFR):

Wajib dilakukan oleh wasit utama di monitor tepi lapangan (Referee Review Area - RRA) untuk keputusan subjektif yang memerlukan interpretasi.

Types of Review

VAR Advice Only (Without OFR):

It is conducted for factual and objective incidents, where no on-field referee interpretation is required.

On-Field Review (OFR):

It must be conducted by the main referee at the Referee Review Area (RRA) for subjective decisions that require interpretation.





Validitas Pertandingan

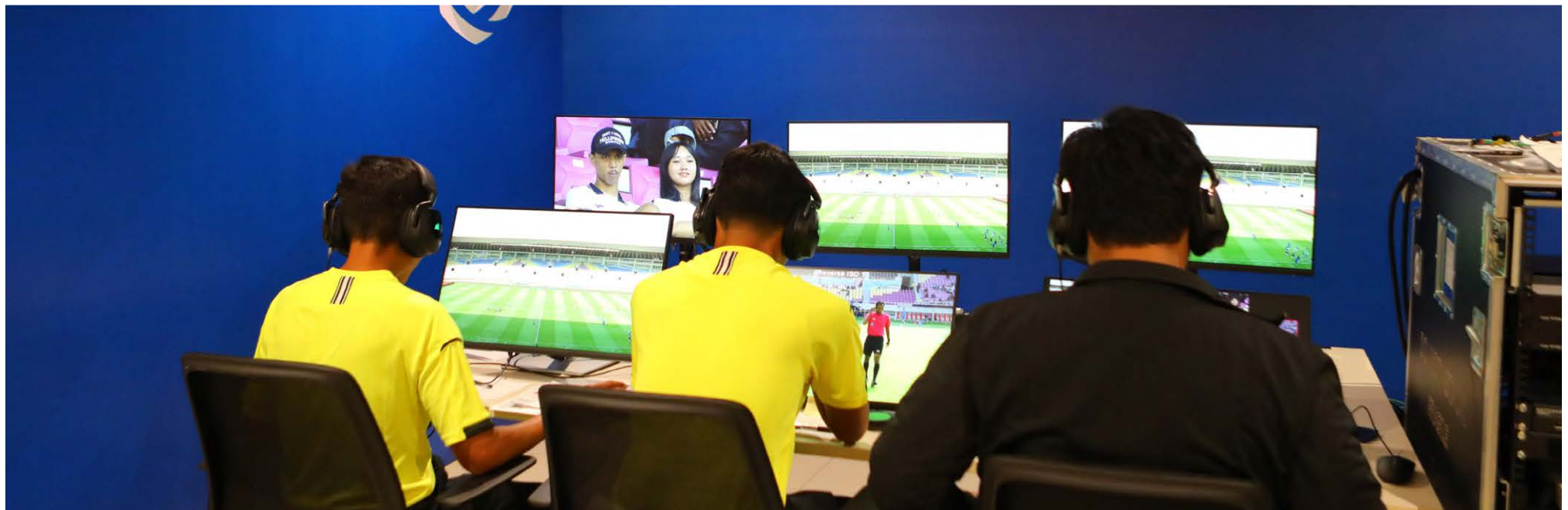
Pertandingan tetap dianggap sah dan tidak dapat dibatalkan atau diulang meskipun:

- Terjadi gangguan teknis atau malfungsi pada sistem VAR.
- Ada kendala sumber listrik yang memengaruhi operasi VAR.
- Wasit membuat keputusan yang salah meskipun telah melibatkan VAR.
- Wasit memutuskan untuk tidak melakukan OFR pada suatu insiden.
- VAR meninjau insiden di luar 4 protokol utama.

Match Validity

The match shall remain valid and cannot be cancelled or replayed even if:

- *A technical disruption or malfunction occurs in the VAR system.*
- *A power supply issue affects the operation of VAR.*
- *The referee makes an incorrect decision despite involving VAR.*
- *The referee decides not to conduct an On-Field Review (OFR) for an incident.*
- *VAR reviews an incident outside the four main protocols.*





PERILAKU TERKAIT VAR (PASAL 31)

Larangan dan Sanksi

- **Memasuki RRA:**

Pemain atau official tim yang memasuki Referee Review Area (RRA) saat wasit sedang melakukan On-Field Review (OFR) dapat dikenai **kartu kuning**.

- **Memberi Isyarat Berlebihan:**

Pemain atau official tim yang secara berulang kali atau berlebihan membuat gestur menyerupai monitor TV sebagai permintaan pengecekan VAR kepada wasit dapat dikenai **kartu kuning**.

- **Memasuki VOR:**

Pemain atau official tim yang dengan sengaja memasuki Video Operation Room (VOR) dianggap melakukan pelanggaran serius dan dapat dikenai **kartu merah langsung**.

CONDUCT RELATED TO VAR (ARTICLE 31)

Prohibitions and Sanctions

- ***Entering the RRA:***

*Players or team officials who enter the Referee Review Area (RRA) while the referee is conducting an On-Field Review (OFR) may be shown a **yellow card**.*

- ***Excessive Gesturing:***

*Players or team officials who repeatedly or excessively make a gesture resembling a TV screen to request a VAR review from the referee may be shown a **yellow card**.*

- ***Entering the VOR:***

*Players or team officials who deliberately enter the Video Operation Room (VOR) are considered to have committed a serious offence and may be shown a **direct red card**.*



SECTION F

BEHAVIOR, DISCIPLINE & INTEGRITY

SECTION F



PERILAKU, DISIPLIN & INTEGRITAS

Prinsip Umum

Seluruh pemain, ofisial tim (termasuk pelatih), dan manajemen klub wajib menjunjung tinggi fair play, sportivitas, profesionalisme, dan integritas kompetisi. Perilaku di dalam maupun di luar lapangan harus mencerminkan nilai-nilai positif sepak bola.

BEHAVIOR, DISCIPLINE & INTEGRITY

Guiding Principles

All players, team officials (including coaches), and club management must uphold fair play, sportsmanship, professionalism, and integrity in competition. Behavior both on and off the field must reflect the positive values of soccer.



KEWAJIBAN UTAMA OFISIAL TIM (TERMASUK PELATIH) OFISIAL TIM WAJIB:

- Menunjukkan rasa hormat kepada semua pihak yang terlibat (ofisial pertandingan, lawan, penonton, dll.).
 - Mematuhi Laws of the Game (LOTG) dan menjunjung semangat permainan.
 - Mengedepankan fair play dan standar perilaku yang baik.
 - Tidak terlibat dalam match fixing, perjudian, atau sejenisnya.
 - Menghormati keputusan wasit.
 - Tidak memasuki lapangan tanpa izin wasit.
 - Tidak menggunakan atau menoleransi bahasa/perilaku yang menyinggung, menghina, atau kasar (termasuk di media sosial).
 - Menerima kemenangan/kekalahan dengan jiwa besar.
 - Tidak terlibat dalam provokasi atau ujaran kebencian melalui media.
 - Mengutamakan kesejahteraan dan keselamatan pemain di atas segalanya.
 - Tidak terlibat atau menoleransi bullying dan rasisme.
 - Mendorong pemain bertanggung jawab atas perilaku dan kinerjanya.
 - Bekerja sama dengan pihak lain (dokter, fisio, dll.) demi kepentingan pemain.
- Potensi Sanksi Pelanggaran (Ofisial): Peringatan, denda (Komdis PSSI), larangan mendampingi tim, penangguhan, larangan beraktivitas.



MAIN RESPONSIBILITIES OF TEAM OFFICIALS (INCLUDING COACHES) TEAM OFFICIALS MUST:

- *Show respect to all parties involved (match officials, opponents, spectators, etc.).*
 - *Comply with the Laws of the Game (LOTG) and uphold the spirit of the game.*
 - *Promote fair play and good behavior standards.*
 - *Do not engage in match fixing, gambling, or similar activities.*
 - *Respect the referee's decisions.*
 - *Do not enter the field without the referee's permission.*
 - *Do not use or tolerate offensive, insulting, or abusive language/behavior (including on social media).*
 - *Accept victory/defeat with grace.*
 - *Do not engage in provocation or hate speech through the media.*
 - *Prioritize the welfare and safety of players above all else.*
 - *Do not engage in or tolerate bullying and racism.*
 - *Encourage players to take responsibility for their behavior and performance.*
 - *Collaborate with other parties (doctors, physical therapists, etc.) for the benefit of players.*
- *Potential Sanctions for Violations (Officials): Warning, fine (PSSI Disciplinary Committee), ban from accompanying the team, suspension, ban from activities.*





KEWAJIBAN UTAMA PEMAIN:

- Bermain dengan kemampuan terbaik untuk tim.
- Bermain sesuai Laws of the Game (LOTG).
- Menjunjung tinggi fair play; hindari kecurangan (diving, protes berlebihan, buang waktu).
- Tidak terlibat dalam match fixing, perjudian, atau pengaturan hasil pertandingan.
- Menghormati keputusan akhir perangkat pertandingan tanpa provokasi.
- Menerima hasil laga dengan lapang dada, berjabat tangan dengan lawan & wasit.
- Menjadi contoh perilaku baik di dalam & luar lapangan.
- Menghormati rekan setim, lawan, pelatih, ofisial, wasit.
- Menerima arahan pelatih dengan sikap terbuka.
- Menyampaikan keluhan melalui jalur resmi klub.
- Tidak menggunakan bahasa/perilaku kasar, menyinggung, atau provokatif.
- Tidak terlibat dalam bullying, intimidasi, rasisme, pelecehan, atau ujaran kebencian.
- Tidak menyebarkan provokasi atau perilaku tidak etis melalui media.

- Potensi Sanksi Pelanggaran (Pemain): Permintaan maaf, peringatan (pelatih/klub), skorsing, denda, penangguhan pendaftaran, larangan beraktivitas.
- Catatan Pemain Muda: Klub/LIB dapat memberitahukan orang tua/wali atas pelanggaran Kode Etik.





MAIN OBLIGATIONS OF PLAYERS MUST:

- *Play to the best of your ability for the team.*
 - *Play according to the Laws of the Game (LOTG).*
 - *Uphold fair play; avoid cheating (diving, excessive protests, wasting time).*
 - *Do not engage in match fixing, gambling, or match fixing.*
 - *Respect the final decision of the match officials without provocation.*
 - *Accept the result of the match gracefully, shake hands with opponents and referees.*
 - *Be a role model for good behavior on and off the field.*
 - *Respect teammates, opponents, coaches, officials, and referees.*
- *Accept coaching instructions with an open mind.*
 - *Submit complaints through official club channels.*
 - *Do not use abusive, offensive, or provocative language or behavior.*
 - *Do not engage in bullying, intimidation, racism, harassment, or hate speech.*
 - *Do not spread provocative or unethical behavior through the media.*

- *Potential Sanctions for Violations (Players): Apology, warning (coach/club), suspension, fine, registration suspension, ban from activities.*
- *Note for Young Players: The club/LIB may notify parents/guardians of violations of the Code of Ethics.*





SANKSI KARTU KUNING & MERAH (PASAL 55 & LAMPIRAN 2)

Akumulasi & Skorsing Pemain



Akumulasi Kartu Kuning

- 4 Kartu Kuning pertama (di laga berbeda) — Skors 1 pertandingan.
- Setiap 3 Kartu Kuning berikutnya (di laga berbeda) — Skors 1 pertandingan lagi.



Kartu Merah Tidak Langsung (2x Kuning dalam 1 Laga):

- Skors 1 pertandingan.
- Dua kartu kuning tersebut tidak dihitung dalam akumulasi 4/3 kartu kuning.



Kartu Merah Langsung:

- Skors minimal 1 pertandingan. Durasi spesifik tergantung jenis pelanggaran. Komdis PSSI dapat menambah sanksi.



Kuning + Merah Langsung (dalam 1 Laga):

- Skors minimal sesuai pelanggaran kartu merah langsung.
- Kartu kuning yang diterima sebelumnya tetap dihitung dalam akumulasi 4/3 kartu kuning.

YELLOW AND RED CARD SANCTIONS (ARTICLE 55 & APPENDIX 2)

Player Accumulation & Suspensions



Accumulation of Yellow Cards

- First 4 yellow cards (in different matches) — 1 match suspension.
- Every 3 yellow cards thereafter (in different matches) — 1 additional match suspension.



Indirect Red Card (2 Yellow Cards in 1 Match):

- One match suspension.
- The two yellow cards are not counted in the accumulation of 4/3 yellow cards.



Direct Red Card:

- Minimum suspension of 1 match. Specific duration depends on the type of violation. The PSSI Disciplinary Committee may add additional sanctions.



Yellow + Red Direct (in 1 Match):

- Minimum suspension according to direct red card offense.
- Previous yellow cards received are still counted in the accumulation of 4/3 yellow cards.



Akumulasi & Skorsing Oficial

- **Akumulasi Kartu Kuning:** Setiap 2 Kartu Kuning (di laga berbeda) — Skors 1 pertandingan (larangan mendampingi tim).
- **Kartu Merah (Langsung/Tidak Langsung):** Skors minimal 1 pertandingan (bisa ditambah Komdis).

Accumulation & Official Suspension

- **Accumulation of Yellow Cards:** Every 2 Yellow Cards (in different matches) — 1 match suspension (prohibition from accompanying the team).
- **Red Card (Direct/Indirect):** Minimum 1 match suspension (may be increased by the Disciplinary Committee).





Status Kartu Saat Transfer Pemain:

Hukuman skorsing akibat akumulasi kartu atau kartu merah yang belum dijalani tetap berlaku jika pemain/ofisial pindah ke klub lain di BRI Super League pada musim yang sama. Klub baru bertanggung jawab memastikan sanksi dijalani.

Card Status During Player Transfer:

Suspensions resulting from accumulated cards or red cards that have not yet been served remain valid if the player/official transfers to another club in the BRI Super League in the same season. The new club is responsible for ensuring that the sanctions are served.



SECTION G

KEWAJIBAN MEDIA & AUDIOVISUAL

Konferensi Pers

MEDIA & AUDIOVISUAL OBLIGATIONS

Press conference



KONFERENSI PERS PRA-PERTANDINGAN



- **What**

Konferensi pers resmi yang diselenggarakan oleh media officer klub tuan rumah guna memberikan ruang resmi bagi media untuk mendapatkan pernyataan langsung terkait pertandingan.

- **Why**

Perlu wadah untuk untuk menyampaikan informasi penting, mengklarifikasi isu, menjalin hubungan baik dengan media, dan membantu tim mengendalikan narasi berita.

- **Who**

Dihadiri oleh pelatih kepala dan 1 pemain dari starting XI dari masing - masing Klub yang bertanding, media officer juga awak media. Tidak diperbolehkan untuk menghadirkan personel lain dalam pre-match press conference selain pihak yang mendampingi (Interpreter). Apabila baik pemain ataupun pelatih mendapatkan larangan bermain dan/atau hukuman disiplin, tidak diperkenankan untuk menghadiri aktivitas konferensi pers. Pelatih kepala yang terkena hukuman hanya dapat diwakilkan oleh asisten pelatih.

- **Where**

Pre-match press conference dilaksanakan di tempat yang telah ditunjuk oleh penyelenggara kegiatan (Media Officer klub tuan rumah). Konferensi pers untuk klub tamu dapat dilakukan secara Online ataupun Hybrid bila klub mendapatkan persetujuan dari I.League.

- **When**

Dilaksanakan H-1 pertandingan.



PRE-MATCH PRESS CONFERENCE

- **What**

An official press conference held by the host club's media officer to provide an official forum for the media to obtain direct statements regarding the match.

- **Why**

A platform is needed to convey important information, clarify issues, establish good relations with the media, and help the team control the news narrative.

- **Who**

Attended by the head coach and one player from the starting XI of each competing club, as well as media officers and media personnel. No other personnel are permitted to attend the pre-match press conference except for accompanying personnel (interpreters). If a player or coach is suspended and/or receives disciplinary punishment, they are not permitted to attend press conference activities. A head coach who has been sanctioned may only be represented by an assistant coach.

- **Where**

The pre-match press conference will be held at a location designated by the event organizer (the home club's Media Officer). Press conferences for visiting clubs may be conducted online or in a hybrid format if the club obtains approval from the I.League.

- **When**

Held D-1 match.





KONFERENSI PERS PASCA PERTANDINGAN

• What

Sesi tanya jawab antar jurnalis dengan perwakilan tim yang dilaksanakan tepat setelah pertandingan berakhir. Kegiatan ini ditanggungjawab oleh Media Officer masing – masing Klub.

• Why

Konferensi pers post-match memberikan transparansi kepada publik mengenai apa yang terjadi dalam pertandingan, serta memberikan kesempatan bagi tim untuk berkomunikasi dengan penggemar dan media juga memberikan kesempatan kepada media untuk mendapatkan informasi, komentar, dan analisis dari pertandingan yang baru saja berlangsung.

• When and Where

Diselenggarakan di stadion pertandingan dilaksanakan dan dimulai selambat-lambatnya 15 menit setelah pertandingan berakhir. Konferensi pers pasca pertandingan tidak dapat dilakukan secara Online ataupun Hybrid.

• Who

Masing – masing klub yang bertanding wajib menghadiri konferensi pers yang diwakilkan oleh pelatih kepala dan 1 pemain yang bermain di pertandingan juga awak media. Tidak diperbolehkan untuk menghadirkan personel lain dalam post- match press conference selain pihak yang mendampingi (Interpreter dan/atau penerjemah). Apabila baik pemain ataupun pelatih mendapatkan larangan bermain dan/atau hukuman disiplin, tidak diperkenankan untuk menghadiri aktivitas konferensi pers. Pelatih kepala yang terkena hukuman hanya dapat diwakilkan oleh asisten pelatih.





POST-MATCH PRESS CONFERENCE

- **What**

A question and answer session between journalists and team representatives held immediately after the match. This activity is the responsibility of each club's Media Officer.

- **Why**

Post-match press conferences provide transparency to the public about what happened in the match, as well as giving the team an opportunity to communicate with fans and the media. They also give the media a chance to obtain information, comments, and analysis from the match that has just taken place.

- **When and Where**

Held at the stadium where the match took place, it will begin no later than 15 minutes after the match ends. Post-match press conferences cannot be conducted online or in a hybrid format.

- **Who**

Each competing club must attend the press conference, represented by the head coach and one player who played in the match, as well as media personnel. No other personnel are permitted to attend the post-match press conference except for accompanying personnel (interpreters and/or translators). If either a player or coach is suspended and/or receives disciplinary action, they are not permitted to attend the press conference. A head coach who has been penalized may only be represented by an assistant coach.





FLASH INTERVIEW (WAWANCARA SINGKAT)

- **What**

Wawancara singkat sesaat setelah pertandingan berakhir yang dilakukan maksimal 90 detik dengan backdrop flash interview yang telah disediakan oleh I.League bagi masing – masing Klub, maksimal melibatkan 3 (tiga) pemain per Klub. Wawancara ini ditayangkan untuk kebutuhan resmi siaran pertandingan.

- **Why**

Untuk memberi konten eksklusif berupa reaksi pertama pemain/pelatih yang sangat bernilai bagi broadcaster. Selain itu, wawancara singkat ini menjadi media eksposur sponsor melalui backdrop.

- **Who**

Flash Interview melibatkan Man of The Match atau pelatih yang telah ditunjuk oleh I.League ataupun TSG (Technical Study Grup)

- **Where**

Dilaksanakan di area yang mudah diakses baik oleh narasumber maupun pewawancara.

- **When**

Segera setelah pertandingan berakhir dengan waktu maksimal 90 detik.





FLASH INTERVIEW

- **What**

A brief interview conducted immediately after the match ends, lasting a maximum of 90 seconds, with a flash interview backdrop provided by I.League for each club, involving a maximum of three players per club. This interview is broadcast for official match broadcast purposes.

- **Why**

To provide exclusive content in the form of players'/ coaches' first reactions, which are highly valuable to broadcasters. In addition, these short interviews serve as a medium for sponsor exposure through the backdrop.

- **Who**

Flash Interview involves the Man of the Match or coach appointed by the I.League or TSG (Technical Study Group).

- **Where**

Conducted in an area that is easily accessible to both the interviewee and the interviewer.

- **When**

Immediately after the match ends, with a maximum time of 90 seconds.





WAWANCARA H-1 PERTANDINGAN

- **What**

Wawancara eksklusif yang dilakukan oleh TV Produksi dan/atau pihak I.League untuk kebutuhan tayangan pra-pertandingan. **Wawancara ini tidak dilakukan di setiap pertandingan, namun harus dipenuhi** apabila I.League dan/atau TV Produksi meminta wawancara ini dilakukan.

- **Why**

Untuk memberi konten eksklusif berupa reaksi pertama pemain/pelatih yang sangat bernilai bagi broadcaster.

- **Who**

Pelatih kepala dan/atau salah satu pemain dari klub yang akan bertanding.

- **Where**

Dilaksanakan di lokasi yang ditentukan oleh I.League.

- **When**

H-1 pertandingan dengan durasi waktu maksimal 10 menit.





D-1 MATCH INTERVIEW

- **What**

*Exclusive interviews conducted by TV Production and/or I.League for pre-match broadcast purposes. **These interviews are not conducted at every match, but must be fulfilled** if I.League and/or TV Production requests that they be conducted.*

- **Why**

To provide exclusive content in the form of players'/coaches' immediate reactions, which are highly valuable to broadcasters.

- **Who**

The head coach and/or one of the players from the competing club.

- **Where**

Held at a location determined by the I.League.

- **When**

D-1 match, with a maximum duration of 10 minutes.





WAWANCARA KEDATANGAN PELATIH

COACH ARRIVAL INTERVIEW





- **What**

Wawancara singkat dengan pelatih yang dilakukan sesaat setelah tim tiba di stadion pada hari pertandingan, dilakukan sebelum memasuki ruang ganti di area Mixed Zone.

- **Why**

Untuk memperlihatkan reaksi awal dari pelatih mengenai persiapan tim, kondisi pemain, atau ekspektasi pertandingan.

- **Who**

Pelatih kepala dari masing – masing klub yang akan bertanding akan diwawancarai oleh host broadcaster. Hal ini ditanggungjawabkan oleh Media Officer dari kedua klub yang bertanding.

- **When and Where**

Dilakukan di Mixed Zone sesaat setelah tim tiba di stadion dengan durasi maksimal 90 detik.

- **What**

A brief interview with the coach conducted shortly after the team arrived at the stadium on match day, before entering the locker room in the Mixed Zone area.

- **Why**

To show the coach's initial reaction regarding team preparation, player condition, or match expectations.

- **Who**

The head coaches of each competing club will be interviewed by the host broadcaster. This will be handled by the Media Officers of both competing clubs.

- **When and Where**

Conducted in the Mixed Zone immediately after the team arrives at the stadium, with a maximum duration of 90 seconds.



GELORA BUMI KARTINI
 dan Stadion Lain-lain
 PERSEJA JEPARA 0 00:00 0 PERSIB BANDUNG

EXIT

EXIT

STADION GELORA BUMI KARTINI - JEPARA

JEFFERY IS BACK

OASIS WATERS



STOP BULLYING

Rasisme dan bullying masih menjadi tantangan serius bagi pemain sepakbola di Indonesia. Dalam ruang yang seharusnya memupuk persatuan dan sportivitas, pemain justru kerap menerima hinaan terkait etnis, warna kulit, fisik, atau komentar merendahkan, baik dari penonton, pemain lain, maupun melalui media sosial. Perlakuan ini membuat mereka merasa tidak aman dan tidak dihargai sebagai individu maupun profesional.

NO RACISM

Racism and bullying remain serious challenges for soccer players in Indonesia. In a space that should foster unity and sportsmanship, players often receive insults related to ethnicity, skin color, physical appearance, or derogatory comments, whether from spectators, other players, or through social media. This treatment makes them feel unsafe and unappreciated as individuals and professionals.



**STOP
BULLYING**

Dampak dari rasisme dan bullying tidak berhenti pada insiden sesaat. Tekanan verbal dan diskriminasi dapat mengganggu kesehatan mental, menurunkan kepercayaan diri, serta menghambat performa pemain di lapangan. Dalam jangka panjang, situasi ini dapat menimbulkan trauma, mengganggu fokus, dan merusak ekosistem kompetisi yang seharusnya sehat dan berimbang.

The impact of racism and bullying does not stop at isolated incidents. Verbal abuse and discrimination can damage mental health, lower self-confidence, and hinder players' performance on the field. In the long term, this situation can cause trauma, disrupt focus, and damage the competitive ecosystem, which should be healthy and balanced.



Karena itu, rasisme dan bullying tidak boleh ditoleransi dalam dunia sepakbola Indonesia. Pemain berhak mendapatkan perlindungan, rasa aman, dan dukungan penuh dalam menjalankan profesinya. Edukasi, mekanisme pelaporan, serta pendampingan harus diperkuat agar setiap kasus ditanganiserius, sehingga sepakbola Indonesia dapat tumbuh sebagai ruang yang inklusif, berintegritas, dan menghargai martabat setiap individu.

Therefore, racism and bullying should not be tolerated in Indonesian football. Players have the right to protection, safety, and full support in carrying out their profession. Education, reporting mechanisms, and assistance must be strengthened so that every case is handled seriously, enabling Indonesian football to grow as an inclusive space with integrity that respects the dignity of every individual.



ALUR PENGADUAN KASUS RACISM DAN BULLYING UNTUK PEMAIN

1. Kejadian Terjadi

Pemain mengalami tindakan rasisme, bullying, atau perlakuan tidak menyenangkan baik di dalam maupun luar lapangan.

2. Laporkan ke APPI

Pemain dapat melaporkan insiden tersebut melalui:

Email : info@appi-online.com

Call Center : **0812 1010 4215**

3. Pendampingan Menyeluruh

APPI akan memberikan pendampingan kepada pemain, termasuk:

- Konsultasi awal.
- Advokasi dan dukungan psikologis bila diperlukan.
- Pendampingan hingga proses hukum, jika kasus memerlukan penanganan lebih lanjut.

PROCEDURE FOR REPORTING RACISM AND BULLYING CASES FOR PLAYERS

1. Incident Occurs

Players experience racism, bullying, or unpleasant treatment both on and off the field.

2. Report to APPI

Players can report the incident via:

Email: info@appi-online.com

*Call Center: **0812 1010 4215***

3. Comprehensive Support

APPI will provide support to players, including:

- Initial consultation.*
- Advocacy and psychological support if needed.*
- Support throughout the legal process, if the case requires further handling.*



