

IMPORTANT NOTES

Rules which apply to both the Tournaments and the Festivals are shown in normal 'open' text.

Rule variations for Festivals are shown in shaded, boxed areas with an italic typeface

Rule variations for Tournaments are shown in boxed areas with standard typeface

TOURNAMENT & FESTIVAL RULES

Except where other provisions in these Rules are made, the Laws of Association Football apply

Age group eligibility for players is based on age qualifications which prevailed at the commencement of season 2009/2010.

U7's and U8's play in a non competitive festival format, all older age groups play in a competitive tournament format.

Each team must declare all player names and their dates of birth to the Event Organisers prior to their participation in the event. Players may only play for one team during the event.

1. PLAYING AREA

The playing area will be a maximum of 60yds (55.5m) long and up to 40yds (37m) wide.

- Centre Mark - A suitable mark should be made in the exact centre of the pitch on which the ball is dropped to commence a game. The centre mark may be surrounded by a circle 3' (0.9m) in radius. A halfway line may be marked across the pitch.
- Penalty Area - A semi-circle of 25' (7.62m) radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the wall, touch lines or barricade regardless of whether or not the goal posts encroach on to the pitch.
- Penalty Mark - A penalty mark should be placed at a point 20' (6.09m) from the centre of each goal.
- Goal - The goals shall be 16' (4.89m) long by 4' (1.21m) high or 12' (3.65m) long by 6' (1.82m) high.

WARNING: In view of a number of accidents that have occurred all portable goals of any size will be pinned down or weighted to prevent them from toppling forward.

2. THE BALL

The ball used shall be a size 3, 4 or size 5

3. NUMBER OF PLAYERS & SUBSTITUTES

U7 to U13 age groups - 2 teams of 6 players and up to 3 substitutes (squads of up to 9 players).

U14 to U16 age groups - 2 teams of 5 players and 3 substitutes (squads of up to 8 players).

In all cases 1 player of each team shall be the goalkeeper, who must wear distinguishing colours.

Rolling substitutes may be used and the number of "rolling" substitutions is unlimited except in the case of the goalkeeper (see iv). A player who has been replaced may return to the playing area as a substitute for another player. A "rolling"

substitution is one which is made when the ball is still in play and is subject to the following conditions: -

- The referee is informed
- The player leaving the playing area shall do so from either sideline.
- the player entering the playing area shall do so only after the player leaving the playing area has passed completely over either sideline.
- Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage in the game.

4. PLAYERS EQUIPMENT

- Footwear shall be worn in accordance with the Laws of the Game, and subject to any local regulations.
- The wearing of shin-guards, which must be covered by stockings, in accordance with the Laws of the Game is compulsory.

5. REFEREES

A referee shall be appointed to officiate in each game. he/she shall have the same powers and duties as laid down in the Laws of the Game.

6. TIMEKEEPER/SCORER

The following duties are the responsibility of the referee.

- record goals scored;
- record the number of corners awarded
- act as timekeeper and signify half-time and full-time
- suspend time for all stoppages and add that time to the end of each half.

7. DURATION OF THE GAME

The duration of the game shall, unless otherwise advised to all participants on the day of the tournament, be 10 minutes, subject to the following:-

- Allowance shall be made for time lost through stoppages as decided by the referee and recorded by the timekeeper if appointed.
- the duration of the game shall be extended to enable a penalty kick being taken.

8. START OF PLAY

- At the beginning of a game the choice of ends shall be decided by the toss of a coin.
- Play shall be started by the referee dropping the ball on to the centre mark between 1 player from each side, each of whom shall stand not less than 3' (0.91m) from the centre mark.
- The game shall be re-started in like manner after a goal has been scored.
- After any other stoppage the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeeper's possession, when the player shall, at the referee's signal, return the into play to re-start the game. The Referee shall not drop the ball within 6' (1.82m) of the lines marking the goal areas or of any surrounding walls,

side-lines or barricades, if in use.

9. BALL IN AND OUT OF PLAY

The ball shall be in play at all times from the start of the game unless:-

- the ball has crossed the goal-line or the barricades surrounding the playing area;
- the referee has given the signal for half or full-time;
- the game has been stopped by the referee;

Ball out of Play

When the ball goes out of play from either sideline a normal throw-in will be used to return the ball into play. When the defending team puts the ball out of play over their own goal-line a corner will be awarded to the attacking team.

Festivals - When a member of the attacking team puts the ball out of play over their opponents goal-line, a drop kick (taken from anywhere in the Penalty area) shall be awarded to the defending team and taken by the goalkeeper.

Tournaments - When a member of the attacking team puts the ball out of play over their opponents goal-line, the defending goalkeeper shall return the ball into play by throwing the ball from behind his/her goal line (any type of throw is permissible).

10. SCORING

A goal is scored when the whole of the ball crosses the goal-line between the goal posts and under the crossbar, provided it has not been thrown, carried or propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper who is within his own penalty area.

Points & Tie Breaking - TOURNAMENTS ONLY

League Stages - The team scoring the most goals in each match will be the winner. Points awarded will be 3 points for a win, 1 point for a draw, and no points for a loss. In the event of teams finishing level on points at the end of the League section ;

- Most goals scored will count, then
- Goal difference will count, then
- Result(s) of the match(s) between the tied teams
- A penalty shoot out between the tied teams. If scores are level after five penalties a sudden death penalty shoot out will decide the winner.

Knock Out Stages - In the event of a tied match there will be extra time of 3 minutes each way (5 minutes in the Final). If the teams are still tied a penalty shoot out will take place between the players of each team who were playing at the time the match finished. If the scores are level after 5 penalties, a sudden death penalty shoot out will decide the winner.

11. OFFSIDE

There is no offside. Players may place themselves in any part of the playing area.

12. FOULS AND MISCONDUCT

- Charging is forbidden and shall be penalised by the awarding of a direct free-kick.
- A player who unfairly impedes the progress of an opponent when not playing the ball shall be penalised by the award of an indirect free-kick.

A player who receives two yellow cards or is sent off shall not be allowed to take any further part in the competition on that day. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred.

13. FREE-KICK

When a player is taking a direct or indirect free-kick, all of the opposing players shall be at least 6' (1.82m) from the ball until it is in play. All free-kicks given against the defending side for infringements committed in or near the penalty area, shall be taken from a distance of not less than 6' (1.82m) outside the penalty area at the nearest point to where the offence occurred.

14. PENALTY-KICK

A penalty kick shall be taken from the penalty mark and except for the defending goalkeeper, only the player taking the kick can enter the goal area and for that purpose only. Whether or not a goal is scored from the kick, the player concerned must leave the goal area immediately after taking the kick and before taking any further part in play.

15. GOALKEEPERS & RETURNING THE BALL INTO PLAY

- if a goalkeeper leaves the goal area he/she is then treated as any other outfield player.
- the back pass law applies (**but not to U7 & U8**).
- Goal kicks - see rule 9.

Festivals - After holding the ball the goalkeeper must, within 6 seconds, return the ball into play by either throwing or kicking the ball from their hands from within the penalty area. The ball may also be rolled out of the area then kicked from the ground. Penalty for infringement - an indirect free-kick shall be awarded to the opposing team and taken from a point 6' (1.82m) outside the penalty area nearest to where the infringement occurred.

Tournaments - After holding the ball the goalkeeper must, within 6 seconds, return the ball into play by throwing the ball (any type of throw is acceptable). The ball may also be rolled out of the area then kicked from the ground. Penalty for infringement - an indirect free-kick shall be taken by a player of the opposing team from a point 6' (1.82m) outside the penalty area nearest to where the infringement occurred.

DISPUTES

In the event of any disputes the decision of the Tournament Organiser and Senior Referee shall be final.