



## The Rules

- **Match Points** - Match points will be allocated as follows. 3 points for a win, 1 point for a draw, 0 for a loss. Any forfeited game will be counted as a 3-0 win against the forfeiting side.
- **KO Times** - All matches will commence at the scheduled kick-off time. Each team must be on the field with a minimum five players ready for kick-off at their designated time. Game shall commence immediately at the scheduled Kick Off time.
- **Forfeits** - If a team 10 minutes after the scheduled kick-off time cannot field a minimum of five players, a forfeit will be enforced. If a team cannot start a game on time, but has the minimum number present within the first 10 minutes, a one goal penalty against them will stand, and the game shall continue. No refunds will be given for any forfeited games.
- **Match Balls** - Match balls will be supplied for the competition.
- **Footwear** - Must be either Football Boots with moulded studs or trainers (including indoor football shoes). NO Screw – In or Metal Studs will be allowed. Players with these kinds of footwear will not be permitted to play, until their footwear is compliant.
- **Playing Field** - The size of the pitch will be approximately 48m (long) X 28m (wide)
- **Matches** - **[Group Stages]:** Games will consist of two 15 minute halves with a 2 minute half time break for groups of 4 teams. For groups of 5 they will be 10 minute halves with a 2 minute half time break.  
**[Knockout Stages]:** Games will consist of two 15 minute halves with a 2 minute half time break

These game times may change depending on time constraints.

- **Players** - Only six players plus a goalkeeper on the field at any one time. A team may play a match with a total of four players plus goalkeeper, any less is a forfeit.
- **Substitutions** - Teams must obtain the Referees permission to enact an interchange. The oncoming Player cannot enter the field of play until the outgoing Player has completely left the field of play. All interchanges must be made at halfway point on the same side of the field.
- **Team Kits** - All field players in a team must wear the same coloured shirt. Bibs will be available and provided on the day. If a team has their own set of jerseys they will be allowed to wear these instead assuming there is no clash of colour.
- **Expulsion** - If a team forfeits three times inexplicably, the Organising Committee reserves the right to expel them from the competition.
- **Goals & Goal Area** - The Goals to be used in the competition are approx 2m high X 3m wide.

## Red Card

Offences that may result in the referee using the red card can include, but not limited to the following;

- Yelling or calling out to dispute any referee's decisions.
- Intimidating behaviour of any sort.
- Demonstrative behaviour of any sort.
- Unsportsmanlike behaviour of any sort.

These could be directed to the referee, opposition coaches, players or spectators.

The referees will use their discretion when deciding to use a red card. They have been instructed and encouraged to use them if they feel even slightly uncomfortable or pressured in any way by any supporter or player. There will be NO warnings given first and NO conversation once the decision has been made. The referee will simply hold the card up and point to the goal being awarded. Play will resume as usual after a goal has been scored. Ground Stewards will also be able to inform referees if a red card needs to be used.

A second red card shown to the same team will result in the match being forfeited by the offending team. The referee will show the card and leave the pitch without any discussion. Once the first red card has been shown, any arguing or questioning of this decision will warrant an immediate second red card.

The competition organiser will only accept the referee's account of events 100% and won't be entering into any discussions with anyone else.

## Respect for the Referees

Anybody who verbally or physically abuses a referee will be removed from the competition. In addition we reserve the right to expel the player's entire team from the competition.

## Laws of the Game

- **Goalkeepers** - The goalkeeper can pick the ball up anywhere inside the penalty area. (S)he is allowed to leave the penalty area, but can't handle the ball once outside. A goalkeeper change may only be made during a stoppage in play, and the Referee must be notified accordingly.
- **Back Passes** - The regular back pass rule applies – i.e. the goalkeeper may not pick the ball up.
- **Corners** - These will be marked and taken in the usual manner
- **Throw-ins** - When the ball goes over the sideline play restarts with a throw-in. A goal can not be scored directly from a throw-in.
- **Tackling** - Players MUST remain on their feet to make a tackle. Slide tackles or those made on one knee will be penalised with a free kick
- **Free Kicks** - All free kicks are DIRECT . Opposing players must be a minimum of 5m away from the ball. Any kick-off will also be indirect, meaning the ball must be touched twice before a goal is scored.
- **Penalties** - Penalties are awarded as normal for any fouls inside the penalty area and will be taken from the penalty spot (6m from the goal).
- **Offside** - There will be NO offside rule.
- **Normal Football Rules** - In any other circumstance normal soccer rules as per FIFA apply.
- **Foul Play** - Any player sent off for "Violent Conduct" will be banned from the rest of the competition. Players sent off for "Abusive, Insulting or Offensive Language" or "Serious Foul Play" cannot be replaced for the remainder of the match and receive an automatic one-match suspension to be served during their team's next scheduled match. The Organising Committee reserves the right to extend periods of suspension as it deems appropriate in each circumstance.

# Team Registrations

The Team's Manager must provide sign the team in on the day, as all communication will be conducted through the team's main representative. Emergency communication will be made via the telephone contact numbers provided on the Teams Registration.

- A team must have a minimum of seven and a maximum of ten players registered. If a team has more than 10 players the additional player must register themselves as an extra player via the eventbrite link or on the day at the registration desk. If an individual cannot get into a team themselves, the Organising Committee will attempt to assign them to a team in need of players
- In completing the Registration Form, Team Managers agree to uphold and abide by the Code of Conduct and Rules of the competition as per above.
- For any players that fall under the age of 18 that are taking part the Team Manager must notify the Organising Committee at the registration desk for their guardian to fill in a waiver form.

## Administration

- Strictly NO ALCOHOL is to be brought or consumed within the grounds
- Strictly NO PETS allowed on the grounds throughout the day.
- Results and points tables will updated and status can be viewed from the registration desk