## BRANSGORE YOUTH FOOTBALL CLUB

Annual Tournament - Competition Rules
CHARTER STANDARD CLUBS

## The Laws of Association Football will apply, with the following exceptions:

1. Teams should enter their correct age group. However the tournament organisers reserve the right to invite teams to 'play a year up' should they feel the need to fulfill the age groups.
2. A maximum of 8 players shall form a squad, from which 5 players shall form a team for all age groups - U7, U8, U9, U10, U11, U12, U13 \& U14. No player shall play for more than 1 team during the tournament.
3. Roll on Roll off substitutions will be permitted, with the exception of the goalkeeper who may only be changed once during a game, other than through injury.
4. There shall be no offside rule.
5. All free kicks will be direct.
6. Opposing players should be a least 5 yards from the ball, for all free-kicks, corners \& centres.
7. It is forbidden for U9's - U14's Goalkeepers to distribute the ball by kicking it out of their hands or drop kicking the ball. The only exception to this rule is for the U7s \& U8's Goalkeepers where normal rules apply.
8. The halfway 'retreat' rule applies for U7's \& U8's age groups (only) whenever the goalkeeper is distributing the ball.
9. Any player sent off will take no further part in the tournament, 2 cautions will count as a sending off. All bookings will be reported to your clubs parent football association.
10. A size 3 football will be used for U7, U8, U9. A size 4 for U10, U11, U12, U13, U14 \& size 5 for U15, U16.
11. The Pitch sizes will be approx. 40 yards $x 20$ yards, with halfway line, centre spot, goal area and penalty spot 8 yards from the goal line.
12. In the event of a colour clash the 2 nd named team shall be required to change strip, this will be at the referee's discretion.
13. U7's will play 7-minute games with no half time or change of end on a round robin basis.
14. Teams in a group of 7 will play 6 games of 10 -minutes with no half time or change of end. There will be 1-minute interval between games.

Teams in a group of 6 will play 5 games of 12 minutes with no half time or change of end. There will be a 2 -minute interval between games.

Teams in a group of 5 will play 4 games of 12 minutes with no half time or change of end.
There will be a 2 -minute interval between games.
Teams in a group of 4 will play 6 games of 10 minutes with no half time or change of end. There will be a 1-minute interval between games (i.e. play each team twice).

A toss of a coin by the referee will decide ends. The first named team will have kick-off.

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15. Any team failing to take to the field 2 minutes after being called will forfeit the match.
16. Shin pads are compulsory and must be covered by socks, footwear should conform to FA guidelines.
17. The Under 7 s and U8s will be played on a non-competitive basis, there will therefore be no points awarded or results recorded.
18. The initial league stages for U9s and above age groups, will be decided on a points basis (3 points for a win \& 1 point for a draw), if there is a tie then goal difference will decide the outcome, and if still tied then the greater number of goals scored will be used, and if still tied then the result between the two tied teams will be used. If teams are still tied after this then a penalty shootout will decide outcome (3 penalties per side followed by sudden death if necessary).
19. The match and 3 points will be awarded to their opponents if any team fails to fulfill a fixture within the group stages. Any team failing to fulfill a fixture outside of the group stages (quarter final, semi-final or final) will be eliminated from the tournament.
20. Top 2 teams from each group will progress to the semi- finals, with the league winner playing the 2 nd placed team in the other league. For age groups with 3 leagues, the winners will proceed to the semi-final along with the best runner up across all 3 leagues based on points, goal difference \& goals scored. Winners of each semi-final will progress to the final. Where there is a draw after normal time in the knockout stages the match will be decided by penalties, with each team nominating 3 players, if still tied after 3 penalties it then moves to sudden death (starting with all the remaining players that finished the match taking penalties, followed by any subs and then the 3 originally named players).
21. The referees will be the sole arbitrator on any points of dispute during a match.
22. Any matters arising that are not covered by these rules will be dealt with by the organisers tournament committee with reference to the FA laws and guidelines, and their decision will be final.
23. Any protests or disputes need to be made in writing within 5 minutes of the end of a match and shall be accompanied by a fee of $£ 20$ which shall be forfeited should the protest not be sustained. All matters in a dispute shall be referred to an appeals committee whose decision will be final.
24. Team mangers will be held responsible for the conduct of their players, parents and spectators, any team found guilty of misconduct may be disqualified from the tournament.
25. The organisers will not be held responsible for any injuries or damage sustained to persons or property as a result of taking part in this competition or the use of the facilities.
26. Competition format and rules may be subject to change, depending on the number of teams entering and depending on factors such as bad weather or teams failing to turn up. Any changes will be clearly defined in the tournament programme, if possible, or advised at the start of the tournament.

