

# The Rules

All matches will be played under the rules of **FIFA** with the following notes:-

Each team will play a minimum four matches in a random selection round-robin format in the preliminary rounds of the tournament. Match points will be awarded in accordance with the following:

Win	2 points
Draw	1 point
Loss	0 points
Forfeit	2 points (Result will be deemed as 2-0)

No stoppage time added for any injuries throughout the game. Play will stop while any injured players are removed from the field at the discretion of the first aid personnel. A first aid room is available for use. The First Aid organisation attending the event will oversight the removal of seriously injured players from the field.

Some Semi-finals will be played, these are based on the results of the point's table after preliminary rounds for those concerned. If two teams in contention for a semi-final place finish on equal points their positions will be determined by the following criteria:

1. Goals For and Against; if still equal, then
2. Results from when the two teams played; if still equal, then
3. Goals For; if still equal, then
4. Goals Against; if still equal, then
5. Number of yellow and red cards received will be taken into account.

Semi-final winners will proceed to the grand final in each division.

Where there are 3 pools involved, when it comes to semi finals, teams will be drawn from a hat to see who will be playing who; ie winner pool A will not necessarily be playing winner pool B etc. This way no pool is guaranteed to have an unfair advantage by playing the second best team.

## **Final Series Scoring**

During the final series, any match drawn at the end of normal time will be extended for a further 20 mins (2 x 10 mins) with no interval between periods.

A 5-minute break will be allowed prior to the commencement of extra time.

Any game still equal at the end of extra time will be decided by a penalty shoot-out. If a penalty shoot-out does occur there will be:

1. Five selected penalty takers from each team; if still even, then
2. Sudden Death.

## **Player Registrations**

**Each team may register as many players as it wishes, however only sixteen players may participate in any one match.**

All original proof of age documents must be submitted to tournament officials prior to commencement of of the tournament.

Only 3 **guest** players allowed per club and school teams' players have to all be registered at the same school.

Referees will check all registration credentials of players in each team prior to commencement of each match.

### **Interchange**

All Player interchange will take place under FIFA rules. All interchange will take place in a clearly marked interchange zone, which will be located just off the field of play.

Any interchange will take place while the ball is out of the field of play, whilst observing the following rules:

1. Any player leaving the field shall do so at the touchline and enter the interchange zone;
2. The player entering the field shall enter from the interchange zone but shall not enter the field until the leaving player has crossed the touchline;
3. A player awaiting interchange is subject to the authority of the referee, whether he takes the field of play or not.

The number of interchanges during a match is unlimited.

Any player entering the field prior to the replaced player leaving will be cautioned by the referee.

Any player entering or leaving the field in any area other than the interchange zone will be cautioned by the referee.

### **Blood Rule**

When a player suffers from a blood injury and blood is obvious on themselves or their uniforms, or the uniforms of another player, the game will be stopped by the referee and the player/s will be removed from the field for first-aid.

If the referee deems that the blood on the player or his uniform poses no further danger, the player may be permitted, at the referee's discretion, to return to the field.

### **First Aid**

First Aid is provided on site - we ask that Coaches and Managers familiarise themselves with the location of these facilities prior to the commencement of each day's matches.

### **Uniforms**

Shin pads are a compulsory part of the uniform as per FIFA regulations.

Bicycle shorts may be worn beneath the shorts, but they must be the same colour as the shorts and not cover the knee.

If two teams are wearing uniforms deemed by the referee to be too similar in colour, the team listed second in the official draw will be required to change. Therefore it will be necessary for teams to have an alternative strip for use in play if required. Goalkeepers will also require an additional guernsey.

### **Forfeits**

Any team not having seven or more players changed and ready to take the field five minutes before kick-off time will be required to forfeit the match. Score 3-0.

## **Protests**

All protests regarding a match must be recorded on the match report in which the situation occurred. This will then be referred to the rules committee for consideration.

## **Yellow and Red Cards**

Any player accumulating 2 yellow cards in a match will be excluded from the following match.

Yellow cards cannot be appealed.

Any player receiving a red card in a match will be excluded from the following match.

Any player accumulating three (3) yellow cards during the tournament will miss the match following the match in which the third yellow card was issued.

Further punishment may be imposed by the rules committee if they believe an offence is serious enough to warrant further action.

No appeal will be available for a red card.

**Rain** No Game Draw 1 - 1

## **Team Sheets**

To be handed to the referee prior to the commencement of the game. Names may be placed on the team sheet in anticipation of a player's late arrival but no name is to be added once the game has commenced.

At the conclusion of the game, the referee will record the result and team managers from both teams must then check the sheets, sign them, and hand them back to the referee for submission to the match committee.

- All injuries are to be recorded on the team sheets
- 16 Players only on team sheet per game

## **Results**

Results will be posted at the Administration Office and Coaches/Managers are asked to check the Noticeboard there prior to matches so as to be aware of any changes. Website updated regularly

## **Public Draw**

The Tournament committee will conduct a PUBLIC DRAW at the Mudgeeraba Soccer Club, where teams will be placed into 'pools' for the event.

Address Cnr of Old Coach & Tallai Roads, Mudgeeraba Gold Coast Queensland

Time 7.30pm

Day/Date TBA

## **Draw**

The tournament draw will be made available at the commencement of the tournament and is subject to change at any time at the discretion of the tournament committee.

## **Notes**

- *Note this change in 2005* – 16 Players permitted to participate in any one match/game
- Re 3 players allowed in team from outside regular club or school team provided they are registered players (with permission to play from own club) or meet other approval criteria.
- Nominations from Representative Teams can be accepted with the understanding that the team entered may be requested to play in an older age group - it is then the decision of the team nominating whether they participate or not.
- The Directors reserve the right to determine that if a Representative team meets a certain criteria - that is in relation to the size (no.of players) of the region that is being represented, it may be accepted as nominated.

### **Rules Committee**

The tournament rules committee will arbitrate on any issue/s participants may have concerning the operation of the tournament.