

Rules and Regulations (issue 1-05.03.2010)

The organisers reserve the right to change the rules and regulations shown below, to add or delete from the rules shown below and make any other changes deemed necessary by the organisers without prior notification. Any changes will be notified at least 24 hours before the start of the competition.

ALL TEAMS MUST HAVE ARRIVED AND BE REGISTERED BY 9:00AM

1. The competition will consist of 20 teams playing in 4 groups of 5
2. The teams will be drawn at random to establish which group they will play in.
3. Each team will play 4 group matches.
4. The top two teams from each group will go forward to compete in the quarter finals. This will comprise of a knock out competition with the winners going forward to the semi-finals and the final
5. The losing semifinalists will not have to play a 3rd/4th place play off match
6. In the knock out competition, should the scores be level there will be a penalty shoot out to decide the winner.
7. For a penalty shoot out the team leader will select one goalkeeper and 5 penalty kickers from their squad. If level after 5 penalties, it will then become a sudden death shoot out with all squad members taking penalties until a result is established.
8. Each match will be 15 minutes duration with NO stoppages/half time/injury time.
9. The referee will NOT stop the watch at any time.
10. There is no limit to the number of players per squad..
11. Each squad will field no more than 6 players at any one time.
12. All matches will take place on a half size pitch.
13. One player must be nominated as a goal keeper.
14. The goalkeeper WILL NOT be allowed to handle the ball out of his/her semi-circle penalty area.
15. Normal football rules apply except for there being NO offside.
16. Outfield players (both attackers and defenders) are allowed into the semi-circle penalty area.
17. All teams can make an unlimited number of rolling substitutions during each game.
18. Each match will be controlled by a referee and his/her decision is final.
19. The referee has the authority to us yellow and red cards and to force the substitution of unruly/unsporting players.
20. The points allocation in the group games is WIN = 2 points, DRAW = 1 point, DEFEAT = 0 points.
21. Group order will be determined by: Points then goal difference then goals scored then by the result between the two sides. If teams are still equal then a penalty shoot out will take place (see rule 7)
22. Each team will be expected to work to a schedule supplied prior to the competition. Failure to do so may result in lost points or games being awarded to the opposition.
23. The organising committee will make every attempt to keep to the schedule but cannot guarantee this.
24. It is the responsibility of each team leader to ensure that their team is ready for a match 5 minutes before kick off.
25. Teams not ready to play will be deemed to have forfeited the match.
26. Any player suffering injury should leave the field of play immediately to allow for a substitution.
27. No player can play for more than one team.
28. All players are expected to remain for the whole competition until all presentations have been made.
29. All teams must act as linesman and/or ball boys for designated matches if requested. Failure to comply with this may result in the deduction of 1 (one) point during the group stage.