

INFORMATION

Players can only be registered for 1 team. They can only play if registered at the start of the day at the Tournament desk.

The first named team will choose ends; the second named team will kick-off.

In the event of a colour clash the second named team will change (bibs are acceptable).

Teams not ready on time for a game may forfeit the points.

Match durations will be as follows:

- *U6s, U7s & U8s* – 12 minutes straight through.
- *U9s to U14s* – 8 minutes straight through for group games, QFs, SFs and Finals. If teams are level in knock-out games after FT, extra time of 3 minutes will be played and then, if required, a 3-shot penalty shoot-out going to sudden death if needed.
- *U6s, U7s & U8s* will be non-competitive. All players in these age groups will receive a trophy.

U9s to U13s – There is a Main and a Colts competition in each age bracket with two groups of 6 in each competition. The top 4 teams in each group will advance to the knock-out stages of their respective competitions. The winners of the Main and Colts competitions will win a cup and the players from the winning team and the runners-up will receive individual trophies.

U14s – League format with each team playing each other twice. The team that finishes top of the table will win the cup. The players from the winning team and the runners-up will receive individual trophies.

COMPETITION RULES

5 and 7-a-side competitions

The goalkeeper cannot pick the ball up from a back pass.

Goalkeepers may not kick the ball from their hands. They can throw the ball out. Overarm or underarm throws are OK. The goalkeeper cannot roll the ball out of the area and then kick it.

Goal kicks should be taken by the goalkeeper rolling the ball out of the penalty area with an underarm throw.

Opponents must stand at least 3 metres from dead balls.

Rolling substitutions – you can make as many substitutions as you like during any game.