

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 advised of on the day at registration.

COMPETITION RULES

- 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.
- The retreat rule applies.
- Rolling substitutions – you can make as many substitutions as you like during any game.