

# Wick Dynamos Juniors FC Football Tournament 2023 Rules & Regulations

## 1. Administration

- 1.1 The organising committee shall be the sole judges in any dispute or complaint.
- 1.2 Entry to the competition shall be at the discretion of the tournament organisers.
- 1.3 All team managers must report to the control tent as soon as they arrive and at least 30 minutes before the first scheduled game in their age group.
- 1.4 All teams must complete the online player registration in advance of the tournament (this will be emailed to all teams in advance). If teams do not complete an online player registration form, they must complete a paper form on the day and hand their completed registration forms to the control tent 30 minutes before the first scheduled game in their age group.
- 1.5 Any team arriving later than 5 minutes after the scheduled start of a game will forfeit the game to their opponent with a 2-0 result recorded against them.
- 1.6 Unacceptable behaviour by club officials, supporters or players may render their respective team liable to disqualification.
- 1.7 Wick Dynamos Juniors FC strongly support the development of referees and any abuse will result in the team being expelled from the tournament.

## 2. Player Eligibility

- 2.1 Each squad shall consist of number of players as below (all to be included in the team registration at the start of the competition)
  - 2.1.1 Under 6 and Under 8 will be 5 a-side with a maximum squad of 10 players
  - 2.1.2 Under 7 will be 5 a-side with a maximum squad of 10 players
  - 2.1.3 Under 9 to Under 14 will be 6 a-side with a maximum squad of 10 players
  - 2.1.4 Under 15 to Under 18 will be 7 a-side with a maximum squad of 10 players
- 2.2 Substitutes may be used on a roll on / roll off basis when the ball is out of play and with the permission of the referee
- 2.3 All players must be 'Bona fid' members of the club for which they are playing and proof of eligibility may be sought in the event of a dispute i.e. registration cards or passport if not currently signed on
- 2.4 Players may only be registered with 1 squad in this competition
- 2.5 Any player sent off, or cautioned twice, will take no further part in the competition
- 2.6 Temporary dismissals (Sin Bin) will be implemented as a consequence of dissent for a period of 2 minutes
- 2.7 The age qualification will be the 2022-23 season with the age qualification date being 31<sup>st</sup> August for all age groups

## 3. Format of Competition

- 3.1 Each age group will be split into 2 leagues.
- 3.2 In the league part of the competition, each team will play the other teams in their league once with 3 points being awarded for a win and 1 point being awarded for a draw.
- 3.3 The winner (and subsequent team positions) will be decided by the following:
  1. Most points
  2. Best goal difference
  3. Most goals
  4. Result between the teams
  5. Toss of a coin
- 3.4 The winner & runner up team of each league will advance to the knockout stage of the competition. Live results and league table can be viewed at [www.cscoaching.org.uk/nplyftournament](http://www.cscoaching.org.uk/nplyftournament)
- 3.5 Medals will be awarded to all participants in the Under 6 to Under 8 age groups, as well as Inclusive U12's & U16's. Individual winners & runner up trophies will be awarded in Under 7 to Under 18 age groups.
- 3.6 UNDER 6's, Inclusive U12's & U16's WILL BE A ROUND ROBIN FORMAT WITH NO SCORES RECORDED

3.7 All teams are responsible for considering players' playing time does not exceed The FA's guidelines on maximum playing time for children.

#### **4. Match duration / Equipment**

4.1 All matches will be 12 minutes With Half Time so 6 minutes each way

4.2 The knockout stages will also be 12 minutes With Half Time so 6 minutes each way. In the event of a draw at the end of normal time, there will be 6 mins of extra time played with half time so 3 mins each way. If the result is still a draw after the extra time then a penalty shootout will take place with 3 players from each team taking a penalty. If the result is still a draw, then a sudden death penalty shootout will be used to decide the winner.

4.3 The first named team will provide a suitable match ball. Under 7 to Under 9 will use a Size 3 ball. Under 10 to Under 14 will use a Size 4 ball. Under 15 and Under 16 will use a Size 5 ball

4.4 A toss of the coin will decide which team chooses ends and which team kicks off.

4.5 In the event of a colour clash, the second named team will provide a change of strip or bibs

4.6 The result card will be delivered to the control area by the winning team manager or, in the event of a draw, the manager of the first named team. This will be signed by both managers and the referee. Once signed by all parties the result cannot be changed.

4.7 All spectators must remain behind the Respect Line and must not encroach onto the pitch at any time.

#### **5 Playing Rules**

5.1 Unless otherwise stated, normal FA Mini Soccer Rules will apply.

5.2 At free kicks, centres and corners, the opposing team will retreat from the ball 5 yards.

5.3 All free kicks will be direct.

5.4 The back-pass rule will apply in all age groups from Under 9's and above; with a direct free kick being awarded at the edge of the area in line with where the offence occurred.

5.5 All goal kicks will be taken from the goal line within the penalty area, with the exception of U7 - U10's where goal kicks will be taken from any point within the penalty area.

5.6 The Retreat rule will only be in use at Goal kicks for under 7-10's, where opponents must retreat to their own half until the ball is in play. The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to. The ball is in play when it is kicked.

5.7 Goalkeepers are not permitted to kick the ball from their hands or by use of a drop kick, with a direct free kick being awarded at the edge of the area in line with where the offence occurred. With the exception of U7 to U8's where the goal keepers can kick from their hands and by use of a drop kick.

5.8 Goalkeepers in all age groups can throw the ball by using over or under arm technique; they may also roll the ball onto the playing surface and play the ball as an outfield player.

5.9 Overhead height is allowed in all age groups.

**The decision of the referee will be final**