

Lymington Town FC Sprites Summer Tournament 2024

Administration rules



MANAGEMENT OF THE TOURNAMENT

The annual football tournament will be held under the name of Lymington Town FC Sprites. The tournament, all Clubs and other persons shall be subject to the Rules and Regulations of the Football Association.

CLUBS ELIGIBLE TO ENTER

The Tournament has received sanction from the Hampshire Football Association Limited. It is open to clubs affiliated to their own county F.A. Each team participating will be required to notify their County F.A. Affiliation number for Season 2023/24 to Lymington Town FC Sprites on submission of their completed entry form.

PLAYERS QUALIFICATION

The tournament is for boys and girls - age groups U7, U8, U9, U10, U11, U12, U13 and U14.

The ruling date for the age being midnight on 31st August 2024. No player may play more than one year up. For example, U11 players must have been under 11 years old (and not less than 9 years old) at midnight on 31st August 2024.

For U7's, the players must have attained the age of 6 as at midnight on 31st August 2024, but must be under the age of 7 as at midnight on 31st August 2024. A child who has not attained the age of 6 shall not play and shall not be permitted or encouraged to play in a match of any kind.

All players shall be registered members of their club and may only play for one club & one team. Before the commencement of the competition, each team shall submit a list of players eligible to participate, together with dates of birth to the Management Committee. Evidence of date of birth and registration shall be provided if requested. Failure to do so may result in the player being excluded from participation in the competition. Where a club enters more than one team in the tournament, no player may be registered by or play for more than one team, unless authorised by the organising committee.

Each U7 and U8 team squad shall consist of no more than 8 players, from whom 5 shall be chosen for each match, 1 of which shall be the goalkeeper.

All other age groups shall consist of no more than 9 players, from whom 6 shall be chosen for each match, 1 of which shall be the goalkeeper.

To ensure the tournament is a positive and enjoyable experience for all participants, all teams entered to an age group will be reviewed and streamed into groups of similar abilities and experience. Teams that play up a year are requested to register into the same age group as they play in their league. In addition to this, registration by elite and academy level teams are not permitted.

ENTRY FEE

The entry fee shall be:

£45 per team

A minimum of 6 Weeks' notice is required should any team need to withdraw from the tournament. If less than 6 weeks' notice is given, then any refund will be at the discretion of Lymington Town FC Sprites and will be assessed on a case-by-case basis.

COPIES OF RULES

A copy of the Rules shall be given to all participating clubs and are binding on them, having already been agreed and approved by the Hampshire Football Association Limited.

TEAM COLOURS

In the event of kit colour clashes, the designated away team will be required to change their colours. Players shall be dressed in uniform shirts and shorts, but the goalkeepers shall wear colours which distinguish them from other players and referees. The goalkeepers may wear tracksuit bottoms. (No player including the Goalkeeper shall be permitted to wear black or very dark shirts in accordance with The FA Standard Code of Rules).

ARRANGEMENT OF TOURNAMENT

The competition shall be played on a section basis in the first stage, with the teams divided by the Management Committee into two groups. Each team shall play each other in its group once, as per the schedule on the Tournament Management System (TMS).

Teams are to be at the ground 30 minutes before the group section starts. Teams not arriving at the designated time will be deemed to have withdrawn and shall forfeit all fees paid.

U7 to U14 teams play a competitive competition. The 1st and 2nd placed teams from each group will go on to play for the Cup Final.

3 points shall be awarded for a win and 1 point for a draw.

In the event of two or more teams in the U7 to U14 groups being equal on points, the team with the best goal difference shall take precedence. In the event of goal difference being equal, the team scoring the most goals shall take precedence. If these measures fail to separate the teams, the result of the match between the teams shall determine the placing. If still equal, a penalty competition shall be held as detailed in playing rules.

U7 and U8 matches will be 8 minutes duration, with no half time.

U9- U14 will be 10 minutes duration, with no half time.

The Cup competition will be as follows:

Cup Semi Final 1- 1st placed team Group 1 v 2nd placed team Group 2

Cup Semi Final 2- 2nd placed team Group 1 v 1st placed team Group 2

Cup Final- Winner Cup Semi Final 1 v Winner Cup Semi Final 2

If the scores are level, then an extra five minutes one way will be played. If the match is still undecided, then a penalty contest will be held to decide the winner, on the following basis:

U7 to U14, each team using 5 different players, will take 5 penalties alternately into the same goal. The goal will be decided by the referee. If the score is still equal after 5 penalties, the winning team will be the first to score without response from their opponents (sudden death) using different players in sequence.

REPORTING OF RESULTS

It will be the responsibility of the referee to report the result of the game to the Control Centre immediately after the game has ended.

REFEREES

Referees shall be appointed by the competition organisers. These referees shall have the same powers and duties as laid down in the Laws of the Game. The duties of timekeeper / scorer shall be the responsibility of the referee. A match ball will be provided by LTFC Sprites, and it will be the referees responsibility to look after the ball. The Referees decision on any matter relating to the rules of the game will be final. Where possible three officials will be appointed to all Final matches. A daily fee will be paid to referees to cover all reasonable expenses.

PROTESTS AND CLAIMS

All questions of eligibility, qualification of players or interpretation of the rules shall be referred to the Management Committee, but no objection relative to the dimensions of the playing area or a related matter shall be entertained by the Committee unless a protest is lodged with the referee before the commencement of the match. All protests shall be made in writing to the Tournament Organiser within five minutes of the end of the match and shall be accompanied by a fee of £50 which shall be forfeited should the protest not be sustained. All matters of dispute shall be referred to and decided by the Management Committee. Their decision is final.

APPEALS

Any appeal against a decision of the Management Committee shall be made in duplicate to the Hampshire Football Association within 14 days of the posting of the decision and shall be accompanied by the appropriate fee as laid out in the County Handbook.

MISCONDUCT

A player who is sent off the field for misconduct or reported by the referee for misconduct before or after a match, shall be excluded from further participation in the competition. All cases of misconduct shall be reported to and dealt with by the appropriate County Football Association. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred.

TROPHIES & MEDALS

All trophies presented to the winning teams in the Tournament will be theirs to keep and do not need to be returned to LTFC Sprites. Each player reaching the final will receive a winner's trophy or runners up medal. The LTFC Sprites Summer Tournament Cup will be available for celebrations and photo opportunities only.

MISCELLANEOUS

The organisers do not hold themselves responsible for any injury, damage or loss sustained because of the Tournament and the committee reserve the right to accept, reject or vary an entry.

Any matter arising that is not covered by these rules shall be dealt with by the Management Committee. Failure to comply with these rules may result in any team being withdrawn from the Tournament immediately.

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Playing rules



The following Playing Rules are based on the Football Association Laws for Small Side Football. Except where otherwise stated the Laws of Association Football shall apply.

LAW 1: The Field of Play

Pitch size for 6 a-side shall be 60 x 40 yards.

Goal size shall be 12 x 6 feet.

Penalty area shall be 18 x 10 yards, with a penalty mark 8 yards from the mid-point between the goalposts.

LAW 2: The Ball

Ball size 3 for U7, U8, U9 and U10 (as per The FA Heading Guidance).

Ball size 4 for U11, U12, U13 and U14.

Lymington Town FC Sprites shall provide the match ball. The referee will be responsible for the ball.

LAW 3: The Players

Each U7 and U8 team squad shall consist of a maximum of 8 players, from which 5 shall be chosen for each match.

Each U9- U14 team squad shall consist of a maximum of 9 players, from which 6 shall be chosen for each match.

One player of each team shall be the goalkeeper (however if there isn't a designated goalkeeper within a team, this role can be shared across other players).

Teams must be able to field at least 4 players for 5 a-side and 5 players for 6 a-side, before the game is started.

Late players may join the game with the permission of the referee. If a team fails to turn up at the designated time, with the minimum number of players, the match shall be awarded to their opponents as a 2-0 win.

If the playing strength of a team is reduced at any time to fewer than 4 players for 5 a-side or 5 players for 6 a-side, the game shall be stopped and be awarded to the opponents as a 2-0 win, or if more advantageous to the opponents, the score prevailing at the time the game was stopped.

Substitutions may be made at any time during the game with the permission of the referee, on an unlimited rolling basis.

A player who has been replaced may return to the playing area as a substitute for another player ("rolling subs").

A substitution may only be made when indicated by the referee. In general, this will be when the ball has gone out of play, and the referee may require the following conditions:

the player leaving the playing area shall do so at the halfway line.

the player entering the playing area shall do so from the halfway line, but not until the player leaving the playing area has passed completely over the side line.

To ensure the tournament is a positive and enjoyable experience for all participants, all teams entered to an age group will be reviewed and streamed into groups of similar abilities and experience. Teams that play up a year are requested to register into the same age group as they play in their league. In addition to this, registration by elite and academy level teams are not permitted.

LAW 4: The Player's Equipment

Goalkeepers must wear a distinguishing playing top. Players must wear shin guards, which must be covered entirely by the socks. Players must wear the appropriate clothing dependant of the weather. Footwear shall be worn in accordance with the Laws of the Game.

LAW 5: The Referee

Each match is controlled by an appointed Hampshire Football Association referee, who has full authority to enforce the Laws of the Game. Clubs are reminded that they may be appointed a young referee to officiate their matches and must remember that the young referee, like the player, is developing his/her skills. Please therefore support the referee! To enable clubs to identify young referees, U18's will wear arm bands.

LAW 6: The Other Match Officials

Assistant Referees (Linesman / Lineswoman) are not required.

The Referee is the sole judge, Assistant Referees are there to assist the Referee NOT insist.

LAW 7: The Duration of the Match

The duration of the game shall be in accordance with the number of teams entered in each group and subject to the maximum playing times set by the F.A.

U7 and U8 matches will be 8 minutes duration, with no half time.

U9- U14 will be 10 minutes duration, with no half time.

Times for each group will be confirmed on the Tournament Management System group schedule.

- Allowance shall be made in either period for lost time through stoppage as decided by the referee.
- The duration of the game shall be extended to enable a penalty kick to be taken.

LAW 8: The Start and Restart of Play

The 'home' team gets choice of ends. The away team starts the game with the first kick-off. A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored.

Opponents must be:

- 5 yards away from the ball and in their own half of the field of play for U7- U14.
- The ball can be kicked in any direction into own half.

A dropped ball is a way of re-starting the match when the referee stops play, and Law does not require a direct/indirect free kick to take place.

LAW 9: The Ball in and Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line, whether on the ground or in the air.
- Play has been stopped by the referee.

The ball is in play at all other times including when:

- It rebounds from a goal post or the cross bar.
- It rebounds from the referee when on the playing area.

The goalkeeper shall not handle the ball outside the penalty area. If a goalkeeper leaves the goal area, he is then treated as any other player. The pass back rule shall apply. Players from both sides are allowed within the penalty area and a goal may be scored from any location within the whole playing area including the penalty area.

LAW 10: Determining the Outcome of a Match

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is a draw.

LAW 11: Offside

No offside for U7- U14.

LAW 12: Fouls and Misconduct

Normal rules apply, as per The Laws of the Game.

Free kicks shall be taken from the place where the infringement occurred. If the goalkeeper handles the ball, having received it from his own player, within the penalty area an INDIRECT free kick will be awarded. A player who has been sent off may not take any further part in that game or tournament.

LAW 13: Free Kicks

U7- U14 all free kicks are DIRECT.

When a player is taking a free kick, all of the opposing players shall be at least 5 yards from the ball until it is in play.

LAW 14: The Penalty Kick

As per The Laws of the Game, a penalty kick is awarded against a team which commits an offence for which a direct free kick is awarded inside its own penalty area.

Position of the Ball and Players – All players except the defending goalkeeper and the kicker must be outside the penalty area. and at least 5 yards from the penalty mark.

The ball must be kicked forward.

Penalty shoot-out will be 5 penalties for U7 to U14. The team winning a toss of the coin will decide the team to take the first kick. If scores are equal after both teams have taken 5 penalties, it will become 'Sudden Death' with the remaining players, including the goal keepers, taking the remaining kicks required. If the scores are equal after all players have taken a penalty, both teams start again with the players taking kicks in the same order, and it still being 'Sudden Death' until a winner is decided.

LAW 15: The Throw-In

As per The Laws of the Game, a throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touch line.

LAW 16: The Goal Kick

As per The Laws of the Game, a goal kick awarded when the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Goal kicks will be taken from anywhere inside the penalty area on the back goal line. Opponents are NOT required to retreat to their own half but must be 5 yards from the ball.

The ball must be kicked out of the penalty area. A defender may take the goal kick instead of the goalkeeper and can be distributed into their opponent's half.

When the goalkeeper has the ball in his/her hands they may return the ball into play by throwing or rolling the ball within 6 seconds. The throwing out of the ball can be overarm or underarm.

Goalkeepers are not to distribute the ball by kicking it out of their hands or drop kicking the ball. The goalkeeper can place the ball on the ground and distribute it anywhere on the pitch.

LAW 17: The Corner Kick

As per The Laws of the Game, a corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored. Opposing players must remain at least 5 yards from the ball until it is in play.