



WELLING UNITED YOUTH & KINGFISHER JFC TOURNAMENT RULES

GENERAL RULES FOR BOTH MINI SOCCER AND 6 A SIDE.

Footwear will be astro's or trainers. Should the pitches dictate the need for studded boots you will be informed at the managers briefing before the start of play. It is therefore advised that you inform your players to bring both types of footwear! N.B. SHOULD THE CONDITION OF THE PITCHES DEEM THAT STUDED BOOTS BE WORN, UNDER NO CIRCUMSTANCES WILL METAL TIPPED BLADED BOOTS BE PERMITTED. ANY PLAYER FOUND WEARING THESE TYPE OF BOOTS WILL BE EXPELLED ALONG WITH HIS/HER TEAM NO EXCEPTIONS! All Players must wear shin pads. The wearing of any form of jewellery is not permitted during play.

The Referees decision on all on-field matters is final and no discussions will be entered into either on or off the field with him about any decision. The Referees will be qualified and have no affiliation to Welling Utd or Kingfisher. It is the duty of the team manager to control their players and parents/supporters. ABUSE whether verbal or otherwise to the game officials, tournament officials, opponents and spectators WILL NOT be tolerated and will lead to the expulsion of the offending team/s.

3 POINTS for a win, 1 point for a draw plus 1 bonus point for every goal scored

The first round will be in a league format with the winners and runners up proceeding to the knock out rounds. League placings will be decided in this order. 1; POINTS 2; GOAL DIFFERENCE 3; GOALS SCORED. If there is still a tie for the first 2 places then Penalties as outlined below will be used to determine final placings.

Knock out rounds: Should the game end in a draw then 5 minutes of extra time will be played straight away. Should the result still be a draw then Penalties will be used to decide the winner. Best of 5 penalties (players nominated to referee) then sudden death. N.b. players that are on the pitch at full time are the only players allowed to take penalties they are only allowed to take one penalty. If the result is still a draw then the players take their turn again till there is a winner.

Under 7 to Under 10 RULES

These games will be subject to mini soccer rules.

A maximum of 10 players may be registered per team.

7 a side with a maximum 3 substitutes.

ALL PLAYERS AT UNDER 7 & UNDER 8 WILL RECEIVE A PARTICIPATION AWARD.

Under 11 to Under 16 RULES

1. 6 a-side with 2 substitutes. A maximum of 8 players may be registered per team.

2. Substitutions are unlimited during the game, can only be made when the ball is dead and only with the Referees consent. Outgoing substitutes must leave the field of play before the replacement enters the playing area. The oncoming players are active immediately and can receive the ball. Substitutes must stand outside the pitch perimeter and spectators must not enter the field of play under any circumstances. The referee must authorize a change of goalkeeper.

3. The match will consist of 10 minutes one way.

4. Centre will be decided by toss of a coin.

5. Only the defending goalkeeper is allowed to play the ball inside the goal area and only he may handle the ball in this area.

6. An outfield player gaining or seeking to gain an advantage by entering his own goal area will have a penalty kick awarded against his team.

An outfield player entering his opponent's penalty area will be penalized. The game will be re-started from the goalkeeper.

7. A goalkeeper gaining or seeking to gain an advantage by leaving his area or by playing the ball when it is outside the area will have a penalty awarded against his team.

8. Goal Kicks are to be taken from the goal line. A teammate receiving the ball from the 'keeper may not return the ball directly to him - the ball must first be touched by another teammate or an opponent. A free kick will be awarded against the offending team from the place where the defending player returned the ball unless it is deemed by the Referee that a player returning the ball to the Goalkeeper is gaining an advantage then a penalty will be awarded.

9. The goals will be as mini-soccer i.e 12ft wide by 6ft high

10. The ball must not be played above the height of the crossbar. A free kick will be awarded against the last player to touch the ball before it goes above crossbar height, regardless of intent. If the ball inadvertently goes above crossbar height from a save by the goal keeper, a free kick will be awarded 2 meters from where it entered the penalty area. (crossbar height will be 6ft)

11. The ball must never be played with the head even if it is below crossbar height (as determined in rule 10) A free kick will be awarded for infringement.

12. A goal may be scored from any point within the field of play. The only exception is that goalkeepers may not score against their opponents. Goalkeepers are not permitted to take penalties (except penalty shoot-outs).

13. No slide tackles are allowed. Infringement of this rule will lead to a free kick being awarded against the offending players team.

14. Professional fouls will be penalized with a penalty and the guilty player may face disciplinary action.

15. All free kicks will be direct.

16. Opposition players must be at least two meters from where any free kick is taken. If opposing players do not retreat the required two meters the kick may be moved forward one meter. If a free kick is awarded on or near the goal area it can be moved up to two meters backwards to allow defenders to be two meters from the ball.

17. The Goalkeeper must be on the goal line when a penalty is being taken. Players may only take one step whilst taking a penalty.

18. Throw-ins will be under arm.

By participating in this tournament you agree to abide by all the rules set out above