

# GODMANCHESTER ROVERS YOUTH FOOTBALL CLUB

## 2020 TOURNAMENT - RULES



### **MOST IMPORTANT – THIS IS CHILDREN’S FOOTBALL - LET THEM PLAY ONLY POSITIVE ENCOURAGEMENT TO BE VOICED FROM THE SIDELINE**

#### **General**

1. Ball size: Under 7/8/9 size 3. Under 10 – U14 size 4. U15 – U16 size 5.
2. First named team to provide football for the match (note sizes above).
3. Second named team to wear bibs if colour clash.
4. Maximum squad size: 10 players for U7-U14, 9 players for U15–U16.
5. Numbers on pitch: U7-U14: maximum of 6, of which 1 to act as goalkeeper. U15-U16 maximum of 5, of which 1 to act as goalkeeper.
6. Shin pads and suitable footwear for grass and astro football to be worn at all times.
7. Penalty area: as marked. Penalty spot: as marked.
8. Rules 9 to 13 do not apply to U7 & U8 age group. All U7 & U8 teams will play matches of 10 minutes' duration, one way. There will be no knockout stages. All entering teams at U7/U8 will receive the same participation award.
9. **Match duration:** All matches up to and including semi-finals: 10 minutes one way.
10. **Knockout stages:** if level at full time, then penalty shoot-out as per rule 12.
11. **Final:** 7 minutes each way with 1 min turn around. Extra time of 5 minutes before penalty shoot-out if still level.
12. **Penalty shoot-out:** Five to be taken by each side. Winner is the most goals from the five. If still even after five, then sudden death to be taken by remaining squad members, including subs. If still even, restart sudden death in original order.
13. Points in leagues/groups: 3 for a win, 1 for a draw, 0 for a loss.
14. **Discipline:**
  - a. Red cards: if given for violent conduct the offender takes no further part in tournament.
  - b. Two yellow cards (or red card other than rule 14a) the offender misses the next match.
15. Non-registration: will be dealt with by Tournament Committee on the day.
16. Qualifying is as explained in programme for each age-group. In the event that two teams tie on points, in a qualifying position, then the ranking will be decided on goal difference, then if still tied, the result between the two sides is used, then if still tied, the most goals scored, then if still tied the Tournament Committee will decide.

#### **Match rules**

17. Ends decided with the toss of a coin. Winner chooses end; the other team kicks off.
18. Matches start (and restart after a goal) with a centre spot kick off.
19. Throw ins and corner kicks as normal. No off sides.
20. Goalkeepers – U7-U10 - inclusive – retreat rule applies for goal kicks.
21. Goalkeepers – all ages - when the ball has been caught a goalkeeper is free to throw or drop kick the ball, **but** the ball must be touched by an outfield player (from either side) before it reaches the halfway line, or a free kick is awarded to the opposition from the half way line. Goalkeepers – except for rule 20 & 21 all other normal rules apply (e.g. not handling/picking up back passes, and goalkeeper is allowed out of his/her area etc).
22. Free kicks: all direct, opposing team to stand at least 3 yards from the ball.
23. Penalty kick: short run up only (within penalty area).
24. Substitutes - roll on and roll off system. Referee to be notified on substitution.
25. **RESPECT: THE REFEREE’S DECISION IS FINAL.**