

Rules

League Round:

The competition will be made up of 4 groups of teams playing in league format. You will play each team in your group once. Teams will be awarded 3 points for a win and 1 point for a draw. At the end of the league format, if a tie between the teams exists, positions will be decided by goal difference, goals scored, result in their game, in that order.

Cup, Shield, Plate, Bowl & Spoon Knockout:

Each team will go into semi finals after the group stage.

1st place group goes into the Cup Semi-Final.

2nd place in group goes into the Shield Semi-Final.

3rd place in group goes into the Plate Semi-Final.

4th place in each group goes into Bowl Semi-Final.

5th Place goes into the Spoon Semi-Final.

If games finish in a tie, games will go into 5 minute golden goal and then if still needed, a penalty shootout to decide winner.

Games will be 8 minutes each half with a 2 minute Half-Time interval.

Match Rules

Clothing: Suitable footwear must be worn at all times. All players must wear a shirt at all times and teams must make every attempt to ensure that all outfield players play in similar colours. Players must wear bibs where available and instructed by the referee. For the safety of all players, all items of jewellery should be removed before entering the field of play, including watches. Additionally, it is required that all players wear shinpads. Where not addressed specifically in these rules, judgements over the suitability of player's equipment are at the discretion of the referee. The referee will ask players to leave the field of play if they are judged to not be complying with these rules.

Kick-off: The referee will determine who takes the initial kick-off by coin toss. All players must be inside their own half for kick-off with the non-kicking team players at least 2m from the ball. The ball must be played forward and may not be touched again by the taker until kicked by another player. Players may shoot, and score directly from the kick-off. After a goal has been scored, play will be restarted by the opposing team taking a kick-off from the centre spot.

Goalkeeper: The goalkeeper is the only player on the pitch permitted to handle the ball and may do so, only within the area. The goalkeeper is not permitted to leave the area and if found doing so in order to gain an advantage, a penalty kick will be awarded to the opposition.

Goalkeepers are not allowed to kick the ball except when making a save. Any infringements of this will result in an indirect free kick 2m outside the area. When distributing the ball, it must be done with hands in an underarm motion. Use of an incorrect action, or the ball goes over head height, even if the correct action is used, will result in an indirect free kick 2m outside the area. **Pass backs** - A player who has received the ball from from the Goalkeeper cannot pass it straight back. The ball must touch another player before being passed back. Breach of this rule will result in an indirect free-kick. **Penalties** - In absence of there being a penalty spot, penalty kicks will be taken in the centre of the pitch 1 from the edge of the area.

The goalkeeper must be standing on the line when a penalty is taken. The penalty taker is allowed one step before shooting. If either side breaches these rules, the penalty will be re-taken.

Substitutions: It is unlimited rolling substitutions. Substitutions can only take place when there is a stoppage in play. The referee must be notified of this change. All substitutes must remain off the pitch or behind their goals.

Head height rule: The ball may not go over head height. Head height is typically deemed to be the height of the tallest person on the pitch but shall be subject to the judgement of the referee in all cases. Where the ball goes over head height, an indirect free-kick will be given against the player who last made contact with the ball. As an exception, play will continue if the ball goes over head height as a result of making contact with a goalpost or by a goalkeeper making a save.

Headers: Are allowed, if they occur within the above rules.

Ball out of play: If the ball goes out of play, play shall be restarted with a kick awarded to the appropriate team. This kick is indirect and the opponents must be 2m away from the ball.

Free-kicks: Players must stand 2m away from where the free-kick is being taken. If a free-kick is awarded within 2m of the edge of the area, it should be moved back so that it is 2m from the edge of the area, allowing a defensive wall to form in front. Failure to do so or in the event of dissent, the kick may be moved forward by two yards. All free-kicks are direct, except where specified above (ball played over head height; goalkeeper not playing the ball underarm; player returning the ball directly to the goalkeeper)

Fair Play: For the safety of all players, slide tackles are not allowed. Violent and aggressive play; unsporting behaviour; and foul and abusive language will not be tolerated. Players exhibiting such behaviour will be penalised by the referee. The referee may punish infringements with a yellow or red card. A yellow card will result in the player being sin-binned for two minutes, in which they may not be replaced by another player. The sin-binned player may only re-enter the field of play when the referee indicates they may do so. Where a player is given a red card, they must leave the pitch immediately and may play no further part in the game. They are not allowed to be replaced by another player. In the event of persistent or extreme abuse or bad behaviour, the referee has the power to abandon the game which may result in the disqualification of one or both teams from the competition.

For any enquiries about the tournament match rules, or the tournament itself, please contact Liam O'hagan by email on lohagan@stonepillow.org.uk

We look forward to hosting you and thank you for choosing to take part in an action packed fundraising event in aid of Stonepillow!