

Kettering & District Primary Schools 5-a-side Tournament Rules

Age groups and squads

Age groups are as of the 2016-2017 season and at the correct age as of the 31st August. Team sheets must be produced at registration (30 minutes before your first game) at the control point. Boys and girls must be school years 5 or 6 to participate. Each team will consist of 5 players with up to a maximum of 8 players in a squad.

Pitch and equipment

Pitch size, goal posts and goal areas will be appropriate to the age level. The ball is a standard size 4 for u11's.

Game duration

Games will be a total of 10 minutes long, being divided into two equal halves. Teams will change ends at half time with no half time interval period. The treatment of injuries is at the discretion of the referee with highest priority being given to player safety. Time added on will be at the referee's discretion.

Clothing / Attire

Suitable footwear and shin pads must be worn at all times. All players must wear a shirt at all times and all outfield players play in similar colours. The second team named must wear alternative coloured shirts or bibs if colours clash. For the safety of all players, all items of jewellery should be removed before entering the field of play, including watches. All teams must bring a first aid kit and kept on the touchlines during the game.

Kick-off

The first team named kicks off play for the first half, with the second team named kicking off the second half. All players must be inside their own half for kick-off with the non-kicking players at least 2m from the ball. The ball must be played backwards and may not be touched again by the taker until kicked by another player. 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 field permitted to handle the ball and may do so, only within the area.

Pass backs

Back passes are not allowed to be picked up by goalkeepers. If the goalkeeper picks up the ball then an indirect free kick will be awarded 2 metres outside the area.

Penalties

The goalkeeper must be standing on the line when a penalty is taken. The penalty taker must be identified to the referee before the penalty is taken. The penalty taker is allowed unlimited steps before striking the ball. Where either side has breached these rules to their advantage, the penalty will be re-taken.

Substitutions

The referee must be notified whenever there is a substitution who will allow the substitution to take place at any time. The oncoming player must not enter the field until the other player has left. Substitutions are on a roll on – roll off basis. The referee must be notified before any change of goalkeeper takes place. Goalkeepers may only be substituted once during the game, except in the case where a goalkeeper incurs an injury and does not return to the game.

Head height rule and offside

None apply.

Ball out of play

If the ball leaves the playing area along the side line, a roll-in will be awarded, where the player must roll the ball in an underarm action, at the point where the ball went out, to restart play. If the ball leaves the playing area along the goal line this will result in either a goal-kick/roll in if final contact was had with the attacking team, or a corner kick if the last touch was had by a member of the defending team. Corners shall be taken by way of a kick-in. Opponents must be at least 2m away from the kicker.

Fair Play

Violent and aggressive play; unsporting behaviour; and foul and abusive language will not be tolerated. Players exhibiting such behaviour will be penalized by the referee. The referee may punish infringements with a yellow or red card. Where a player is given a red card, they must leave the field immediately and may play no further part in the game. They may not be replaced by another player. The player sent off automatically misses the next 2 games as a 2 match ban. A player receiving a yellow card will receive a 1 match ban. 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.

Free Kicks

Players must retreat at least 2m away from where the ball is kicked, for any free-kick.

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.

Indirect free kicks:

Impeding an opponent

Direct free kicks:

Kicking, tripping, charging, striking, holding or pushing an opponent.

Handling the ball

Tournament Format

3 points are awarded for a win and 1 point for a draw. The manager of the winning team, or in the event of a draw the first team named, will take the result form to the control point immediately at the end of the match.

The winner of group 1 will play the runner up of group 2 and the winner of group 2 will play the runner up of group 1 for the semi-finals. In the event of teams being equal on points then the result of the match between the two equal teams will define which teams qualify. If the match was a draw then the team with the better goal difference qualifies. If the goal difference is also the same then the team scoring the most goals for will qualify. If this is still equal then a 5 minute one way play off will decide the winner with the first team scoring winning. If no goals scored then a penalty shoot-out with 5 penalties each will decide the winner with sudden death penalties if this is equal after 5 penalties each. Only players finishing game may take a penalty.

The semi-finals and final are 6 minutes each way. In the event of a draw then a further 2 minutes each way will be played. If still drawing then a penalty shoot-out with 5 penalties each will decide the winner with sudden death penalties if this is equal after 5 penalties each. Only players finishing game may take a penalty.

General

Presentations will be awarded at the end for the winners and runners up.

The FA stipulates that players of the under 9 and 10 age group should not play more than 60 minutes a day. Therefore substitutions should be arranged to ensure this limit is not exceeded.

Any rules not covered in the above will be as the Laws of association Football.

THE REFEREES AND ORGANISERS DECISION IS FINAL

KETTERING TOWN FC IS NOT RESPONSIBLE FOR INJURY, LOSS OR DAMAGE TO THE PERSON OR PROPERTY OF ANY PERSONS ATTENDING THE TOURNAMENT HOWEVER CAUSED.