

SAWTRY FIVES & SIXES SUMMER TOURNAMENT

Rules - U7, U8, U9, U10, U11, U12, U13

General Rules:

The rules of the Football Association shall apply to all matters not provided for in these rules. Each rule is numbered to correspond with the appropriate laws of the game.

U7's will play a round robin format only with no results or scores recorded, all players will receive a participation award.

2. The ball

The size of ball appropriate for the age group shall be used, as per local league rules. ALL teams to provide two match standard footballs for use on the day.

3. Number of players

Fives (U11 to U13)

Maximum squad of eight (8) players. The match shall be played by two (2) teams each consisting of not more than five (5) players, one (1) of whom shall be the goalkeeper.

Three (3) substitutes per team shall be permitted at any time during the game, roll on roll off (subject to the conditions set out in the laws of the game).

A match should not be considered valid if there are fewer than 3 (three) players in either team.

Sixes (U7 to U10)

Maximum squad of ten (10) players. The match shall be played by two (2) teams each consisting of not more than six (6) players, one (1) of whom shall be the goalkeeper.

Four (4) substitutes per team shall be permitted at any time during the game, roll on roll off (subject to the conditions set out in the laws of the game).

A match should not be considered valid if there are fewer than 4 (four) players in either team.

All

Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made and provided also that the change is made during a stoppage in the game.

All players to be named on team sheet, any player found changing teams will result in disqualification of teams involved. Players must qualify for the age group concerned as per F.A rules.

4. Players Equipment

Players of the team shall be dressed in uniform shorts and shirts, goalkeepers may wear tracksuits, but the colour of the goalkeepers' dress must be distinguished from that of other players and the referee. The wearing of shin guards, which must be covered by stockings in accordance with the laws of the game is compulsory.

EACH TEAM ENTERING SHALL HAVE A CHANGE OF COLOURS.

(USE OF COLOURED BIBS IS ACCEPTABLE).

5. Referees

A referee shall be appointed to officiate in each game. He or she shall have the same powers and duties as laid down in the laws of the game.

7. Duration of the Game

The duration of the game shall be 10 minutes straight through. All matches will be started and ended by the klaxon unless the referee indicates for play to continue due to injuries or excessive time wasting. Time shall be permitted to allow a penalty kick being taken at the end of a match.

8. Start of Play

Play shall be started by the sound of a Klaxon and the referee dropping the ball on the centre spot between one player from each side, both of whom shall stand not less than 3ft (1m) from the centre mark. The game shall be re-started after a goal has been scored by the usual FA rules. After any other stoppages the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeepers' possession, when the player shall, at the referee's signal, return the ball to play to re-start the game. The referee shall not drop the ball within 6ft (2m) of the lines marking the goal areas or within 6ft (2m) of the side lines.

9a. Ball in play

The ball shall be in play at all times from the start of the games unless:

- a) the ball has crossed the goal line or the side-lines.
- b) the referee has given the signal for full time.
- c) the game has been stopped by the referee.

Ball above head height - The ball for this competition shall be allowed to rise above head height.

9b. Ball out of play

When the ball goes out of play, a member of the opposing team shall take the throw-in or corner kick in the normal way. When a member of the attacking team puts the ball out of play over the goal line, the goalkeeper shall kick the ball out to re-start the game (Goal Kick).

(U7 to U10 Only)

The opposition team must retreat into their own half before a goal kick is played. If the goalkeeper chooses not to wait for the retreat that is their decision, however, the referee should encourage players to retreat quickly.

10. Scoring

A goal is scored when the whole ball crosses the goal line between the goal posts and under the cross bar providing it has not been thrown, carried, or propelled by hand or arm by a player of the attacking side, except in the case of the goalkeeper.

11. Offside

There are no offsides. Players may place themselves in any part of the playing area.

12. Fouls and misconduct

Normal rules apply.

A player who is cautioned (yellow card), during a game shall automatically miss the next game. If a player is cautioned twice (two yellow cards), in the same game, this will result in a sending off (red card) and that player shall not be allowed to take any further part in the competition. A player who is sent off (straight red card) shall not be allowed to take any further part in the competition.

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The referee must report cases of misconduct to the sanctioning Association.

No substitute is allowed for a player dismissed from the playing area for misconduct during the game in which the offence occurred, but a substitute may be played in any ensuing games.

13. Free Kick.

All free kicks are direct. When a player is taking a free kick, all the opposing players shall be at least 6ft (2m) from the ball until it is in play. All free kicks (except penalty kicks) given against the defending side for infringements committed in or near the goal area, shall be taken from a distance of not less from 6ft (2m) outside the goal area at the nearest point to where the offence occurred.

14. Penalty Kick.

A penalty kick shall be taken from the penalty mark and except the defending goalkeeper, only the player taking the kick can enter the goal area and for that purpose only. The goalkeeper may not move from their goal line until the ball has been kicked.

15&17. Throw-ins & Corner kicks.

Normal football rules apply.

16. Goalkeeper returning the ball into play.

After holding the ball, for NO more than 6 seconds, the goalkeeper must return the ball into play with a throw, under or overarm is allowed, the ball may NOT be drop kicked, the keeper may drop the ball onto the ground and then kick it, but as soon as the ball is released from the keepers hands it is in play.

98. Pass back rule.

The pass back rule will apply. The ball must be returned into play within 6 seconds of being in control of the ball. Note: In the U7 to U10 age group referees will have discretionary decision-making power over a pass back.

99. Play within the Goal Area.

Outfield players shall be permitted to enter and shoot from within the goalkeeper's area. Goalkeepers shall be permitted to leave their area.