

AMI NELSON SUBURBS CLUB CUP RULES 2016

DATES: 20th and 21st JULY 2016

LOCATION: AMI NELSON SUBURBS CLUBROOMS, SAXTON FIELD, STOKE, NELSON.

ELIGIBILITY: It is our aim that all clubs wishing to take part in the tournament should be able to do so and be allowed to produce the most competitive teams they can from their club/Federation. We want the tournament to be as competitive as possible so that all teams involved experience a high level of competitive football. Based on this we have drafted the following rules to assist clubs to achieve this goal.

- Teams/squads will consist of a maximum of sixteen players for 13th, 14th grades and a maximum of fourteen players for 11th and 12th grade.
- Each club may only enter one team in each grade.
- Teams must play in their appropriate federation age grade.
- Players must be registered during the 2016 season for the club (within the federation) and have played a minimum of 4 games for the club this season that they will represent in the tournament. Except the 2 guest players who may be from another club or school in the same federation.
- Clubs teams can also have players one age grade younger, and they must be registered members of the participating club.
- Clubs may invite up to 2 age grade appropriate players in total from either a school team or another club within the same Federation to play for them as guest players.
- Players can only play for one team in the tournament.
- Full details of the players must be in the hands of the Tournament Sub Committee no later than 8th July 2016

EQUIPMENT:

Appropriate shirt, shorts and socks are required.

GoalKeepers to wear colours which distinguish them from the other players.

Football boots and shin pads are compulsory. Note: shinpads must be worn under socks.

Mouthguard is optional.

TEAM GUIDELINES AND SUPPORT:

Spectators or officials standing anywhere along the goal line or directly beside , behind or between the goalposts is not permitted.

START OF PLAY:

Kick off decided by the toss of a coin

The team winning the toss decides which goal they will attack in the first half

The team losing the toss takes the kick off to start the game

The team named first in the game draw is the home team -- the away team will have to wear bibs or an alternative kit if there is a kit colour clash.

GOAL KEEPER IN GENERAL PLAY:

All Grades...

Goal keepers can pick up the ball at any stage within their Goal Box / Penalty area during play.

Once the keeper has possession any further challenge by the opposition should be promptly controlled by the referee.

The ball can be kicked or thrown.

CORNER KICK:

All Grades...

A corner kick is awarded when the defending team plays the ball over their own goal line.

The kick is taken from the corner nearest where the ball went out.

The ball must be placed wholly within the quarter circle.

A goal may be scored directly from a corner kick.

The corner flag is not moved while the kick is taken.

A player cannot be offside at a corner kick.

GOAL KICK:

All Grades...

Must be placed and taken within the goal box.

The ball must be kicked beyond the penalty area to be in play otherwise the kick is to be retaken.

All players of the opposing team shall remain outside the penalty area.

A goal can be scored directly from a goal kick.

A player cannot be offside from a goal kick.

A GOAL IS SCORED OR BALL IS OUT OF PLAY:

When the ball has wholly crossed the goal line, or touch line on the ground or in the air. Like FIFA we do not use goal line technology so the referees and officials decision is final. Please accept it at all times.

SUBSTITUTES:

Rolling.

Substitutions can only occur during a stoppage in play.

Substitutions may only enter the field of play at the half way line.

Substitute must wait until the substituted player has come off field.

The Referee must be notified prior to a substitution taking place.

OFFSIDE:

Offside applies when:-

A player is in an offside position if they are nearer to the opponents goal line than both the ball and the second last opponent. **Note... in line with the opponents is NOT offside.**

A player shall only be penalized for being in an offside position if, at the moment the ball touches or is played by one of their team mates, they are, in the opinion of the referee involved in active play by:

- Gaining advantage by being in that position
- Interfering with play
- Interfering with an opponent

A player shall not be declared offside by:

- merely being in an offside position
- if they receive the ball; direct from a goal kick , a corner kick or a throw in.
- they are in their own half of the field of play
- they are **LEVEL** with the second last opponent or the last two opponents.

FREE KICKS:

A Free kick is classified under two headings:

Direct: from which a goal can be scored.

Indirect: from which a goal cannot be scored unless another player has touched the ball.

Both direct and indirect free kicks are taken from where the offence occurred.

A **direct free kick** is awarded for the following offences, if they are **committed intentionally**....

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges at an opponent
- Strikes or attempts to strike an opponent
- Pushes on an opponent
- When tackling an opponent & makes contact with the opponent before touching the ball
- Holds onto an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

If a direct free kick is kicked directly into the opponent's goal, a goal is awarded.

PENALTY KICK:

A penalty kick is awarded if any of the above 10 offences are committed by a player inside his own penalty area.

Only the goalkeeper and the player taking the kick are allowed in the penalty area.

All other players must remain outside the penalty area, but still on the field of play until the ball has been kicked.

The kicker does not play the ball a second time until it has touched another player.

AN INDIRECT FREE KICK:

is awarded for the following offences..

Plays in a dangerous manner

Obstructs the progress of an opponent

If the goalkeeper (inside his own penalty area) touches the ball with his hands after it has been **deliberately** kicked to him by a team-mate

DROPPED BALL:

A dropped ball is a way of restarting the game after a temporary stoppage which may be necessary.

The referee drops the ball at the place where play stopped, the ball must touch the ground first before being kicked.

THROW IN:

When throwing the ball in, the player must...

Face the field of play.

Keep both feet on the ground either on or outside the line.

Use both hands.

Deliver the ball from behind and over the head.

The thrower may not touch the ball again until it has touched another player.

If the throw is not properly taken, the opposition shall take the throw.

A goal cannot be scored directly from a throw in.

A receiving player cannot be offside from a throw in.

SENDING OFF:

We do not expect any sending offs , but firm control will be taken with the following offences which under FIFA rules would result in a sending off;

- Violent conduct
- Serious foul play
- Foul and Abusive language
- Persisting in misconduct after having received cautions

Any written report of the incident must be handed in via your Team Manager (within 2 hours) to Nigel Pugh, Tournament Director.

POINTS: Three points will be awarded for a win, one for a draw and none for a loss.

If teams are level on points at the end of pool play, goal difference will apply. If teams are still level, the highest goal scorer will qualify. If teams are still level the score of the match between the two equal sides will determine the top qualifier.

If after applying the above criteria any two or more clubs are still equal, then the club with the superior disciplinary record in this competition shall be the highest placed club.

In the event of the clubs still being equal, a coin will be tossed under the direction of the Tournament Director and the winner of the toss shall be the winner.

STRUCTURE:

11th and 12th grade will play on intermediate pitches and 13th, 14th grades will play on full sizes pitches.

Teams will initially play in pools. At the conclusion of pool play each team will play playoff games to determine their final standing.

If after full time in the playoff games the teams are drawn, then a further 5 minutes extra time each way will be played. If the teams are still drawn after extra time then a penalty shootout will determine the winner. Each team will pick 5 players who are on the field playing at extra time to take the penalties. If the teams are still drawn after 5 penalties each then it continues through the rest of each team until one team has an advantage, with both teams having taken the same amount of penalties.

All games will be controlled by qualified referees with volunteers from the teams to act as linesmen.

Please remember

The safety and enjoyment of players is paramount and of the highest priority, we want everyone to enjoy their time in Nelson

The encouragement of all players; this includes your team and the opposing team is paramount for a successful tournament.

The Referees decision is final and please respect them.

Remember the tournament is for the players.