



Fleet Spurs Football Club



TOURNAMENT RULES-2020-21

(The rules of the Tournament are binding to all clubs that take part)

1. PLAYERS' ELIGIBILITY

- ⊗ All players must be registered by the time specified on the registration form for the session the team is competing
- ⊗ Once registered, a player may only play for that team for the duration of the Tournament.
- ⊗ All players must be of the appropriate age group when registering as per the Hampshire FA rules. If a player is found to be over-age, the team will immediately be disqualified, and all their fixtures shall be deemed to be losses with a 1-0 score line.

2. AGE QUALIFICATION

- ⊗ The 2020-21 age qualification rules apply for the respective leagues that the team's play in. Teams entering the Girls section will follow rules of their respective age group.

3. TEAMS, SUBSTITUTIONS & MATCH DURATION.

- ⊗ Teams must adhere to the following according to their age group:

Age Group Team Size Squad Size

U7, U8, U11
Girls 5 10

U9-U12, U14
Girls 6 10

U15 Girls,
U13-16 5 8

- ⊗ Rolling substitutions can be used when approved by the referee, during a suitable break in play, except to replace a player who has been suspended from the game by the referee.
- ⊗ The first named team for a match will be deemed the "HOME" team and the second named team the "AWAY" team.
- ⊗ U7 & U8 games are 10mins with no half time, U9-U16 games are 12mins with no half time.
- ⊗ The length of the games will be announced at the manager's briefing and may be amended at the discretion of the Tournament organiser's due to the late running of games, bad weather etc.
- ⊗ Allowance for extra time for stoppages is at the discretion of the referee.

4. RULES OF PLAY

- ⊗ For U7 to U8, plus U11 Girls the normal rules of Mini Soccer apply,
- ⊗ For U9 and above, the rules follow the FA rules for small sided football.

- ⊗ The following are exceptions/clarifications relating to certain age groups:

U7,U8,U11 Girls

- ⊗ Back pass rule does not apply (keeper may pick up the ball from a back pass)
- ⊗ Keeper's to return ball to play by throwing or kicking the ball. Drop kicks are allowed.
- ⊗ Goal kicks to be taken from the ground from within the area. Opposition players must retreat to the half way line. The keeper need not wait for the players to retreat before resuming play.
- ⊗ For throw-ins, players may either roll the ball underarm or from over-head.
- ⊗ Games will be played on a "festival" basis as per FA guidelines.
- ⊗ There will be no results or league tables made available for these age groups.



U9 to U12, U14 Girls & U15 Girls

- ⊗ Back pass rule applies (keeper may not pick up the ball from a back pass)
- ⊗ Keeper's to return ball to play by throwing or kicking the ball off the ground. No drop kicks allowed.
- ⊗ Goal kicks: To be taken from the ground within the area.

U13 to U16

- ⊗ Back pass rule applies (keeper may not pick up the ball from a back pass)
- ⊗ Keeper's to return ball to play by throwing or kicking the ball off the ground. No drop kicks allowed.
- ⊗ Goal kicks: The keeper must return the ball by throwing the ball from behind the goal line.
- ⊗ There is NO retreat line.

LEAGUE GAMES U9-U16 (including U14 & U15 Girls age groups)

- ⊗ All league stage matches will be scored with 3 points for a win and 1 point for a draw.
- ⊗ All teams must be ready to start their matches at the designated time. The referee will wait two minutes for a late arriving team and, if they exceed this time, the match will be awarded to the other team.
- ⊗ If there is a "no show" on the day then all games for that team will be removed from the fixtures.
- ⊗ Each team will play each other team in its group at least once.
- ⊗ At the end of the league stages, in the event of there being two or more teams on equal points, the higher placed team will be decided by (in order):
 1. *Goal difference*
 2. *The result of the match between the two equal placed sides*
 3. *Goals scored if the goal difference is the same*
 - ⊗ *If none of the above results in a difference, then a penalty shoot-out with 3 players from each team, then sudden death if scores still level.*

6. AUTHORITY OF THE REFEREE

- ⊗ Every match is controlled by the referee who has the full authority to enforce the Laws of the Game in connection with the match to which he has been appointed. The referees' decisions are final in all games. Any player sent off during the competition will be suspended for the remainder of the competition.

7. TEAM COLOURS/EQUIPMENT

- ⊗ The "HOME" team will supply a suitable match ball for the game (U7 to U10 – size 3, U11 to U14 size 4, U15 to U16 - size 5)
- ⊗ Each team competing will register its first choice of colour with the competition. In the event of similar colours, the second named team will change or use bibs. Players shall be dressed in uniform shirts and shorts and goalkeepers must wear colours distinguishing them from other players and the referee.
- Goalkeepers may wear tracksuit bottoms.
- ⊗ Players must not use equipment or wear anything that is dangerous to themselves or any other player. Jewellery that is potentially dangerous and cannot be removed must be taped. Shin-guards must be covered entirely by the socks.

8. DISCIPLINARY SANCTIONS

- ⊗ The use of temporary timed suspensions ("sin Bins") and the exclusion of a player arising from the using of a red card are the disciplinary sanctions for use by referees. Referees will employ the use of temporary timed suspensions in all cases traditionally regarded as cautionable offences.
- ⊗ A player temporarily suspended from play will be shown a yellow card by the match official and he/she will be suspended from play for a period of 2 minutes.
- ⊗ Suspended players should remain in an area where they can be seen by the referee and adjacent to the team officials and substitutes.
- ⊗ A player will be informed as to the end of a period of suspension by the referee or match official and invited to re-join the play.

9. RESULTS

- ⊗ The winning team (or the "HOME" team in the event of a draw) will be responsible for collecting the result slip from the referee and handing it in to the control tent as soon as the match has finished.

10. TOURNAMENT COMMITTEE/DISPUTES/APPEALS

- ⊗ The Tournament Committee (as detailed in the Administration Rules) has been appointed to organise the competition.
- ⊗ The Committee shall have the power to apply, act upon and enforce the Rules of the Competition, and shall also have jurisdiction over all matters affecting the Competition, including any not provided for by the Rules. The Committee shall also adjudicate in all cases of dispute, protest and complaint; other members shall be co-opted if required. Decisions following complaints or issues will be made by a minimum of 3 members of the Committee.
- ⊗ Only the team manager may lodge disputes and represent the team at a dispute hearing.
- ⊗ Any appeal against the decision of the Committee must be made in accordance with FA Rules.