

THE FA FIVES 2020 – Tournament Rules – Walking Football

- Maximum of seven players in a team 5 on pitch and 2 subs
- 1 team from each Round One competition will qualify as winners to the Regional Finals (unless otherwise confirmed by the FA FIVES Event Director on the day)
- The tournament format will be organised by THE FA FIVES Event Director and will be briefed into each Team Captain on the day of the Round One event. If a league is part of the tournament format then teams will receive 3 points for a win, 1 for a draw and zero for a loss
- Group standings will be decided on the following basis in the event of teams being tied on points:
 - o Head-to-head result / Goal Difference / Goals Scored / Goals Conceded
- In the event of a draw in the knockout stages of any round, the match will be decided by penalties. The penalties will consist of three (3) rounds followed by 'sudden death' penalties if necessary
- Team captains should send the link to all players to register to their team on the FA Events Platform
- Teams are recommended to arrive no later than 45 minutes before an FA FIVES Event starts
- All fixtures are to be played unless adverse weather conditions make the pitches unplayable. Any decision to cancel a game will be made by the FA FIVES Event Director.
- All players should respect referees, FA FIVES Event Venue staff and opponents at all times. Failure
 to comply with this could result in your team being taken out of the tournament or disciplinary
 actions being taken. This will be at the discretion of an FA FIVES Events Director or through The
 FA's disciplinary team if required.

THE FA FIVES 2020 – Playing Rules – Walking Football

The games will be played under the FA Walking Football Laws of the Game.

The ethos of Walking Football is one that expects a minimal contact match, with the players, match officials and other participants all understanding the spirit of the match. The main reference points for the playing rules are contained in the above Laws of the game but an overview of the key rules are listed below:

- Walking is defined as 'always having at least one foot in contact with the ground'
- The referee will award an indirect free kick against any player who is not walking, unless advantage can be played. A player who is penalised three times for a walking offence will receive a blue card and a sin binned for a duration of two minutes.
- A height restriction of 2 metres applies. If a height offence occurs within the penalty area and is
 committed by the goalkeeper an indirect free kick should be awarded 3m from the penalty area
 line nearest to where the offence took place. The exception to this rule shall be when the ball rises
 above the designated height restriction resulting from a save or block performed by a goalkeeper.
 In this case the goalkeeper gains possession of the ball and must restart play with a goal clearance.
- The game will be played with all free kicks being indirect free kicks
- A goal may not be scored directly from kick off
- No sliding tackles permitted



- Access to penalty areas being restricted only to goalkeepers. Advantage gained by entry into the
 penalty area by a defender results in a penalty kick; entry into the penalty area by an attacker
 results in the goalkeeper being given possession of the ball to re-start the game.
- Kick ins should be used to restart play on pitches being played to lines.
- There are no yellow cards in Walking Football, a blue card will result in a 2-minute sin bin, a red and a player will be permanently sent off
- If a player is penalised on three separate occasions for infringing the walking law, they must receive a blue card and are sin-binned for 2 minutes
- A size 5 ball should be used for all rounds of the tournament

THE FA FIVES 2020 – Goalkeeping Rules – Walking Football

- After the goalkeeper has distributed the ball, they may only receive a pass if the ball has either touched an opponent or if the ball has been touched by at least two of the goalkeeper's teammates.
- Goalkeepers can only distribute the ball through an underarm throw or a kick from a stationary point within the penalty area after a goal clearance is awarded by the referee (the whole ball has passed over the goal line by an attacking player)
- If the goalkeeper receives the ball from a team mate in open play the goalkeeper is permitted to touch the ball and to pick it up. They must then use an underarm throw.
- All goalkeepers must stay in their area. Goalkeepers leaving the area except through unintentional momentum will result in a penalty kick to the attacking team
- Kick ins should be used to restart play on pitches being played to lines.

THE FA FIVES 2020 - Discipline Procedures

The following bans should be administered in the event of:

- Three blue cautions result in a 1 match ban for the next match
- A sending off results in a 1 match ban for the next match

In addition The Organising Parties reserve the right to expel any team or Team Member from the tournament if either of them deems that team or Team Member to be acting:

- In an unsportsmanlike fashion;
- Outside the principles of fair play;
- In a way that damages the image of the tournament; or
- Fielding a player or players who do not meet the eligibility criteria.