

Rules of the Hatfield Comet Youth FC Summer Football Festival

1. Competition Format

1.1. This Competition is called Hatfield Comet Youth FC Summer Festival and is sanctioned by the Hertfordshire FA.

1.2. The competition is by invitation in the first instance then will be an open invitation.

Applications will only be considered upon receipt of a fully completed entry form and cleared payment. Entries will be confirmed by the Tournament Organiser at least seven days prior to the tournament.

2. Age Groups, Squads & Player Qualification

2.1. Age groups will relate to the 20/21 season.

2.2. Each team shall register a squad of players on the day of the competition.

2.3. Each team may register a squad of up to

5aside = 8 Players

7aside = 10 Players

11 aside = 15 Players

2.4. Each registered player shall only play for one team throughout the duration of the tournament.

2.5. Each team shall appoint a manager. The manager shall be responsible for their team being registered on arrival and being available to play on the correct pitch at the correct time. The manager is also responsible for adherence to the tournament rules and communication of the rules to their squads' players and supporters.

2.6. All players must wear shin pads and appropriate footwear.

3. Duration of Matches & Balls

3.1. All 5 aside & 7aside matches these will be 10 minutes in duration.

All 11 aside matches will be 12 minutes in duration.

3.2. There will be no Half time.

3.3. All teams are responsible for considering players' playing time does not exceed the FA's guidelines on maximum playing time for children.

3.4. In each match the first named team will provide an appropriate quality and correct sized match ball.

3.5. In the event of a clash of colours, the second named team should provide alternative shirts/bibs.

4. Scores & Results

4.1. Tournament will be a league format with no knockout stages.

4.2. All matches will be decided by the teams scoring the most goals during normal time. If the score is equal after normal time, an extra 10 minutes will be played. If the score is equal after extra time; a penalty shootout will decide the winner.

5. Playing Rules

5.1. The Laws of association football will apply.

5.2. Substitutes are roll on, roll off from those named on the registration form. A substituted player can return in the same match. Referee's must be informed of and allow substitutions. The number of substitutions made during a game is unlimited.

6. Players, Officials and Supporters Conduct

6.1. This competition uses the yellow and red card system.

6.2. An accumulation of two yellow cards on a single day in the competition will result in the player being suspended from the next match.

6.3. Two yellow cards in one match equals a red card and the player will be sent off.

6.4. A player who receives a red card (either straight red or for two yellow cards in the same match) will not be permitted to take any further part in the competition.

6.5. All cautions and red cards will be dealt with on the day of the match.

6.6. Any misconduct from the tournament will be reported to Hertfordshire FA by the referee as normal.

6.7. The tournament will use the Blue card system, the player cautioned will be sent to the sin bin for 2 minutes. The caution will be recorded but not sent to the County FA.

7. Reporting Results

7.1. The referee shall be responsible for reporting the result of the game to the result co-ordinator at the conclusion of each game.

8. Protests and Appeals

8.1. All questions of eligibility, qualification of players or interpretation of Rules shall be referred to the Tournament Committee, but no objection relative to the dimensions of

the playing area or other appurtenances thereon shall be entertained by the Committee unless a protest is lodged with the referee before the commencement of the game.

9. Referees

9.1. Referees shall be appointed by the Competition.

10. Medals and trophies

10.1 The following will receive a medal: Winners, Runners-up (Competitive age groups).

Everyone (Non-competitive age groups).