



WARE YOUTH TOURNAMENT RULES

All age groups

- The age group for your team is for the season just ended.
- All age groups are 5-a-side with a maximum squad of 8. Players cannot play for more than one team on the day.
- Duration of play in all matches will be 10 minutes straight off – no half time. Extra time will be 3 minutes each way.
- Rolling substitutes may be used in any match from those named at registration.
- Goalkeeper must roll ball out under arm after collecting it in hands, from the designated area (except u6-u8 who can kick). Defenders and attackers are allowed into the goalkeeper's area, goalkeepers are allowed out but must not handle ball outside of their area. Dropping the ball on the floor and kicking is not allowed and will result in an indirect free kick.
- A match ball will be provided for all games. The team manager shall be responsible for the team being registered by the correct time and being available to play on the correct pitch at the notified time.
- Players receiving a yellow card will be banned from the following match; players receiving a red card will play no further part in the competition. All discipline will be reported to the County FA by the match official as usual.
- Any Player, Manager or Spectator found to be abusing any Referee or Match Official will be asked to leave the Tournament.
- Any protest arising from eligibility or qualification of players, interpretation of rules, or any other matter not covered elsewhere in these rules shall be referred to the Organising Committee whose decision shall be final in all matters. All protests must be made to the Organising Committee no more than 10 minutes after the match has finished.

The Laws of association football related to mini soccer and youth football will apply except where provided for in the playing rules as set out below.

GIRLS competition for all age groups

- HGFPL rules apply.
- 5-a-side. Maximum squad of 8 players
- Retreat rule applies. Goalkeepers can kick ball from hands and take goal kicks as normal.
- Throw-ins and corners as normal.
- Ball can be played overhead height.
- U8s & U9s will play with size 3 football, U10s & U11s will play with a size 4 ball.
- U8s & U9s will play just a cup competition after the group stages.
- U10s and U11s - After the group stage, the competition will split into two, playing for a Shield and Cup. Winners and Runners Up of both competitions will receive trophies.

BOYS/MIXED: Under 6s.

U6's must be eligible to play under 7's for season 2019-20 and be 6 on the day of the tournament.

- MHRML mini soccer rules apply, using a size 3 ball.
- 5-a-side. Maximum squad size of 8
- Retreat rule applies. Goalkeepers can kick ball from hands and take goal kicks as normal.
- Throw-ins and corners as normal.
- U6s non-competitive football with no results published.
- All players will receive a medal for participation.

BOYS/MIXED: Under 7s, 8s, 9s, 10s, 11s, 12s, 13s & 14s

- MHRML rules apply.
- 5-a-side. Maximum squad of 8 players.
- Throw-ins and goal kicks to be rolled in under waist height. Corners to be taken as normal.
- U7s, U8s & U9s will play with a size 3 ball, all other age groups with a size 4.
- No Offsides. Ball can be played overhead height.
- After the group stage, the competition will split into two, playing for a Shield and Cup.
- Winners and Runners Up of both competitions will receive trophies.

Competition Play

- The competition will be played on a league basis, 3 points for a win and 1 point for a draw. If teams are tied on points, then **Goal Difference** then **Goals Scored** then **Result between the two teams** will decide who qualifies. If this is still identical **then Penalties will decide**. If the knockout games are tied at the end of normal time, then extra time will be played and if still tied then penalties will decide the result.

- Penalties: All players from each side who are on the field of play at the end of the game shall take a penalty for their team alternating with their opponents. If at the end of this series the scoring remains equal, sudden death will come into play with the 4th player.