



Berkhamsted Raiders Community Football Club

Kitcheners Field, Castle Hill, Berkhamsted, HP4 1HE



TOURNAMENT RULES

Rules of Berkhamsted Raiders Girls 6-a-side Tournament for Saturday 11th June 2022

Competition Format

1.1 This Competition is called Berkhamsted Raiders Girls 6-a-side Tournament (****U8 will play 5-a-side ****) and is sanctioned by the Hertfordshire County FA

1.2. The competition is by 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 2021/2022 season.

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

2.3. Each team may register an unlimited squad of players but to avoid disappointment and maximise game time, please bring 'manageable' squad sizes.

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 matches will be 10 minutes in duration (one way).

3.2. 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 as follows:

U8's, U9's, U10's will use size 3 footballs

U11s, U12s, U13s, U14s will use size 4 footballs

U15s, U16s, U18s will use size 5 footballs



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3.5. In the event of a clash of team colours, the first named team should provide alternative shirts / bibs. Teams (including goalkeepers, may not play in black or dark coloured shirts that will clash with the referee. Goalkeepers must wear a shirt colour that is different from their own teams and their opponents.

4. Scores & Results

4.1. The competition shall be played on an initial league basis for all age groups, and the top 2 groups group will progress to the knock out stages, except the U8's there will be no knock-out stages or penalty shootouts to decide group position. Games will end after the group stages with medals for all participants.

For U9s and older, there will be 3 points for a WIN, 1 point for a DRAW and 0 points for a LOSS. If teams are level on points at the end of the group stages, position in group and hence progression is decided on

- the result of their head-to-head match,
- then goal difference,
- most goals scored divided by number of games played.
- kicks from the penalty mark in accordance with the Laws of the Game.

4.2 All knockout matches will be decided by the teams scoring the most goals during normal time. If the score is equal after normal time, kicks from the penalty mark will decide the winner in accordance with IFAB procedures (see 4.4).

4.3 Extra Time in Finals: Finals will be decided by the team scoring the most goals during normal time. If the score is equal after normal time, extra time of 6 minutes straight will be played. If the score is equal after extra time, Kicks from the penalty mark will decide the winner (4.4)

4.4 Kicks from the penalty mark to determine the winner:

The match referee will toss a coin to determine which goal will be used, unless one goal is in a better condition than the other. The referee will say 'heads' it will be that goal and 'tails' for the other goal, the captains do not choose.

The referee will then toss the coin a second time, involving the two teams captains and whoever wins the toss of the coin, can decide to take the first or second kick.

5 players from each side who are on the field of play at the end of playing time 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 operation with the 6th player and then the previous 5 players can take kicks in any order chosen by their team.

Should a team have a player(s) sent off by the referee the opposing team must reduce the number of players to equalise the participants in each team prior to the kicks being taken.

Only the players participating in the Kicks from the Penalty Mark, may remain on the field of play. Managers/Coaches/Spectators and Substitutes must remain off the field of play. All players except the two opposing goalkeepers and the penalty taker must remain in the centre of the field of play whilst each kick is being taken. If a team scores more penalties than the other in the first five and their opponents cannot equalise with their remaining kicks (i.e., 3-0), there is no need to take the remaining kicks



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5. Playing Rules

5.1. The Laws of Association football will apply except where specified otherwise.

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.

5.3 The off-side rule doesn't apply in this tournament

5.4 At kick-offs:

-The ball can be played in any direction by the kicker

-The opposing players must stand at least 3 metres away from the ball and be in their own half of the field of play.

-You cannot score directly from a kick off. If the ball did go directly into the opponents goal it would be a goal kick (see goal kick procedures for different age groups) to that team.

If the ball went into a teams own goal directly from a kick off, it would be a corner kick to their opponents.

5.5 Normal procedures for corner kicks and throw ins are permitted.

5.6 The "no back pass" rule will apply as in a normal game for all age groups. If the goalkeeper deliberately touches the ball with their hands or picks the ball up, the referee should award an indirect free kick to the opposing team at the nearest point on the edge of the goal area.

5.7 Opposing players must stand at least 3 metres away from the ball at any free kick or corner kick and at least 2 metres away from the touchline at a throw in.

5.8 The Retreat Line rule is in play for mini soccer (U7-U10). The opposing team must retreat to the halfway line before the goalkeeper takes the goal kick.

5.9 Goalkeepers, normal FA rules apply, with regards to a goalkeeper handling the ball in their own goal area and kicking it from open play except:

- for U7s & U8s drop kicks and any type of throw out are allowed. Goal-kicks are to be taken from anywhere within their own penalty area.

- For U9s, & U10's, goal-kicks must be taken from the goal line.

- For U9's and older there are no drop kicks allowed. The goalkeeper must use underarm throw outs or may release onto the ground and then kick the ball from the ground.

- For U11's and older there are no goal-kicks. The goalkeeper must use underarm throw outs.

- If a throw out is not underarm the referee should stop the game and tell the goalkeeper to throw the ball out again. For persistent infringement the referee may award an indirect free kick to the opposing team from the edge of the penalty area.



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6. Players, Officials and Supporters Conduct

- 6.1. This competition uses the yellow and red card system for misconduct for players, substitutes and managers / coaches.
- 6.2. A player receiving a yellow card in a match will be suspended from playing in the teams 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 County FA by the referee as normal.

7. Reporting Results

- 7.1. The winning team shall be responsible for reporting the result of the game to the result co-ordinator/scoring desk at the conclusion of each game.
- 7.2. The referee will hand the winning team manager a slip of paper confirming the match result on it after the game and this slip needs to be taken to the Result co-ordinator.
If a match is drawn, the referee should hand the result slip to the first named team to hand it in.
- 7.3. This must be done asap after the conclusion of the match so that the result is recoded and the Tournament admin runs smoothly.

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.
- 8.2. Such protests and appeals can only be made by the team manager and not by other individuals.

9. Referees

- 9.1. Registered referees shall be appointed by the Competition.
- 9.2. Referees will be managed by the Tournament Referee Co-ordinator

10. Medals and trophies

- 10.1 The following will receive medal or trophies
 - All U8's will receive participation medals and are in a fair play festival.



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- There will be a Cup Competition in the U9 – U18 age groups. The winners of the Cup will receive winners' medals and a trophy. The runners up will receive runners up medals.