

TOURNAMENT RULES

RULES OF THE CO-SPACE CUP COMPETITION/TOURNAMENT

1. Competition Format

1.1 This Competition is called Co-Space Cup 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 2022-23 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 8 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. No Jewellery is to be worn.

3. Duration of Matches & Balls

3.1. All matches will be 7 minutes per half. (Per half or straight through).

3.2. Half time will be no longer than 2 minutes.

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

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 will be provided with Bibs. The team must wear the same colours.

4. Scores & Results

4.1. The competition shall be played on an initial league basis for all age groups.

Three points for a win, one for a draw. The team finishing first and second in their group will qualify for the knockout stage*. If two or more teams finish with the same number of points, then the highest placed team will be determined by:

- the result of their head-to-head match,
- then goal difference,
- then the team that has scored the most goals.
- kicks from the penalty mark in accordance with the Laws of the Game.

*If also to be a Plate or alternative competition then details to be inserted.

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, an extra 3 minutes straight through will be played. If the score is equal after extra time, kicks from the penalty mark will decide the winner in accordance with IFAB procedures.

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.

5.3 The off-side rule doesn't apply.

5.4- The ball must not be played over head height.

5.5- The ball is active all of the time, even if it rebounds off the side boards or goal. If the ball goes over behind the goal, a goal kick is awarded.

5.6- Penalties must be taken with a maximum of one-step run up.

5.7- You can shoot directly from Kick off.

5.8- Players must be stood 2 yards from the ball whether its direct or indirect. All incidents apart from fouls and handballs will be indirect.



5.9- No headers or slide tackles are permitted and will result in a free kick to the other team.

5.10- If a member of the defending team goes inside the box to gain an advantage a penalty will be awarded. If an attacker goes in, a free kick will be awarded. The keeper must not come out of the area. The keeper has 6 seconds to release the ball.

5.11- The ball may not be returned to the goal keeper by a player from his own tram until played by a second player. This will result in an indirect free kick where the pass back occurred. The goalkeeper must not pick the ball up.

5.12- The referee's decision is final.

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 miss the next game.
- 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.
- 6.7-  If you are sin binned, you will be off the pitch for 2 minutes without a substitute. 

7. Reporting Results

- 7.1. The referee / winning team shall be responsible for reporting the result of the game to the result co-ordinator at the conclusion of each game.
- 7.2- The results will be then inputted into the tables by the co-ordinator.

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 A big trophy will be given to the winners of the tournament, as well as little trophies to each member of the team.
- 10.2-Runners up will receive a small trophy for the group and a medal each.