



ROYSTON TOWN YOUTH FC

Tournament Playing Rules

Junior



CHARTER STANDARD
COMMUNITY CLUB

1. This competition shall be known as the Royston Town Youth Tournament & Festival invitation 5-a-side and 6-a-side tournament and shall be affiliated to the Herts County F.A and will be played at Eternit Sports & Social Club, Whaddon Road, Meldreth, SG8 5RL.
2. The competition shall be designated Under 12, U11, U10 and U9. The U8 and U7 will be played as "fun football" and will not be part of any competition.
3. The competition shall be designated Under 12, U11, U10 and U9 all of whose players on 31st August 2018 of the current season are Under 12, U11, U10 and U9 years.
4. The under 8 and under 7s play a 5-a-side tournament and only play friendly matches and each player for these age groups receive the same trophy.
5. No teams in the U12, U11, U10 or U9 Sections shall include players with an age difference of more than two years and these age groups will play a 6-a-side tournament.
6. All teams must be able to provide proof of any player's age upon request from the tournament organiser.
7. All competing players shall be registered members of the club they represent at the time of the competition. Each team shall register a maximum 8 players for U7 and U8's, and 9 players for U9, U10, U11 and U12 on the day of the competition. Each registered player shall only play for one team. Team can be of mixed gender players up to under 12. Up to a maximum of two guests are allowed per team.
8. There is no offside rule.
9. 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 will decide who qualifies, if the teams are still tied then the team with the better 'Goals For' will go through, if they are still tied then result of the match between the two teams will decide, if this is still identical then penalties will decide. (This will also be used to decide 1st, 2nd and 3rd place). 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.
10. In the event of a team withdrawing from the competition 3 pts will be awarded to the opposition team and a 0 – 0 score line will be recorded for goal difference purposes.
11. Duration of play in all matches will be 10 minutes (U7, U8) and 12 minutes (U9, U10, U11, U12) straight, time permitting, extra time for knockout matches shall be 5 minutes straight. All teams will get a minimum of 4 games.
12. All teams are responsible for considering players playing time does not exceed the FA's guidelines on maximum playing time for children.
13. Penalties. Five (number shall be either 3 or 5 depending on round) players from each side who are on the field of play at the end of playing time shall play a penalty for his team alternating with their opponents. If at the end of this series the scoring remains equal, sudden death will come into operation. 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.

14. A player who is sent off for misconduct shall not be permitted to take any further part in the competition, he may be replaced (by a team mate nominated on the team sheet) for subsequent matches, but not in the match during which he was sent off. This competition uses the BLUE Card system where a player booked is sent to a sin bin for 2 minutes but the booking is not sent to Herts FA but recorded by the Senior Referee. Two blue (yellow) cards in any one match equal a red card, whereas an accumulation of two blue (yellow) cards in the tournament results in a player being excluded from any subsequent matches. Registered Referees shall control all matches where possible and all misconduct or straight red card offences will be reported by the referees to the appropriate County FA.
15. In the event of any dispute, appeals can be lodged with the Herts FA.
16. Goal kicks will be taken from anywhere inside the penalty area.
17. Goalkeeper must throw ball out under arm after collecting it in hands, from his designated area.
18. Defenders and attackers are allowed in goalkeeper's area, goalkeepers are allowed out of their area but must not handle ball outside of their area.
19. At a free kick, the minimum distance the opponents must be away from the ball is 3 yards. All free kicks are direct.
20. When the ball goes out for a throw-in, the player taking the throw-in must throw the ball under arm to re start play.
21. Rolling substitutes may be used in any match from those names on the registration form.