

## GENERAL

Team managers must report to registration 09:00 (morning session) & 13.30 (afternoon session). All players will receive their medal at the end of their tournament. Cup final winners will receive a trophy.

Players are only allowed to play for one of your sides if you have entered two sides for the duration of the tournament. No squad limit but only 10 players from your squad can take part in a game.

Strictly **no academy** or centre of excellence **players** are allowed to participate in the event. If a team is found to be playing a player as above then they will be asked to leave the tournament.

Managers are responsible for their player's, parent's & spectator's safety at all times. **Foul or abusive language by players, managers or parents will not be tolerated. Non-compliance with this rule will result in the relevant team being asked to leave the tournament.**

Parents/spectators are to be behind barriers at all times. Only Players (taking part in the current game)/managers/officials and SMWJFC personnel allowed on to the pitches. **NO WAITING ON THE PITCH FOR YOUR NEXT GAME.** The appropriate footwear to be worn at all times. All players to wear shin guards.

Car parking is at your own risk. SMWFC take no responsibility. For damage or theft to vehicles or its contents.

ENTRY FEE: £4 PER PERSON – U16S FREE  
FREE PARKING

**No photography / or filming is allowed at any point of any games being played, anyone found doing so will be asked to stop, any refusal will result in them being asked to leave the premises. Failure to leave will result in the relevant team being asked to leave the tournament.**

## TOURNAMENT INFORMATION:

### **Saturday 5th July AM—First Kick Off 09:30**

U7s — 5 a side - 1 group of 8 teams, top 4 in Semis, winner of each semi in Final

Group / Semis 8 minutes 1 way, Finals 8 mins each way.

U8s — 7 a side - 1 group of 8 teams, top 4 in Semis, winner of each semi in Final

Group / Semis 8 minutes 1 way, Finals 8 mins each way.

### **Saturday 5th July PM—First Kick Off 14:00**

U9s & U10s — 7 a side - 1 group of 8 teams, top 4 in Semis, winner of each semi in Final

Group / Semis 10 minutes 1 way, Finals 8 mins each way.

### **Sunday 6th July AM—First Kick off 09:30**

U11s & U12s — 7 a side - 1 group of 8 teams, top 4 in Semis, winner of each semi in Final

Group / Semis 10 minutes 1 way, Finals 8 mins each way.

### **Sunday 6th July PM—First Kick Off 14:00**

U11s Girls — 7 a side - 1 group of 8 teams, top 4 in Semis, winner of each semi in Final

Group / Semis 10 minutes 1 way, Final 8 mins each way.

U7s, U8s, U9s, u10s—Size 3 Ball

U11s, U11 Girls & U12s & —Size 4 Ball

# TOURNAMENT RULES

## **MATCH RULES as follows (Standard Mini Soccer Rules Apply):**

Scoring will be as follows:

3 points for a win, 1 point for a draw.

Goal difference will count.

If after all games teams have the same points and goal difference then it will go on the result between the two teams. If still the same then 3 penalties per side (then sudden death—working through the squad of players).

In the semis/finals, if the scores are level at full time five penalty kicks to be taken. If the scores are still level after all five penalties, then it will be a sudden death penalty shoot-out. “Only players on the pitch at the final whistle can take penalties”

Please ensure teams are at their designated pitch for their next game two minutes before kick-off. If a team arrives late for their kick off they will be penalised by 2 goals (eg: Late team will start a game losing 2-0). Each team is allowed up to 3 coaches per game and must wear their teams managers attire as required.

In the event of a kit clash the 2nd named team will wear alternative shirts/bibs. Any teams with a black kit will wear Bibs so kit doesn't clash with the referee,

Before the start of all games the referee will toss a coin or equivalent for the choice of ends or kick off.

Team managers may make roll on roll off substitutions at any time with the referee's permission, whilst the ball is out of play.

The ball is allowed overhead height. All free kicks are direct.

In the event of a free kick being awarded, opposition players must be a minimum of five yards away from the ball.

The goalkeeper can either throw or kick the ball back into play. Back pass to goalkeeper is NOT allowed. **Retreat Rule in place as per Mini Soccer Rules for all age groups.**

All players are allowed in the goal keepers area. This area is the only place where the goal keeper can handle the ball. The goalkeeper can come out of his area. The offside law will not apply.

## MATCH RULES 2024/2025

### **The Penalty Kick**

Clarification that part of the ball must touch or overhang the centre of the penalty mark

Encroachment by players will be penalised only if it has an impact (same philosophy as goalkeeper encroachment)

### **Law Changes U7—U9:**

#### **Deliberate Header Restart:**

Deliberately heading the ball is an offence punishable by an indirect free kick

The indirect free kick is taken at the point where the ball was deliberately headed, except:

Where a player deliberately heads the ball within their own penalty area, the referee will stop the game and restart with an indirect free kick to the opposition from the nearest side line of the penalty area where the offence took place

#### **Touchline Restart:**

When the whole of the ball passes over the whole of the touchline, on the ground or in the air, instead of a throw-in, a pass-in/dribble-in is awarded

The kicker that takes the pass-in/dribble-in may touch the ball again before it is touched by another player

#### **At the moment of delivering the ball:**

The ball must be stationary on the touchline at the point where it left the pitch; only the kicker may be off the pitch

All opponents must stand at least five yards from the point on the touchline where the pass-in or /dribble-in is to be taken from

A goal cannot be scored directly from a pass-in

The ball is in play when it is kicked and clearly moves

#### **Sanctions in the event of a deliberate header in a match:**

There will be no disciplinary sanctions applied for a deliberate header in a match, unless the action is considered a persistent deliberate offence, which could then result in a caution.

# TOURNAMENT RULES

## **The referee's decision is final in any game.**

Should they have cause to show a yellow card to a player (including for SIN BIN offence), that player will automatically miss the next game.

Any player shown two yellows or one red in any one game will automatically be excluded from the rest of the tournament.

Any acts of intentional **violence** may result in a team being disqualified from the tournament based on the organizer's decision and referee's report.

The referee will send results to the score tent via the Tournify App and will also return the result sheet to the score tent.

The results manager will have the final say on recording all scoring and calculating league positions.

### **Delays:**

Matches will continue as scheduled except in the case of severe rain or lightning or any injuries that require urgent attention. The decision to postpone a match will be at the discretion of the tournament organizers.

If a match has less than 2 minutes remaining the score at the time will stand.

In the event of a delay, game times may be reduced to make up time.

If a team fails to arrive for a game, the result of the game will be 2-0 against the team failing to arrive.

**PLEASE NOTE THAT THE ORGANISER RESERVES THE RIGHT TO CHANGE THE RULES AS NEEDED AT ANY TIME IN ORDER TO BEST FACILITATE THE ORGANIZATION, SAFETY, AND FAIR PLAY OF THE TOURNAMENT.**