

McDONALD'S HAMILTON  
WAIKATO JUNIOR 5-A-SIDE TOURNAMENT  
NOTES - 2018

### **Registration**

All teams must register with their team sheet at the **Waikato Bay of Plenty Football** Registration Desk, Jansen Park, the morning of the tournament (Saturday/Sunday), **by 8:45am**, prior to the Team Managers meeting. Each team will then be provided with a programme and scorecards.

Team squads may not comprise more than 8 players.

**Player age eligibility rules are the same as those for Waikato Junior football competitions.**

### **MORNING ROUND ROBIN**

All teams will play round robin games in the morning.

1. Points will be awarded as follows  
Win - 3 pts  
Draw - 1 pt  
Bye - 3 pts
2. The **top four** teams will progress through to the championship knockout competition.
3. The **bottom four** teams will progress through to the plate knockout competition.  
*Teams with divisions of six will not compete for plate trophies.*
4. If teams are tied on points after the completion of the round robin, then positions will be decided as follows.
  - The team with the better goal difference will finish with the higher placing.
  - If teams are tied on goal difference then the winner of the game between the two teams will finish with the higher placing provided they have played each other.
  - If teams are still equal, then the team who has scored more goals overall will finish with the higher placing.
  - Failing any of the above separating the teams then a coin will be tossed.

### **AFTERNOON KNOCKOUT COMPETITION**

**Each game must have a winner.**

If teams are tied after normal playing time, then there will be a penalty shoot-out.

There will be no extra time.

Rules for penalty shoot-outs are listed under rules of play.

### **REFEREEING**

Please ensure that each team entered has a person willing to fulfill refereeing duties and that that person has a whistle. **The referee is not allowed to coach whilst refereeing.**

Teams should referee one half each.

A horn will be sounded to indicate the start of the game.

The same horn will then sound the end of the game.

Official referees will **not** be provided.

### **SCORECARDS**

Scorecards are included in your registration pack.

Scorecards must be completed by the conclusion of the match by both teams agreement of the end result and returned to the admin tents for each of the Grades.

The scorecard **must be returned** to the correct tent **immediately after the game has finished.**

McDONALD'S HAMILTON  
WAIKATO JUNIOR 5-A-SIDE TOURNAMENT  
NOTES - 2018

### **MANAGERS MEETING**

There will be a manager's meeting at 9am in front of the changing rooms.

### **EQUIPMENT**

1. Each team is to bring 2 strips in case of a clash of colours. (In the event of clash of colours, the first named team will be required to change to their alternative strip. (Bibs will be acceptable as a change of strip).
2. Each team is to bring 2 named tournament balls with them.
3. Each team must nominate at least one person who will be available to referee games. Each team **will** provide a whistle.
4. Players must be properly attired, (e.g. shin pads **must** be worn) and the Coach or Manager shall ensure that all players in their team comply with all FIFA safety requirements at all times.

### **GAMES**

It is essential that all games start on time.

Teams must be on the scheduled field, ready to commence play at the correct time.

An audible warning device will sound to signal the starting time and any team not on the field and ready to play within two minutes of that time will be deemed to have defaulted that game. The game is divided into TWO 10 minute halves with no break in between.

There will be **NO** injury time and games starting late shall still finish when the hooter sounds.

**Note – No support coaches allowed on the field of play.**

### **DISPUTES & JUDICIAL MATTERS**

Bearing in mind that this is meant to be a fun and fast tournament as well as competitive, teams should try and resolve their disputes themselves in the spirit of the game. If they wish to take any disputes further then they should go with their concerns/dispute to the Tournament Judicial Committee, at the main **Waikato Bay of Plenty Football** Registration desk within **10** minutes of the end of the game.

The Judicial Committee reserves the right to disqualify any team from the competition where players, coaches or supporters of that team do not adhere to the code of conduct for fair play, or they repeatedly ignore requests from Tournament Officials to stop disruptive or unsportsmanlike behaviour. The decision of the Judicial Committee shall be final.

### **PLAYERS TIME OUT**

This is a **Waikato Bay of Plenty Football** sanctioned tournament so the rules that currently apply to regular football will also apply throughout the whole tournament.

**If** a player is expelled from the game, the player concerned must not be replaced until 5 minutes have elapsed after expulsion.

Referees shall control the game in the good spirit expected.

### **COMPETITION FORMAT**

The **Waikato Bay of Plenty Football** reserves the right to arrange competition formats, which may be varied depending on the actual number of entries per section.

McDONALD'S HAMILTON  
 WAIKATO JUNIOR 5-A-SIDE TOURNAMENT  
 NOTES - 2018

**SIZE OF PITCH**

Pitches will generally be 40m long x 25m wide for all sections.

Due to the pressure of space, the **Waikato Bay of Plenty Football** reserves the right to vary this at any time.

**5-A-SIDE RULES OF PLAY**

The intention of these rules is to provide clarification of rules that may differ for five-a-side football from the normal Junior/Youth Framework playing format. If any aspect of the rules of the game is not mentioned here, or in doubt, then the referee is to apply normal age-group Junior/Youth Framework format rules.

<b>7<sup>th</sup>, 8<sup>th</sup> grade, U8 Girls variance</b>	No goalkeepers. Goal kicks apply from edge of the arc – <b>normal retreating line rule applies</b> . Penalty shootout taken from half way; other penalties during the game are taken from the arc. No Corner Kicks. <b>Goals can only be scored from the opposition's half as there are no goal keepers.</b>
4 second rule	All free-kicks, kick-ins etc must be taken within 4 seconds of the player having possession of the ball to take the kick (to keep the game flowing). SANCTION: if longer than <b>4 seconds</b> a free-kick goes to the other team.
Distance at free-kicks, kick-ins etc	Opposition players to stand at least <b>3 metres</b> from the kicker.
Duration of game	Two halves of 10 minutes each with <b>NO</b> interval between. Hooter sounded for start of game & full-time. <b>No extra time.</b>
Free-kicks, corners kicks, fouls.	As for regular football except: <ol style="list-style-type: none"> <li>1. When taking a kick, the opposing players must be at least <b>3 metres</b> away.</li> <li>2. When awarding an indirect free kick in the penalty box, it will be taken from the 6 metre arc nearest to where the infringement took place.</li> <li>3. If the team taking the free kick takes more than 4 seconds, the referee shall award an indirect free kick to the opposing team.</li> </ol>
Games not started on time	If a team is <b>not</b> on the pitch ready to start within two minutes of the hooter, then they will have defaulted the match. Games started late must still finish when the hooter sounds.
Goalkeeper- clearances	Goalie may only <b>THROW</b> the ball during normal play. Once it has deliberately left the hands, the goalie cannot touch the ball again until another player has made contact with the ball <u>SANCTION</u> indirect free kick from edge of penalty semi-circle nearest where offence occurred.  When the goalie throws the ball it must touch the ground (or touch another player) <u>in the team's own half</u> . <u>SANCTION</u> if the ball goes beyond the half-way line without bouncing: indirect free-kick to other team from half way line, where the ball crossed the line.
Goalkeeper – handling the ball	Only within the penalty area arc.
Goalkeeper – pass-backs	Goalkeeper not allowed to touch ball with hands from a pass-back from

McDONALD'S HAMILTON  
 WAIKATO JUNIOR 5-A-SIDE TOURNAMENT  
 NOTES - 2018

	a team mate (from normal play, kick-in or free-kick) – must always use feet. <u>SANCTION</u> - indirect free kick from edge of penalty semi-circle nearest where offence occurred.
Goalkeeper – substitutions	During normal play: only at half-time or through injury. During penalty shoot-out: allowed at any time.
Goal kick	Instead of taking a goal kick, the goalkeeper is to throw the ball into play.
Retreating Line	<b>9th – 13<sup>th</sup>/14<sup>th</sup> Grade</b> – Retreating line rule doesn't apply
Goal scoring allowed?	DIRECT FROM:- Kick-in from sideline: <b>No</b> Kick-off: <b>No</b> Inside Penalty Area: <b>Yes</b> Corner Kick: <b>Yes</b>
Kick-in	<b>Replaces</b> throw-in for when ball goes out of play at the sideline. Must be taken within 4 seconds- <u>ball must be stationary</u> (not rolling)
Number of players	The match shall be played by two teams, each consisting of not more than <b>FIVE</b> players, one of whom shall be the goalkeeper, wearing a different colour. Maximum of <b>8</b> players in a squad.
Offside	Does <b>not</b> apply to 5-A-Side tournaments.
Penalty Area	6m semi-circle in front of the goal. Goals can be scored from within the penalty area. Any player can enter the penalty area. Play must stop if the goalie has the ball in their hands
Penalty kick	Awarded for foul by defender against attacker inside the penalty area. The penalty spot is the point on the 6m semi-circle directly in front of the goal. All players except the kicker are to be at least 5 metres from the ball.
Penalty shoot-out	Used to decide afternoon knock-out games, which must have a winner (extra time will <u>not</u> be played). <b>Penalty shootout rules.</b> <ol style="list-style-type: none"> <li>1. Each team shall take 5 penalty kicks.</li> <li>2. The team named first on the draw will shoot first.</li> <li>3. Each team will take alternate shots.</li> <li>4. If tied after the first round then repeat until a clear winner has taken the same amount of kicks and one team has scored one more goal than the other team.</li> <li>5. Substitution of goalkeeper for the penalty shoot-out is allowed at any time.</li> <li>6. Selection of penalty kickers and goalkeeper may only come from the full team, which was on the pitch at full time. Goalkeepers are allowed to take a penalty shot.</li> </ol>

McDONALD'S HAMILTON  
 WAIKATO JUNIOR 5-A-SIDE TOURNAMENT  
 NOTES - 2018

	7. All other players and coaches must wait at the half-way line while each penalty kick takes place.
Slide tackles	<b>Not allowed.</b> <u>SANCTION:</u> <b>direct free kick</b>
Substitutes	Three rolling substitutes may be used at any time. Substitutes must leave and enter from half-way line. Referee's permission <b>not</b> required.
Throw-in	<b>No throw ins</b> - Replaced by kick-in (see above)
Time-wasting	<u>SANCTION:</u> free-kick to the opposition if blatant and/or persistent. Time wasting could be on the pitch or in retrieving the ball.

\*A Free kick is classified under two headings:

- **Direct:** From which a goal can be scored.
- **Indirect:** from which a goal cannot be scored unless another player has touched the ball.

Both Direct and Indirect free kicks are taken from where the offence occurred.