

COMPETITION RULES

1. GROUP GAMES

- (i) **PLAYING TIME** **6 MINUTES EACH WAY**
- (ii) **POINTS AWARDED** **3 POINTS FOR A WIN**
1 POINT FOR A DRAW
- (iii) **LATE ARRIVAL** **ANYONE ARRIVING LATE FOR A MATCH WILL FORFEIT THAT MATCH AND THEIR OPPONENTS WILL BE AWARDED A 1 : 0 WIN**
- (iv) **TIED POSITIONS** **IF AFTER ALL GROUP GAMES HAVE BEEN PLAYED, TWO OR MORE TEAMS ARE TIED AT THE TOP OF A GROUP, THE TEAM / TEAMS TO GO THROUGH WILL BE DECIDED AS FOLLOWS :**
- A , GOAL DIFFERENCE**
B , GOALS SCORED
C , PENALTIES - 5 PLAYERS EACH TAKING A PENALTY
IF SCORES STILL LEVEL SUDDEN DEATH PENALTIES
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2. LAST SIXTEEN / QUARTER / SEMI FINALS

- (i) **PLAYING TIME** **8 MINUTES EACH WAY**
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3. FINAL

- (i) **PLAYING TIME** **10 MINUTES EACH WAY**
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IF ANY GAMES IN THE KNOCKOUT STAGES FINISH AS A DRAW, THE WINNER WILL BE DECIDED BY PENALTIES , THE 5 PLAYERS FINISHING THE GAME EACH TAKING A PENALTY , IF THE SCORES ARE STILL LEVEL , SUDDEN DEATH

PENALTIES WILL TAKE PLACE.

4. SUBSTITUTES UNLIMITED SUBSTITUTIONS

5. AREA NORMAL FOOTBALL RULES APPLY

6. BOOKINGS / SENDINGS OFF

- (i) ANYONE WHO RECEIVES TWO YELLOW CARDS DURING THE COMPETITION, IS AUTOMATICALLY SUSPENDED FOR ONE GAME.
 - (ii) ANYONE WHO RECEIVES A RED CARD DURING THE COMPETITION, WILL BE BANNED FROM TAKING ANY FURTHER PART.
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7. DISPUTES THESE SHALL BE DEALT WITH BY THE MANAGEMENT COMMITTEE WHOSE DECISIONS SHALL BE FINAL.

NOTE

ALL KICK OFF TIMES ARE APPROXIMATE !!!
GAMES MAY KICK OFF EARLY IF BOTH TEAMS ARE READY

IF ANYONE IS FOUND TO BE PLAYING FOR A TEAM, OTHER THAN THE ONE HE IS LISTED TO PLAY FOR, THIS TEAM WILL BE BANNED FROM THE COMPETITION.

ALSO, IF ANY PERSON OR TEAM IS THOUGHT TO BE USING UNSPORTING BEHAVIOUR THEY SHALL BE DEALT WITH BY THE MANAGEMENT COMMITTEE.