

FOOTBALL

Venue

Main Sports Field

Organising Table

Leicester 500

Registration

09:30

Start Time

10:00

One Team per Area. Squads to consist of up to seven players, five players per team to commence each game. The remaining two players will be classed as substitutes, any of who may be used during the course of the game as "rolling subs". Round one, will be on league basis, playing five minutes each way. Two points awarded for a win, one point for a draw. In the event of a tie league positions will be decided on goal difference during the games, i.e. goals scored minus goals conceded. If goal difference is equal, the result of the match between the two teams concerned is considered. The quarter and

Rules

In the event of a tie after normal playing time then the match will go to a penalty shootout with each side taking five penalties before going to sudden death if needed, with each player taking kicks in the same order as before. Playoffs will take place to determine the placings of those eliminated in the knockout stage. The placings down to 16th to be determined on the basis of games won and thereafter goals scored. The number of leagues and format of leagues will be dependant on the number of teams entering on the day of the competition and the organisers reserve the right to alter the rules of the event and the format on the day. However competitors will be informed of any changes to the above prior to the commencement of the competition.

The ball can be kicked above shoulder height. Throw ins will be rolled underarm. Goalkeepers will roll the ball underarm. When receiving the ball from the goalkeeper, two outfield players must touch the ball before returning it to the 'keeper. There can be no passing straight back to the 'keeper. Goalkeepers are not allowed out of the 'D' goal area. If this occurs, a free kick will be given on the point of the line of the 'D' that the 'keeper crossed and no defender shall be allowed between the ball and the goal. The 'keeper must be two metres from the ball. A one step kick must be taken. Outfield players are not allowed inside the 'D'. If a defender enters the 'D', a penalty kick will be given on the point of the line of the 'D' that the player crossed and no defender shall be allowed between the ball and the goal. The 'keeper must be at least two metres from the ball. If an attacker enters the 'D', a free kick will be given on the point of the line of the 'D' that the player crossed. At free kicks, defenders must stand at least two metres from the ball. Referees will have the power to send any player from the field of play for a period of time at the referee's discretion. This would range from one minute to the remainder of the match, depending on the referee's view of the severity of the offence. In this instance, the referee will not record the name of the player; therefore, disciplinary action will not carry to future matches. If a referee takes a players name and sends the player from the field of play that indicates the player will not be allowed to take part in any other game in the tournament. This could happen before, during or after a game. The player cannot then be replaced to make up the original number in the team. Please note the difference between the two types of sending off.

The Event Convenor will act as referee and settle any disputes that may arise. Mitch Robinson, NSW 2008 Sports Convenor, will perform final arbitration