



TOURNAMENT RULES

CONDITIONS OF PLAY

- 1) Teams will report to reception upon arrival.
- 2) Team groupings and pitches will be allocated once all teams have reported to reception.
- 3) Teams will be expected to follow the group format, which corresponds to the number of teams in their group.
- 4) Length of games is indicated alongside group formats.
- 5) The order of play for the second and subsequent stages will be available from reception.
- 6) Three (3) points will be awarded for a win one (1) point for a draw during the group stages
- 7) Group points accumulated will decide winners, then goal difference, goals scored, and then goals against. If teams are still level, then the result of the match between the two tied teams will be taken into account. If the game ended in a draw, then a sudden death play off will be staged.
- 8) The number of teams to qualify for the later stages is dependant upon the group size
- 9) Any player dismissed from the field of play for violent conduct will be suspended from the remainder of the tournament.
- 10) Any player booked twice in the tournament or sent off for dissent will miss the next game.
- 11) No player will be allowed to play for more than one team in the tournament.
- 12) Management or match referee will refuse any team member under the influence of alcohol entry to the field of play.

PLAYING RULES

- 1) One team taking a centre will start the game. After a goal the game will also be started in a like manner. From a centre the ball may not be played forwards. The referee will designate the team to kick off.
- 2) Only the defending goalkeeper is allowed to enter the goal area.
If a defender gains an advantage from entering the area then a penalty kick will be awarded.
If an attacker plays the ball in the goal area then the ball will be deemed dead and the game will be restarted from the goalkeeper.
If a goalkeeper leaves the goal area for any reason then a penalty kick will be awarded
- 3) A goal may be scored from any point outside the goal area.
- 4) The goalkeeper must return the ball into play in an underarm bowling fashion. If not, a direct free kick will be awarded two yards outside the goal area
The ball may not be returned to the goalkeeper until more than one outfield player has touched the ball. A direct free kick will be awarded from where the offending players last touched the ball.
- 5) Teams are not permitted to change the goalkeeper more than once in a game. Any change of goalkeeper must be authorised by the referee.
- 6) Substitutions may only be made when the ball is dead either from a goal or a free kick not when the goalkeeper has the ball in his hands. A player substituted may re-enter the game if required.
- 7) If any team is reduced to three players due to misconduct then the game will end and the fixture will be awarded to the opposition 3-0. If the score at the time is greater than 3-0 then the greater score will stand.
- 8) The ball must not be played above head height.
However, The ball will remain in play if after rebounding off the goalkeeper, the goal posts, or the kick boards, the ball inadvertently goes over head height.
If the ball goes overhead height after last being played or striking an opponent then an indirect free kick will be awarded to the opposition from the position where the ball was last played.
- 9) The following offences will be penalised with an indirect free kick:
 - a) Sliding tackling
 - b) Inappropriate substitutions
 - c) Over head height
 - d) Obstruction
 - e) Ungentlemanly conduct
 - f) Heading the ball
 - g) Shoulder barging
 - h) All free kicks are indirect
- 10) Players must retire a full 2 metres (approx. 6 feet) from all free kicks.

We recommend shin pads are worn at all times

Moulded soles, studs or blades are NOT permitted on the pitches

N.B. Rules and playing formats are for use only in association with Powerleague events.