

Kewford Eagles FC – Tournament Rules 2020 for 5v5, 7v7, 9v9:-

**MAY BE SUBJECT TO CHANGE*

For 5v5 (U7 Minors, U7 and U7 Additional and U8 Girls,) standard mini soccer rules apply.



Start of Play: You cannot score directly from a kick off. However, players can shoot but it must take a deflection to be deemed a goal. If the ball does not take another touch before going into the goal a goal kick is awarded.

Offside: None.

Head-Height: None.

Retreat Rule: Retreat rule operated for U7 minor, U7, U7 Additional, U8 and U9 age groups only. These ages must therefore retreat to their own half until the ball is back in play from a goal kick. There is no retreat rule for U10 and above.

Free Kicks: In U7 Minors, U7, U7 Additional and U8 girls (5v5) opposing players must be 2 yards from all free kicks. All other age groups require opposing players to be 5 yards from all free kicks. All free kicks are direct.

Throw Ins: Standard throw ins for ALL ages.

Corners: A standard kick in corner, with opposing players in U7 Minors, U7, U7 Additional and U8 girls (5v5) 2 yards from the ball. All other age groups require opposing players to be 5 yards from the ball. The ball must be positioned within 1 yard of the goal line and touch line.

Play within the penalty area: Play is allowed within the goal area, meaning both defenders and attackers are allowed in the area. The goalkeeper can leave the area but cannot handle the ball outside their area. A free kick is awarded if the goalkeeper handles outside the area.

Goalkeeper returning ball into play: After the ball has left play, goal kicks can be taken from edge of area as standard. When the ball is still in play, goalkeepers can kick, roll or throw the ball back into play as standard.

Penalty Kicks: All penalties will operate a short run-up rule, meaning a player can take a maximum of 3 forward steps to strike the ball. At the knockout stages (quarter-finals, semi-finals and the final) 5 players who were on the field of play when the game finished will be selected to take the penalties. This means in 5v5 the 5 players will automatically be taking the penalties, while 7v7 and 9v9 teams will select 5 players each. If scores are level after the 5 penalties, the same players will then take another penalty in the same order.

Duration of Play: Matches are 11 minutes one way meaning there is no half-time. There will be 4 minutes between each match. Matches will be started and stopped on the referee's whistle, which is initiated via a klaxon from pitch control. Quarter-finals and semi-finals will go straight to penalties if scores are level at the end of the 11 minutes. The final will be 8 minutes each way, meaning a total of 16 minutes. If scores are level at the end of the 16 minutes an extra 3 minutes in total will be played for extra time, with teams lining up the same way as the first half of the game. If scores are still level after the 3 minutes then the game will be decided on penalties.

Point Scoring: 3 points for a win, 1 point for a draw, 0 points for a loss. If points are level goal difference will decide, if teams have the same goal difference then goals scored will decide, if the same amount of goals are scored then a sudden death penalty shoot-out will decide the winner.

Misconduct: Any player who has received 1 red card or has received 2 yellow cards will not be allowed to take further part in the tournament. The committee reserves the right to withhold any trophy or take appropriate action deemed suitable. All other Football Association rules apply.

**Also, please note that the new rule changes for the 2019/20 season are being used, with the ball from a goal kick not having to leave the area, while players being substituted can leave the field of play at the nearest available point and no contested drop balls being used as the ball is returned to the team last in possession.
However, sinbins are not in use in the tournament.**

NO ACADEMY TEAMS OR UNAFFILIATED TEAMS ARE ALLOWED.

ALL DECISIONS ARE TO THE REFEREES DISCRETION – PLEASE RESPECT ALL REFEREES.

**THANKS ALL,
HAVE FUN!**