

ENTRY DATES

Document Version: **1**

Closing date; 6PM: Wednesday 5 June 2019

i This date is when the Intention to Enter and an onsite Team Manager needs to be added to guarantee inclusion in the competition.

Publish draw date: Friday 7 June 2019

i This date is when London Youth Games publishes which Boroughs are entered into the competition.

Confirm squad date; 6PM: Wednesday 3 July 2019

i This date is when the squad details need to be entered on the entry management system.

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals only

FINALS

Sunday 7 July 2019

Crystal Palace NSC SE19 2BB
Registration: 08:30 to 09:00
Competition: 09:30 to 16:15

WHO IS IT FOR?

SQUAD NOMINATIONS

i This is the squad you originally nominate.

Minimum: 5

Maximum: 20

Alternates permitted: 2

TEAM ON THE DAY

i This is the team you bring to the competition.

Minimum: 5 (min 4 players on the pitch)

Maximum: 10

i Some competitions allow alternates. This is where you can bring a previously un-nominated competitor.

Event	Oldest DOB	Youngest DOB	Likely School Year
Football Female	01/09/04	31/08/06	Year 8 & 9

HOW DO I ENTER?

Competition Type: Secondary Open

How to enter: You will need to provide full details of your squad before the 'squad closed' date so each competitor can be checked and confirmed as eligible. Teams are submitted online. Contact your Borough Team Organiser for online access.

ABOUT THE COMPETITION

Competition Format

- Matches are 10 minutes with no half time. 2 minutes between matches.
- Points awarded are: 3 for a win, 1 for a draw.
- Groups decided by:
 - points accrued
 - goal difference
 - number of goals scored
 - record between the two teams
 - sudden death penalty shoot out

Draw Format

AM: Round Robin groups of 4-5 Boroughs. PM: Top two teams in each group progress to medal knockout competition. Remaining teams play-off for ranking.

Seeding

Pitch allocation/ group draws for the AM competition are done on a random basis.

Final Positions

Points allocated based on final positions and group placings (PM) – all teams achieving same group position awarded equal position.

Medals

GOLD: winner, SILVER: finalist, BRONZE: bronze medal match winners.



WHAT KIT & EQUIPMENT DO I NEED?

Kit & Equipment:

- Shin pads are compulsory.
- Moulded studs are the only permitted footwear. No metal studs or bladed boots to be worn. Players without the correct footwear will not be permitted to play.
- Jewellery should be removed or taped down.
- Team should provide contrasting colour kit in case of clash. The second named team to change kit.

Team Manager

Notes:

- Games are 5-a-side. Teams can play with a minimum of 4 players & can start the competition with 4 players.
- The competition will be played on grass pitches with the dimensions of 26 x 38m. Penalty spot 6.3m.

SPORT SPECIFIC RULES

This event will run in accordance with The FA Laws of the Game apart from the exceptions stated.

1. The Tournament Organisers reserve the right to alter or amend the playing schedule if necessary and may make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations. The Tournament Organisers/ Referees decision will be final on all disputed matters.

2. DURING PLAY

- Teams must be ready to play two minutes before scheduled kick off time. The first named team will choose a goal. The second named team will kick off the match.
- Teams not ready to play at the scheduled time may forfeit the match, and their opponents would be awarded a 3-0 score.
- YELLOW CARD** - If a player receives 2 yellow cards in a match they will be sent off and will miss the next match.
- RED CARD** - If a player receives a red card they will be sent off and miss the next match. It will be the discretion of the Competition Director whether that player continues to play in the competition.
- The 'roll-on-roll-off' rule applies to substitutions. Substitutions can only be made during stoppages in play and with the approval of the referee.
- All free kicks are direct. Free kicks must be taken where the offence was committed, opponents must be five yards from the ball.
- Opposition players must be five yards away from where corners and throw-ins are taken.
- Goalkeepers are not allowed to kick the ball from their hands to introduce the ball into play.
- In normal play the back pass rule applies. If a goalkeeper picks up a back pass then a direct free kick will be awarded in line with the position of the infringement.
- The goalkeeper may NOT leave the goal area. A penalty kick will be awarded against the goalkeeper if in the opinion of the referee the goalkeeper is seen to be seeking to gain an advantage.
- Goalkeepers are not allowed to take penalties, except during sudden death penalty shoot-outs.
- In the event of a sudden death penalty shoot-out, a coin will be tossed and the winner of the toss will decide whether to take the first penalty or take the second.
- The taking of ANY penalties will be subject to the 'one step' rule.
- Sliding tackles are not permitted.
- Throw ins & corners are as normal. No over head height rule applies.

3. INJURY

- A match cannot be extended due to injury or illness.
- Any player sustaining an injury causing blood to flow must immediately leave the court to cover the wound. All injuries should be referred to First Aiders on site and the Tournament Organisers.

4. **INCOMPLETE COMPETITION:** In the event that the competition is cancelled or suspended, the following steps will be used to calculate a final result.

- The furthest completed stage of competition will be used to countback.
- Any teams tied on position will be separated based on the rules above which determine group positions, using averages.
- The minimum competition required to determine a result is a completed stage.

