

School Games Girls Football Year 5-6 2023

Entry Information & Rules



Event Overview

Date: Tuesday 21st March 2023.

Venue: Jack Carter Pavilion, Oakfield Playing Fields Fairlop, Fencepiece Road, Ilford, IG6 2JL.

Contact: info@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 8th March 2023.

Squad on the Day: Minimum – 7 & Maximum – 14.

Competitions: Girls Only.

Eligibility Criteria: None.

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 years old	01/09/2011	31/08/2013	Year 5 - 6

Full Rules & Regulations

SFT 1 The School Games Girls Football competition will run in accordance with [The FA Laws of the Game](#).

SFT 1.1 Should any rules listed below contradict those outlined by the FA, these rules will supersede those.

SFT 1.2 It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

SFT 1.2 The Tournament Organisers reserve the rights to alter or amend the playing schedule if necessary and make decisions on any matters arising during the tournament, including any matters not covered by the tournament regulations.

SFT 2 Age Category

SFT 2.1 The following age groups and respective maximum and minimum date of births will apply to the School Games Girls Football Competition:

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9-11 years old	01/09/2011	31/08/2013	Year 5 – 6

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SFT 2.2 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

SFT 2.3 It is the responsibility of competitors/parents/teachers/SGOs to ensure all competitors details are entered correctly at the time of submission, and that they are eligible to compete.

SFT 2.3.1 In the instance a competitor is found to be ineligible, they may be disqualified from the competition entirely.

SFT 3 Squad Size Schools are permitted to bring a minimum of 7 and a maximum of 14 competitors to the event.

SFT 4 Kit & Equipment

SFT 4.1 Shin pads are compulsory.

SFT 4.2 Moulded boots, trainers or astro boots are permitted. Metal studs are not permitted.

Players without the correct footwear may not be permitted to play.

SFT 4.3 Jewellery should be removed.

SFT 4.4 The competition will be played on grass pitches with the dimensions of 60 x 40 yards.

The penalty spot will at 8 yards.

SFT 4.5 A size 4 match ball will be used. Schools should supply their own football for warm up.

SFT 4.6 Goal size will be 12x6ft.

SFT 5 Competition Format The competition will be 7-a-side with teams starting the match with a minimum of 5 players on the pitch.

SFT 5.1 Each match will be 10 minutes with no half time. There will be a 2-minute break between group matches.

SFT 5.2 Group size and group number will depend on entry numbers. The winner of each group and best runner(s) up will progress to the knockout stage. If time permits, the remaining teams will be offered additional games in a knockout or round robin format.

SFT 6 Competition Rules

SFT 6.1 Teams must be ready to play within two minutes before scheduled kick off time. The first named team will choose a goal and the second named team will kick off the match.

SFT 6.2 Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player.

SFT 6.3 All free kicks are direct. Free kicks must be taken from where the offence was committed, opponents must be 7 yards from the ball.

SFT 6.4 Opponents must be 7 yards away from where corners and throw-ins are taken from. A player will be given another chance if they commit a foul throw.

SFT 6.5 Players can move anywhere on the pitch.

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SFT 6.6 In normal play the back pass rule applies. An outfield player who has received a throw or a pass from the goalkeeper cannot pass the ball directly back to the goalkeeper (the ball must be touched by a second outfield player). Such an action would result in awarding a direct free kick, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

SFT 6.7 There is no offside.

SFT 6.8 The goalkeeper must introduce the ball into play from either rolling the ball or playing it from the floor.

SFT 6.9 During a goal kick the retreat line rule will be in play. Any player from the defending team can kick the ball from any point within the penalty area to introduce the ball back in play. Opponents must retreat to their own half until the ball is in play. The ball is in play when it is kicked directly out of the penalty area.

SFT 6.10 Slide tackles are not permitted.

SFT 6.11 No extra time in the knockout stages for a draw. Each team will take 3 penalties each, if the scores are still equal it will go to sudden death penalties. The taking of ANY penalty is subject to the 'one-step' rule.

SFT 7 Overall Scoring Points will be awarded for each game to give a schools group position.

SFT 7.1 The following points will be awarded:

- 3 points for a win
- 1 point for a draw
- 0 points for a loss

SFT 7.1.1 Group positions are ranked on:

- Points accrued
- Goal difference
- Number of goals

SFT 8 Medals & Salvagers Medals and a salver will be awarded as follows:

SFT 8.1 Medals awarded to 1st, 2nd and 3rd places teams with a salver presented to the winner of the competition.