

Rules - Football

	Junior	Senior												
Age Groups	7s; 8/9s & 10/11s – 3 age groups Mixed Option	12/13s & 14/15/16s – 2 Age groups Boys Only												
Teams	<ul style="list-style-type: none"> 5 players from a previously named squad of 8. Junior teams must include at least 3 boys No substitutions during play allowed except for injury. Villages must enter team names prior to the draw otherwise they will be named A, B, C etc. Maximum number of team entries per age group is 3. 													
Format	<ul style="list-style-type: none"> All age groups – preliminary round robin competition, semi-final, final and 3rd & 4th play-off. Final group positions will be decided on total points gained at the completion of all group matches. If all points are level, the positions will be decided on most goals scored, if still level then on least goals conceded. Top teams from each group will go through to the semi-final stage of the competition. From this stage of the competition, in the event of a draw at the end of normal time, the result will be decided by extra time and a golden goal. <u>Extra Time</u> - Juniors 3 minutes; Seniors 5 minutes. <u>Penalty Shootout</u>. If scores are still level at the end of extra time a penalty shootout will take place. 1st round of penalties – each player takes 1 penalty. If the scores are still level, a 2nd round of penalties will take place. This round will be sudden death. 													
Duration Of Play	6 to 10 minutes of continuous play (depending on number of teams entered).	10 minutes of continuous play.												
Scoring	<table> <tr> <td>Non scoring loss</td> <td>0 points</td> </tr> <tr> <td>Scoring loss</td> <td>1 point</td> </tr> <tr> <td>Non scoring draw</td> <td>2 points</td> </tr> <tr> <td>Scoring draw</td> <td>3 points</td> </tr> <tr> <td>Win</td> <td>4 points</td> </tr> </table>		Non scoring loss	0 points	Scoring loss	1 point	Non scoring draw	2 points	Scoring draw	3 points	Win	4 points		
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Rules	<ul style="list-style-type: none"> Standard eleven a side rules apply with the following exceptions. Goal Keepers must roll the ball underarm from within the goal area. The off side rule does not apply. Rule infringements will result in an indirect free kick to the opposing team. Note: Ball can be played above head height, including: Kick Offs; Corner Kicks & Throw Ins. The goal area for play on grass is defined as the full width of the pitch extending from the dead ball line to a line identified by the coloured cones on the touch line. 													
Referee's Minimum Age	14 years	18 years												
Warnings	<ul style="list-style-type: none"> The referee's decision is final. The referee has the authority to dismiss players or abandon the game and award points accordingly should foul language, intimidation or violent conduct become apparent. Intimidation of officials by anyone will not be tolerated. If brought to the attention of the referee that a player is in an unfit state to play football, we reserve the right to prevent a player from taking part. 													
Revisions	<table> <tr> <td>April 2012</td> <td>Full revision</td> </tr> <tr> <td>June 2014</td> <td>Changes to senior age groups, maximum village team entries and duration of play</td> </tr> <tr> <td>Aug 2015</td> <td>Layout Change</td> </tr> <tr> <td>Sept 2015</td> <td>Changes – Max no of teams now 3, Junior duration - dependent on team numbers, All players are allowed in goal area.</td> </tr> <tr> <td>Nov 2015</td> <td>Junior goal keepers cannot throw overarm.</td> </tr> <tr> <td>Sept 2016</td> <td>Goal area for grass play defined.</td> </tr> </table>		April 2012	Full revision	June 2014	Changes to senior age groups, maximum village team entries and duration of play	Aug 2015	Layout Change	Sept 2015	Changes – Max no of teams now 3, Junior duration - dependent on team numbers, All players are allowed in goal area.	Nov 2015	Junior goal keepers cannot throw overarm.	Sept 2016	Goal area for grass play defined.
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