

5-A-SIDE TOURNAMENT NOTES

MORNING ROUND ROBIN

All teams will play 4 round robin games in the morning.

1. Points will be awarded as follows
win - 3 pts
draw - 1 pt
loss - 0 pts
2. The top four teams will progress through to the championship knockout competition.
3. In division of more than 6 teams, bottom placed teams will progress to a plate knockout competition. Teams with divisions of six will not compete for plate trophies.
4. If teams are tied on points after the completion of the round robin, then positions will be decided as follows.
 - The team with the better goal difference will finish with the higher placing.
 - If teams are tied on goal difference then the winner of the game between the two teams will finish with the higher placing provided they have played each other.
 - If teams are still equal, then the team who has scored more goals overall will finish with the higher placing.
 - Failing any of the above separating the teams then the teams involved will engage in a penalty shootout.

AFTERNOON KNOCKOUT COMPETITION

Each game must have a winner.

If teams are tied after normal playing time, then there will be a penalty shootout. There will be no extra time.

Rules for penalty shootouts are listed under rules of play.

REFEREEING

It is imperative that each team provides a person willing to referee games they are involved in.

Please ensure that each team entered has a person willing to fulfill refereeing duties and that that person has a whistle. Each team will receive a whistle in their registration pack. Teams should referee one half each. This will assist in the smooth running of the competition.

An air horn will be sounded to indicate the start of the game. The horn will be sounded again to signal the end of the first half. Teams should start the second half two minutes after this. The air horn will then sound the end of the game.

Official referees will **not** be provided.

SCORECARDS

Scorecards for each game **must** be collected by the manager of the team named **first** in the draw.

Scorecards are available from the officials' tents.

Tent 1: Scorecards for all Senior Boys divisions.

Tent 2: Scorecards for all Junior Boys divisions.

Tent 3: Scorecards for all Girls divisions.

The scorecard **must be returned** to the correct tent **immediately after the game has finished**.

If scorecards are not returned then both teams concerned will be awarded **0 points**.

MANAGERS MEETING

There will be a manager's meeting at 9am in front of the changing rooms. There will **not** be a managers meeting at lunchtime.

REGISTRATION

All teams must register at the Tournament Office, Jansen Park on the morning of Saturday of the tournament not later than 8.45 a.m. Each team will then be provided with a programme.

Team squads may not comprise more than 8 players.

Any changes made to a team squad during the Saturday (eg due to injury) must be advised to the relevant results tent. A squad in the Composite Division may not draft in players from squads in the Open Division.

Failure to advise officials of a change in squad, or using a player from an open grade team may mean a game result will be reversed.

EQUIPMENT

1. Each team is to bring 2 strips in case of a clash of colours. (In the event of clash of colours, the first named team will be required to change to their alternative strip. Bibs will be acceptable as a change of strip).
2. Each team is to bring 2 named size 5 tournament balls with them.
3. Each team must nominate at least one person who will be available to referee games. Each team will be provided with a whistle in their registration pack.
4. Players must be properly attired, (eg shin pads must be worn) and the Coach or Manager shall ensure that all players in their team comply with FIFA safety requirements at all times.
5. Schools should bring nets with them (with name of school attached).

GAMES

It is essential that all games start on time.

Teams must be on the scheduled field, ready to commence play at the correct time. An audible warning device will sound to signal the starting time and any team not on the field and ready to play within two minutes of that time will be deemed to have defaulted that game. The game shall finish not later than 25 minutes after the starting time. Games starting late should still finish when the hooter sounds.

DISPUTES & JUDICIAL MATTERS

Bearing in mind that this is meant to be a fun and fast tournament as well as competitive, teams should try and resolve their disputes themselves in the spirit of the game. If they wish to take any disputes further then they should go to their respective results tent manager, within 10 minutes of the end of the game. The results tent manager will either decide on the matter themselves or refer the dispute to the Tournament Judicial Committee.

The decision of the Judicial Committee shall be final.

The Judicial Committee reserves the right to disqualify any team from the competition where players, coaches or supporters of that team do not adhere to the code of conduct for fair play, or they repeatedly ignore requests from Tournament Officials to stop disruptive or unsportsmanlike behaviour.

PLAYERS SENT OFF OR CAUTIONED

This is a WSSFA sanctioned tournament so the rules that currently apply to Secondary School's soccer will also apply throughout this tournament. A player guilty of serious violent misconduct will face an official disciplinary hearing. Referees shall record on the back of the game card the names of any player sent off or cautioned, together with brief reasons for the suspension or caution.

A player shall be sent off the pitch as for regular soccer, especially if, in the opinion of the referee:

1. is guilty of serious foul play;
2. is guilty of violent conduct;

Once expelled, the player concerned may not re-enter the game in course, nor may he/she remain with the substitutes.

If a team has a player sent off, they may replace the player sent off with a substitute after the earlier of either:

- a. five minutes have elapsed, or
- b. two goals have been scored against them after the sending off.

Automatic suspensions: A player will be automatically suspended from the following game if they have a red card against their name, or accumulate 3 yellow cards. The judicial committee reserves the right to apply further suspensions in the event of serious misconduct.

Keeping a check on the 5 minutes shall be the task of the time-keeper or, lacking such an official, the linesman. The player who enters the game as substitute for the one sent off shall only enter when they have received the consent of the referee and when the ball is not in play.

Teams will forfeit the points for all games played while they have a suspended player on the field.

COMPETITION FORMAT

The WSSFA reserves the right to arrange competition formats, which may be varied depending on the actual number of entries per section.

SIZE OF PITCH

Pitches will generally be 40m long x 25m wide (but no more than 30m wide) for all sections. Due to the pressure of space, the organisers reserve the right to vary this.