



# Brian Jones 5-a-side TOURNAMENT - RULES & CONDITIONS 2025

- The game will be played on a **50m x 30m (U11s and 14s) and a 35m x 25m (Under 8s)** pitch with a 6m - radius half circle goal area at each end and 2m x 1m sized goals.
- Pool Games: Each game will consist of one (1) half of 20 minutes with a NO half time.
- Finals Games: Each Game will consist of one (1) half of 20 minutes with NO half time.
- All games will start and stop on the horn.
- Shin pads and football boots/shoes are compulsory for all players.
- Referees decisions are final. The results recorded on the referee's game card are also final.
- Normal FIFA rules apply except:
  - There are no off sides!
  - Rolling subs; unlimited interchange rule applies. All changes to be made from half way and where possible the referee is to be notified.
  - A goal kick can be taken anywhere on the goal line but must **not** go over half way before touching another player from either team otherwise an in-direct free kick from half-way will be given to the opposing team.
  - A throw in becomes a kick in.
  - A player must be inside the attacking half to score. If a player scores from his / her defensive half the ball is deemed to be dead and restarted with a goal kick.
  - All free kicks are indirect. For all free kicks and "kick ins" the opposing players must be approx. 2 metres away from the ball.
  - All players must attempt to keep upright at all times, no slide tackles. This will result in a free kick.
  - **No player may enter the goal area.**
    - If a player accidentally strays into his own defensive goal area it will be punishable by the awarding of a corner to the opposition. (upon the referee's discretion). The game will start with a goal kick to the defensive team.
    - If a player deliberately enters the area and the referee deems the intent of the offending player of stopping a goal, a penalty shot shall be awarded to the opposition and the player will be asked to sub off for no longer than 2 minutes. (The player must stand with the team coach and is allowed to return upon the referees' decision. The referee is the sole judge of time). The penalty is taken from anywhere on the half way line. The defensive team must not attempt to stop the shot. (This should be likened to a basketball free shot).
    - In all cases where a referee deems a 'professional' foul has been

committed 3 times by the same player (i.e. the intent of the player was to illegally stop a goal chance being taken) the player responsible will be sin binned for 5 minutes and a penalty shot awarded.

- There are corner kicks in all rounds of play – during pool play (Rounds 1-6) corners will be recorded by referees for count back purposes.
- If in the event of a corner being conceded in post section play (Finals), the attacking team will have a kick in from the corner (as in a normal game).
- If the ball comes to a stop within the goal areas it becomes a dead ball.
  - If the last player to touch the ball was from the attacking team the ball is played as a goal kick by the defensive team.
  - If the last player to touch the ball was a defensive player it is taken as a goal kick but a corner is awarded to the attacking team.
- Any yellow or red cards will not be carried over past the tournament, or referred on, unless it is a matter of serious misconduct or violent behaviour, in which case it will be referred to; in the first instance to the KUAFC Executive trustees and if any matter is deemed necessary; forwarded onto Northern Regional Football for opinion.
- In pool play; a win will earn 3 points & 1 point for a draw.
- In the event of teams finishing on equal points at the end of Pool play, 1<sup>st</sup>-Goal Difference will be calculated and then 2<sup>nd</sup>-Corners will be calculated. If this cannot separate the teams, a Penalty Sprint off will be deemed appropriate to determine final pool placing.
- In the event of a draw/tie in Post section play (Finals) at the conclusion of 20mins then a Penalty Sprint off will be deemed appropriate to find a winner.
- A Penalty Sprint off requires 1 player from each team to be nominated.
  - Both Player's start on the corner of the Half Circle on the goal line with a ball each.
  - On referees whistle both players run with the ball over half way & it is the 1<sup>st</sup> player to score wins the Penalty Sprint off.
  - If the referee considers a player has deliberately interfered or obstructed their opponent in any way during the Penalty Sprint off, they will be disqualified; deeming their opponent the winner by way of Disqualification.
- Referees decisions are final and no protest will be entered into after the games.
- All players, coaches, managers and spectators are expected to abide by KUAFC's Code of Conduct. Failure to do so may result in forfeiture of the game.
- A goal cannot be scored from a kick off as it is not taken from inside the attacking half of the field.
- The Retreating Line rule will apply to all goal kicks – the attacking team must retreat past half-way.