

Geoje Spring Cup (11-a-side Football Tournament)

Saturday, May 21st 2016

RULES & REGULATIONS

1. LAWS OF THE GAME

The Tournament shall be governed by these Rules and Regulations and shall be played in accordance with FIFA laws of the game.

2. REGISTRATION OF PLAYERS

Each team is allowed to register a maximum of 20 players per team. Please send a team roster (players names and shirt numbers) to the Tournament Organizer, Martin Bay, GeojeFC@gmail.com, one week prior to the tournament. This roster can be updated on the day of the tournament.

3. TOURNAMENT FORMAT

The eight teams will be divided into two Groups of 4 teams. Each team will play each other once in the group stage. 3 points for a win, 1 point for a draw, 0 points for a loss. Group ties will be judged on:

1. Goal difference
2. Goals scored
3. Goals conceded
4. Five-man shootout

The teams finishing 1st and 2nd in each group will progress to the semi-finals.

Teams finishing 3rd and 4th in each group are eliminated.

The 1st place team from Group A will play the 2nd place team from Group B.

The 1st place team from Group B will play the 2nd place team from Group A.

The winners of the semi-final games will play each other head to head for the championship.

4. MINIMUM NUMBER OF PLAYERS

In order to start a game, each team must have at least seven players on the field of play. A grace period of 10 minutes will be given to a team to raise the minimum number of players for the match, if they are unable to field 7 players at the scheduled match time, they shall forfeit the game with a 3-0 scoreline.

5. DURATION OF MATCH

Games will last 30 minutes. The duration of the 3rd & 4th placing and final matches will also be 30 minutes. No extra time will be played. In the event of the final and/or 3rd/4th play-off being tied after 30 minutes, a penalty shoot-out will take place.

6. AFTER EACH GAME...

After a game has finished and the officials have updated the result, goal scorers, and carded players, the managers of both teams should go to the 'Information Point' to confirm that the information is correct.

7. REFEREES

Referees and Assistant Referees will be provided for all matches. In the event that the Assistant Referees are absent from the game, team managers of the two teams concerned are to provide a linesman each.

8. ATTIRE

Your team must have a full strip as set down in the laws of the game. Full matching strip, that includes, shirt, shorts *and* socks. In the event of clash of jersey colours, the home team shall change their set of jerseys to another colour. The team first named in the fixtures is the home team. Jerseys must be numbered and players must wear shin guards in all matches. No boots with metal studs are allowed.

9. SUBSTITUTIONS

Unlimited substitutions. Rolling substitutions allowed.

10. CAUTIONS

Any player who received two cautions during the tournament shall be automatically suspended from playing the following game (one game). When a player has been sent off the field of play by the referee, he shall automatically be suspended from playing the next two games. Teams found fielding suspended players will receive a 3-0 forfeit.

11. MATTERS NOT PROVIDED FOR IN THE ABOVE RULES

Where there are areas not covered by the Rules and Regulations stated herein, they shall be dealt with by the Tournament Organiser whose decision shall be final.

Here is to a great day of football!