



**TheFA**  
**Charter  
Standard.**

## F2 FOOTBALL & FUTSAL FIESTA

### TOURNAMENT RULES

Saturday 12th June 2021

#### 1. NAME OF THE COMPETITION:

F2 FIESTA 2021

#### 2. MANAGEMENT OF THE COMPETITION:

- a. The competition shall be organised by the Management Committee of First Class Football FC who may delegate some or all of their powers to a Fiesta Sub Committee.
- b. The Fiesta will be organised in accordance with the rules of The Football Association and The Kent County Football Association.
- c. The competition shall be sanctioned by the Kent County Football Association. The competition, all Clubs and Players and other persons shall be subject to the Rules and Regulations of the Kent County Football Association.
- d. Visiting Clubs and players are advised to consider their own private insurance to cover claims arising from their own injury or that of another player.
- e. The competition will be held at Tunbridge Wells Grammar School for Boys Sports Centre & 3G, St John's Rd, Tunbridge Wells, Kent TN4 9TX on Saturday 12th June 2021.

#### 3. CLUBS ELIGIBLE TO ENTER AND ENTRY FEE

The competition shall be open to Clubs by invitation. The entry fee shall be £65 per team and must be submitted at the same time as the entry application. Entrance fees are non-refundable.

#### 4. AFFILIATION OF PARTICIPATING CLUBS

All Clubs must be affiliated to the Kent County Football Association or another County Football Association.

#### 5. MANAGEMENT COMMITTEE AND POWERS

- a) A Fiesta Sub Committee comprising of a Chairman, Secretary and 3 other Committee members shall be appointed by the Management Committee to organise the Fiesta.
- b) The Fiesta Sub Committee shall have the power to apply, act upon and enforce the Rules of the Competition, and shall also have jurisdiction over all matters affecting the competition, including any not provided for by the rules.
- c) The Fiesta Sub Committee shall adjudicate in all cases of dispute, protest and complaint. Other members may be co-opted if required.

#### 6. COPIES OF RULES

A copy of these rules shall be given to all participating Clubs and are binding on the Clubs taking part.

#### 7. PLAYERS QUALIFICATION

- a) Each team squad shall comprise a suggested maximum of 8 players for U7 & U8 age groups, a suggested maximum of 10 players for U9 & U10 age groups and a suggested maximum of 8 players for the U11 Futsal tournament. A list of players eligible to participate including their dates of birth shall be produced to the Fiesta Sub Committee before the team's first scheduled match. All players shall be bona fide members of their Club and may only play for one Club in the Fiesta. Team registration form needs to be completed showing these details prior to the end of registration time' on the day of participation
- b) The Fiesta shall be divided into the following age groups and in all cases the eligibility shall be as for season 2020-2021; U7, U8, U9 U10 & U11

#### 8. TEAM COLOURS

Each competing Team shall register its first (1st) and second (2nd) choice of the colours with the competition. In the event of similar colours, the second named Team will change. Players shall be dressed in uniform shirts, shorts and socks, but the goalkeepers shall wear colours to enable the Referee to distinguish them from other players. Goalkeepers may wear tracksuit bottoms.

#### 9. MATCH BALLS

All teams are to attend with an appropriately sized match ball for their respective age group. The designated home team will utilise their match ball in all fixtures.

## 10. ARRANGEMENT OF THE COMPETITION

### **Fun Day Friendlies – Under 7 and Under 8**

Friendly, non-competitive football will take place with no results recorded. All players will receive a medal at the end to mark their participation. Spectators, Team Managers and Players are expected to show the highest level of sportsmanship and to encourage and applaud players from both sides.

### **Age Groups - Under 9 and Under 10**

Following initial group stage matches a knock-out competition shall take place.

#### **a. First Phase - Group Competition**

The first phase of the competition shall be played on a league basis with the teams divided by the Fiesta Sub Committee in groups. Each team will play each team in its group once. Three points will be awarded for a win and one point for a draw. In the event of two or more teams being equal on points, the team with the best goal difference shall take precedence. In the event of goal difference being equal then the team which has scored the highest number of goals shall take precedence. If the number of goals scored is equal, then the results between the respective teams will determine which teams go through. If this fails to separate the teams, a penalty competition involving 5 players

from each team in accordance with Rule 11 will be used. If this fails to separate the teams the final decision will be done on a toss of the coin with the home team getting to call heads or tails.

#### **b. Second Phase - Knock Out Competition**

### **Age Groups - Under 11**

A knock-out competition shall take place between the top 2 finishers in the group. The first phase of the competition shall be played on a league basis with the teams divided by the Fiesta Sub Committee in 1 group. Each team will play each team in its group once. Three points will be awarded for a win and one point for a draw. In the event of two or more teams being equal on points, the team with the best goal difference shall take precedence. In the event of goal difference being equal then the team which has scored the highest number of goals shall take precedence. If the number of goals scored is equal, then the results between the respective teams will determine which teams go through. If this fails to separate the teams, a penalty competition involving 3 players from each team in accordance with Rule 11 will be used. If this fails to separate the teams the final decision will be done on a toss of the coin with the home team getting to call heads or tails.

## 11. DURATION OF MATCHES

The duration of matches shall be determined at the discretion of the Fiesta Sub Committee to provide maximum participation within the FA's rules on participation per day, per player. In the event of a draw in the Knock Out stages then extra time of 2 1/2 minutes each way shall be played. If after extra time the scores are still level, the match will be decided by a penalty competition involving 5 players from each team in accordance with the Laws of the Game - Knock Out Competitions - Obtaining a Result.

## 12. NUMBER OF PLAYERS

- a) Each match shall be played by 2 teams of 5 players for the U7 and U8 age groups and two teams of 7 players in all other age groups. One player on each team shall be the Goalkeeper. The U11 Futsal tournament will consist of 5 players and 3 subs.
- b) Matches for U7 & U8's where a team has insufficient players then players from the opposing team can be used.
- c) Matches for the U9 - U11 will not be considered valid if either teams playing strength is reduced below 5 players.

### **Substitutes**

- e) Substitutes shall be permitted at any time during the game on a rolling basis, except to replace a player suspended (sin bin) or excluded from the game by the Referee. The Referee shall indicate when each substitute can enter the field of play.
- f) The exception is the U7 to U8's where a player may be substituted when the ball is out of play and at the discretion of the Referee.

## 13. REPORTING RESULTS

For age groups U7 to U11 a representative of the winning team will be responsible for taking the Referees score card to the results control point. In the event of a drawn match the first named team will be responsible.

## 14. REFEREES

- a) Referees shall be appointed by the Fiesta Sub Committee
- b) Referees shall be paid a fee determined by the Fiesta Sub Committee. No expenses will be paid.
- c) The referee shall have the same powers and duties as laid down in the Laws of the Game.

## 15. INELIGIBLE PLAYERS/FAILING TO FULFILL A FIXTURE/ABANDONED MATCHES

- a) If a team is found to have played an ineligible player the match and points (if applicable) will be awarded to its opponents and additionally up to three points may be deducted from its total at the discretion of the Fiesta Sub Committee.
- b) All teams must be available and ready to play at the appointed pitch at least 5 minutes prior to the scheduled Kick-Off time. Any team which is not ready to play at the Scheduled Kick-Off time may forfeit the match to their opponents.
- c) A match which is abandoned through the fault of one of the teams will be awarded to the offending teams opponents. The Fiesta Sub Committee will decide whether the score at the time of the abandonment should stand.
- d) Any team found to have played an over age player in breach of the rules of the competition will be expelled, and their record shall be expunged.

## 16. PROTESTS AND COMPLAINTS

All questions of eligibility, qualification of players or interpretation of the rules shall be referred to the Fiesta Sub Committee but no objection relative to the dimensions of the playing area or other appurtenances thereon shall be entertained by the Committee unless a protest is lodged with the Referee before the commencement of the game.

## 17. APPEALS

Any appeal against any decision of the Management Committee / Fiesta Sub Committee must be made in writing to the Kent County Football Association within (14) days of the posting of the decision of the Management Committee/ Fiesta Sub Committee and accompanied by the applicable fee.

## 18. MISCONDUCT

a) For age groups U7 to U10 standard Mini Soccer disciplinary arrangements apply. U11, standard futsal disciplinary arrangements will apply.

## 19. CLUB NAMES

No teams may enter this competition in the name of an affiliated Club without the full knowledge and authority of the Club.

## 20. TROPHIES

The following trophies will be awarded:

A Cup trophy for age groups U9, U10 & U11

If entries allow a Plate trophy for age groups U9, U10

Individual awards to each member of the Cup and Plate winners and runners up squads in the above age groups.

All U7 and U8 players will receive a medal/memento to mark their participation.

## 21. PLAYING RULES

### **Under 9 and Under 10**

Playing Rules for the Under 9, and Under 10 age groups, shall be in accordance with FA Mini Soccer guidelines and will be as those listed above with the following amendments:

**Number of Players:** Number of Players per Team is 7. Rolling substitutes are allowed.

**Playing Area:** The Playing Area shall be a maximum of 55m x 37m  
The Penalty Area shall be 5 from the goal line and shall be full width. The Penalty Mark shall be 6m from the centre of each goal.

**Match Ball:**

The match ball shall be size 3 for Under 9 and size 3 for Under 10

**Start of Play:** The away team will always take the kick-off. The Referee will start play at the commencement of the match and after a goal is scored by a kick-off from the centre of the pitch.

Players shall stand not less than 15' from the centre mark. When a corner / free kick is awarded, players from the opposing team must stand not less than 15' from the ball prior to the kick being taken.

**Kick-Ins / Free Kicks / Corner Kicks / Goal Kicks:**

Kick-Ins will replace throw-ins. The opposition must be at least 3m away from the ball for free kicks and corners. All Free Kicks are direct. Goal Kicks can be taken from anywhere inside the Penalty Area with the opposing team withdrawing back to the half way line.

After holding the ball, the Goalkeeper must return the ball into play by throwing the ball (underarm or overarm) from anywhere in the Penalty Area. Only on the awarding of a Goal kick or a free kick will the goalkeeper be allowed to kick the ball from a static position. Goalkeepers are never permitted to kick the ball out of their hands.

There shall be no offside. The goalkeeper **is not** permitted to pick up the ball from a pass back or throw from their own side.

It must be noted that MAXIMUM DURATION OF PARTICIPATION PER DAY PER PLAYER IS 50 MINS.

**Players Equipment:**

Footwear shall be worn in accordance with the Laws of the Game. Shin guards, which must be covered by the socks, must be worn in accordance with the Laws of the Game.

**Under 7 and Under 8**

Playing Rules for the Under 7 and Under 8 age groups shall be in accordance with FA Mini Soccer guidelines and will be as those listed above with the following amendments:

**Number of Players:**

Number of Players per Team is 5.  
Rolling substitutes are allowed.

**Playing Area:**

The Playing Area shall be a maximum of 37m x 27m

**Match Ball**

The Match Ball shall be size 3.

**Start of Play:**

The away team will always take the kick off. The Referee will start play at the commencement of the match and after a goal is scored by a kick off from the centre of the pitch. Players shall stand not less than 15' from the centre mark. When a corner / free kick is awarded, players from the opposing team must stand not less than 3m from the ball prior to the kick being taken.

#### **Kick-Ins / Free Kicks / Corner Kicks etc.**

Kick-Ins will replace throw-ins.

The opposition must be at least 3m away from the ball for kick-ins, free kicks and corners.

All Free Kicks are direct. Goal Kicks can be taken from anywhere inside the Penalty Area with the opposing team withdrawing back to the half way line.

There shall be no offside. The goalkeeper **IS** permitted to pick up the ball from a pass back or throw from their own side. Goalkeepers can only roll or throw the ball, no kicking from the hands is allowed.

It must be noted that MAXIMUM DURATION OF PARTICIPATION PER DAY PER PLAYER IS 40 MINS

#### **Under 11**

Playing Rules for the Under 11s shall be in accordance with FA Futsal guidelines and will be as those listed above with the following amendments:

**Number of Players:** Number of Players per Team is 5. Rolling substitutes are allowed.

**Playing Area:** The Playing Area shall be a maximum of 40m x 20m  
The Penalty Area shall be 6m from the goal line and shall be within the futsal markings.. The Penalty Mark shall be 5m from the centre of each goal.

#### **Match Ball:**

The match ball shall be size 3 for Under 11s.

**Start of Play:** The away team will always take the kick-off. The Referee will start play at the commencement of the match and after a goal is scored by a kick-off from the centre of the pitch.

Players shall stand not less than 5m from the centre mark. When a corner / free kick is awarded, players from the opposing team must stand not less than 5m from the ball prior to the kick being taken.

#### **Kick-Ins / Free Kicks / Corner Kicks / Goal Kicks:**

Kick-Ins must be taken within 4 seconds of being ready. The opposition must be at least 3m away from the ball for free kicks and corners. Free Kicks are direct or indirect based on the laws of the game. Restarts from the goalkeeper can be taken from anywhere inside the Penalty Area, there is no retreat line.

After saving the ball, the Goalkeeper must return the ball into play by throwing the ball or kicking the ball. Goalkeepers are never permitted to pick up the ball from a pass received direct from the restart of play. Goal keepers can receive the ball with their feet in open play as long as they are stood in the attacking half of the pitch (over the half way line).

There shall be no offside.

**Players Equipment:**

Footwear shall be worn in accordance with the Laws of the Game. Shin guards, which must be covered by the socks, must be worn in accordance with the Laws of the Game.