

Fiesta - Rules of Play

(Rule changes in 2012)

Qualification for each age group is determined by the age of each player on **1 September 2011, as for the 2011/2012 season**. For example, to qualify for the Under 12 age group, the player should be aged 10 (minimum), or 11 (maximum), on 1 September 2011. You will not normally be asked to provide player's details, as we trust that all managers and players will abide by the rules, but managers should be able to verify a player's age in case of dispute by another competing team.

Players do not need to be registered with your Club at the time of the Fiesta, as we believe the Fiesta provides a good opportunity to test out new players. Teams may field as many players as they wish, but each Under **8** - Under 11 team must have a minimum of **7** players **if they wish to be eligible to progress to the Finals**. Only eight players may be nominated for each fixture, and the two substitutes may be used at any time, following approval from the referee. Substituted players cannot return to the field of play at any time during the game in which they were substituted. No player may play for more than one team during the tournament.

Each age group (other than the Under 7s) will be run on a league basis, sub-dividing into groups depending on the number of teams entered, with semi finals and finals **for both Cup and Plate** deciding the outcome. Teams will not normally play each other more than once, unless the number of teams entered, or last minute withdrawals unduly reduce the number of games being played by the remaining teams in a group.

The Under 7s will play teams in a "Fun Festival" format in compliance with FA Rules. No scores will be collected, and no winners medals will apply - although 8 players from ALL Under 7 teams will receive a medal as a "Thank You" for participating. The Fiesta Committee is aware that the changes in FA Rules apply to both Under 7s and Under 8s but, since the Fiesta is hosted in July, all the Under 8s actually play under FA Rules relating to Under 9s from 1st July - which means that they are eligible to play in a League format.

The duration of play will be 4 minutes each way for all games, with a single extra time period of 4 minutes if appropriate. 3 points will be awarded for a win or a bye, and 1 for a draw. If 2 or more teams are level on points at the completion of each league (average points per game apply if the number of games differs), positions will be decided firstly by goal difference, and then by the number of goals scored. If still level, and one of the teams has beaten one of the others, that team will be given priority, otherwise placings will be decided by a toss of a coin.

In semi finals, a draw will be decided by a penalty shoot-out. In finals, a draw will be decided by extra time (sudden death basis - first goal winning the game) followed by a penalty shoot-out if required. Kick-off or direction of play advantage will be decided by a toss of a coin at the start of extra time, which will commence without a break in play.

Any penalty shoot-out shall consist of 3 penalties for each team, to be taken alternatively, and thereafter, if still level, a sudden death shoot-out will commence, with the fourth, fifth and sixth members of the team playing at the end of play taking the next. Players names / numbers should be given to the referee prior to the shoot-out.

If a team fails to appear 2 minutes after their appointed kick-off time, 3 points will be awarded to the opposing team, with a 0:0 score. If both teams fail to appear, the game will be considered null and void, with no points awarded to either team, and with a 0:0 score line. This rule will not be applied if the team(s) are still engaged in a prior game, but this should only arise in the event of an unforeseen delay such as a serious injury. Fixture delays and amendments will be notified over the public address system, if required, but teams should not play any games out of chronological sequence without prior approval from Control. Although referees often ask for teams to be called over the PA, you should not rely on this as it is up to you to arrive on time.

Any player sent off, in any game, will automatically be disqualified from the remainder of the competition. Team managers will be held wholly responsible for compliance with this rule, and any infringement will disqualify the whole team from the remainder of the competition, with all scores to date treated as null and void. Swearing is a sending off offence, and we recommend that you caution your players to this effect. Teams must be congratulated for their standard of play, as we have only had 20 red cards in our 18 year history, involving nearly 17,000 games.

The Laws of Mini Soccer will apply, subject to minor amendments approved by the KCFA which we believe improve the overall competition. Pitches will be 55 by 35 yards (Under 7s, 40 by 30 yards). Penalties will be taken 8 yards from the goal line (10 yards for Under 12s and over), with all but the goalkeeper standing outside the Penalty Area. The goalkeeper (in all agegroups) shall throw out the ball from anywhere within the penalty area (and may not touch the ball again until it has been touched by another player) once he/she has control of the ball in his/her hands, and instead of a goal kick. All teams (including Under 7s) shall play 6-a-side. All other laws of Mini-Soccer will apply, and we would remind you that a goal cannot be scored directly from the start or re-start of play and that passbacks to the hands of the Goalkeeper are not allowed.

Referees may inspect footwear in each of the first 3 group games (as suggested by The FA) in an attempt to reduce the risk of injury. Managers are asked to assist this process by assembling all their players (including substitutes) by the centre spot at the start of each of these games. As we host the event in high Summer on very hard ground we strongly recommend that players bring alternative soft sole footwear as Control will not over-rule any Referee who decides that individual footwear is dangerous to others - even if it means your Team is forced to withdraw.

Any other disputes should be referred to Control, who's decision will be final. Please remember that all our qualified referees have volunteered to give up their valuable time for the benefit of the children, and that Control will only over-rule their decision in exceptional circumstances, taking into account the disruption such dispute might have on the smooth running of the event. The Fiesta Committee will continue to review all disputes after each year's event - reserving the right not to invite a Club in the following year where it believes their team(s) have had too little regard for the enjoyment of others.

The Fiesta Committee invites the Press and other professional photographers onto site each year and, for Child Protection, is mindful that some individuals may not wish to be photographed. Although this is very difficult to control, the Press and professional photographers will be advised not to take pictures of anyone wearing a bib, and we will advise spectators via the PA system where there is cause for concern. Managers who wish to avoid a player being photographed will be required to supply bibs for all players in their team.

Any constructive criticism is most welcome, and should be directed to Reg Spicer at Control (during quiet moments) or to reg.spicer@virginmedia.com. Tonbridge Junior Football Club wishes everyone an enjoyable Tournament, win or lose, and we hope that it will give you the opportunity to meet up with old friends and make a few new ones - with Sportsmanship being evident throughout.