

# Whiteknights FC Festival Rules 2010

1. Eligibility is according to age on **1st September 2009**.
2. All matches will be 6-a-side and drawn from squads of **no more than 8 players**.
3. Substitutions may take place at any time during the game deemed suitable by the referee. 'Rolling' substitutions are allowed.
4. No player may represent more than one team.
5. There will be no offside.
6. All players will wear shin pads
7. The first named team for each fixture shall provide the match ball (size 3 for U7 & U8, size 4 for U9 through to U14, size 5 for U15+) and have choice of ends. Their opponents will have kick off.
8. In the event of a colour clash, the first named team will be asked to change.
9. Once the goalkeeper has picked the ball,
  - for U7 & U8 they may be allowed to fly kick the ball out of their hands
  - for U7 & U8 they may be allowed to roll the ball out of the penalty area and kick the ball themselves
  - for all other age groups they must roll the ball out underarm out of the penalty area. They must not touch the ball again until another player has touched the ball.
10. Goal kicks must be taken from the goal line. U7s & U8s – fly kicks are allowed for goal kicks.
11. Players must be at least 5 metres away from the ball for free kicks, corner kicks and goal kicks.
12. If the ball goes out of play along a touchline then play is restarted with an indirect free kick taken from the touchline at point where it crossed the line. A defending player may stand no closer than 1 metre from the ball before the kick-in is taken. All other football laws apply, including the back pass law. Exception: A goal may not be scored directly from a kick-off.
13. All matches will be 8 minutes one way, unless time is extended in the program section
14. Teams will score (i) 3 points for a win (ii) 1 point for a draw.
15. In the event of teams being tied on points, league positions will be resolved by: (i) goal difference; (ii) goals scored; (iii) result between the teams or; (iv) by best of 3 penalties (followed by 'sudden death' penalties).
16. Drawn matches in the knock out stages will be resolved by best of 3 penalties (followed by 'sudden death' penalties).
17. Reporting Results. The referee will hand the result slip to the Manager of the winning team or, in the event of a draw, to the Manager of the first named team, for it to be taken to the results tent.
18. Carded Players
  - (i) Yellow carded players will not take part in the next game
  - (ii) Red carded players will take no further part in the competition.
19. Both the players of the Cup and Plate competitions will receive individual runners up & winners awards. The Plate competition will be run at WhiteKnights FC's sole discretion based on number of teams entered. Teams may keep all awards.