

SKLP 5-A-Side Competition Rules & Regulations

All matches will be played in accordance with the SKLP organisers' rules as shown below:

1. PARTICIPANTS

- a. Any Hindu can participate in the SKLP 5-aside Football Tournament with the following conditions:
 - i. Senior Non Kanbi **MUST** pay an additional fee of £20.
 - ii. Junior Non Kanbi **MUST** pay an additional fee of £10.

2. NUMBER OF PLAYERS

- a. Before the start of the competition, each team can register up to 8 players of which a maximum of 2 can be Non Kanbis. No player can be registered for more than one team.
- b. Throughout the competition no other players other than the ones registered will be permitted to play.
- c. Substitutes will be permitted to enter the game at the referee's discretion on a "Roll on – Roll off" basis. The goalkeeper shall be an exception to this allowance. However, the total number of players per team on the pitch must not exceed five.
- d. Teams will be permitted to make up numbers for any "no-shows" on the day of the tournament. However, any replacement players will have to be registered before the registration deadline. Once registered, teams will not be permitted to alter their players. The registration deadline is final.

3. AGE

- a. Under 16's – Under the age of sixteen on the **4th July 2010** to be eligible to participate in this category
- b. Mens Senior Over 35's – Over the age of thirty five on the **4th July 2010** to be eligible to participate in this category

4. TIME

- a. The duration of the games during the first round or group stages shall be 2 equal periods of 6 minutes, the knock out stages will be 2 equal periods of 8 minutes, plus any added time deemed necessary by the referee.
- b. In the knockout stages, if the scores are level at full time, then 2 extra periods of 2 minutes each way will be played.
- c. If the scores are still level after extra time then the game will be decided by penalty kicks (5 kicks each then sudden death). Penalty kicks must be taken with a continuous flowing movement using **ONE** step only.

5. DISQUALIFICATION

- a. A team is liable to disqualification if the competition rules are not adhered too.
- b. The SKLP competition organisers and the referees will take all the decisions.

6. GOAL KEEPER RETURNING THE BALL INTO PLAY

- a. After gathering the ball the goalkeeper must **IMMEDIATELY** return the ball into play with an under arm bowling action with the ball not travelling above knee high. Players must be a minimum of 2 metres away from the goalkeeper, blocking the ball by an opponent not standing the required 2 metres distance away, will result in an **INDIRECT FREE KICK** to their opponents.
- b. When an outfield player receives the ball from the goalkeeper, the ball must be touched by another player before being passed back to the goalkeeper. If this does not happen then an **INDIRECT FREE KICK** shall be awarded to the opposition, to be taken 2 meters (6 feet) outside the goal area.

7. PLAY WITHIN THE GOAL AREA

- a. Only the defending goalkeeper is allowed within the goal area except when a penalty kick has been awarded, and then only the player from the attacking side nominated to take the kick can enter the goal area. The defending goalkeeper must remain within the goal area at all times.

8. PENALTY FOR INFRINGEMENT

- a. A penalty kick will be awarded to the attacking side if a player of a defending side, other than the goalkeeper, enters the goal area.
- b. If a player from the attacking side enters the goal area then a **DIRECT FREE KICK** shall be awarded to the defending side, to be taken 2 meters (6 feet) outside the goal area.
- c. If the defending goalkeeper leaves his area then a **PENALTY KICK** will be awarded to the attacking side.
- d. When either a **DIRECT** or an **INDIRECT FREE KICK** is being taken, no player from the offending side shall stand within 2 meters of the ball.
- e. The ball is not to be played above head height otherwise an **INDIRECT** free kick, against the offending player, will be awarded.

9. RETURNING THE BALL BACK INTO PLAY

- a. The team awarded the throw or corner must **IMMEDIATELY** return the ball into play with an Under Arm Bowling action with the ball not travelling above knee high. The defending side must retreat 2 meters to allow the attacking team to take the throw or corner. Blocking the ball by an opponent not standing the required 2 metres distance away, will result in an **INDIRECT FREE KICK** to their opponents.
- b. The ball can not be returned directly to the goalkeeper from a throw-in. If the side awarded the throw does return the ball back to their goalkeeper then an **INDIRECT FREE KICK** shall be awarded to the opposition, to be taken 2 meters outside the goal area.

10. SIN BIN & SENDING OFF

- a. If a player is **BOOKED** (yellow card) during a game then the offending player must **IMMEDIATELY LEAVE** the pitch and sit in a **SIN BIN/SEAT** for 2 minutes.
- b. If a player is **BOOKED TWICE** during the same game then the offending player **must IMMEDIATELY LEAVE** the pitch and will also **MISS** the **NEXT GAME** (Red Card).
- c. If a player is **SENT OFF** (Red Card) then the offending player must **IMMEDIATELY** leave the pitch and will also **MISS** the **NEXT GAME**.
- d. If a player has committed b) or c) above and he is sent off again then he will be disqualified from the tournament.
- e. A Yellow card offence will not be carried forward into the second (knockout) stage.
- f. A straight Red card offence **WILL** be carried forward into the second (knockout) stage.
- g. Any physical abuse towards match officials will result in immediate disqualification from the tournament and prohibition from future tournaments.
- h. Any physical abuse towards other participants or spectators will result in immediate disqualification from the tournament and prohibition from future tournaments.

11. GROUP STANDINGS

- If two or more teams finish level on points the team with the better goal difference will finish higher.
- If two or more teams have the same points and the same goal difference, the team which has scored the higher number of goals will finish higher.
- If two or more teams finish level on points, goal difference and goals scored the result between the teams in the group matches played will determine which team finishes higher.
- If two or more teams finish level on points, goal difference and goals scored, and the result of the group game was a draw, then they will play a penalty shoot out with 3 kicks each and sudden death if required.

NOTES:

- The referee will point out the rules regarding slide tackles and distinguish between accidental and intentional entry into or egress from the goal area.
- It's the responsibility of the Team Captain to ensure that the rules are adhered to.
- Shin Pads must be worn during the match.
- No jewellery is allowed to be worn during the match.
- Matches between the teams from the same club will be played first.
- **SKLP/Organisers will NOT be liable for any incidents occurring.**
- **Players play the games at their own risk.**
- **SKLP/Organisers Reserves the Right of Entry to Players & Spectators.**
- **SKLP/Organisers Reserves the Right to disqualify any Players from the tournament.**