

SKLP 5-A-Side Competition

Rules & Regulations

Under 11's

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

1. PARTICIPANTS

- a. Any Kanbi can participate in the SKLP 5-aside Football Tournament with the following conditions:
- b. A Kanbi is described as a participant who has at least one parent (adopted or biological) that is of Kanbi origin*
- c. A Non Kanbi is described as a participant who has at least one parent (adopted or biological) that is of Indian Origin*
 - Junior Non Kanbi pays an additional fee of £10.

**Burden of proof is on the individual in all cases. Team captain is accountable for providing proof of Kanbi and Non Kanbi Origin 2 weeks prior to tournament. All players must have photo identification available on the competition day. The committee reserve the right to reject any player's application or registration on the basis of inconclusive evidence.*

2. NUMBER OF PLAYERS

- a. Before the start of the competition, each team can register up to 8 players of which a maximum of 1 can be a Non Kanbi. 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

You must be under the age of eleven on the **1st July 2012** to be eligible to participate in this category.

4. TIME

- a. The duration of the games shall be 2 equal periods of 6 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. It is the responsibility of the Team Captain to ensure that the rules are adhered too.
- c. The SKLP competition organisers and the referees will take all the decisions.

6. OVERHEAD HEIGHT RESTRICTION

There is **NO** overhead height restriction for the under eleven's tournament.

7. 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.
- 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.

8. FOULS AND MISCONDUCT – All free kicks are **DIRECT**

A **DIRECT** free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered to be careless, reckless or using excessive force:

- a. Kicks or attempts to kick an opponent.
- b. Trips or attempts to trip an opponent.
- c. Jumps at an opponent.
- d. Charges an opponent.
- e. Strikes or attempts to strike an opponent.
- f. Pushes an opponent.

A **DIRECT** free kick is awarded to the opposing team if a player commits any of the following offences:

- a. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
- b. Holds an opponent.
- c. Spits at an opponent.
- d. Handles the ball deliberately (except for the goalkeeper within his/her own penalty area).
- e. Plays in a dangerous manner.
- f. Impedes the progress of an opponent.
- g. Prevents the goalkeeper from releasing the ball from his/her hands.

9. PENTALY KICK

A penalty kick is awarded if any of the offences in point 6 Fouls and Misconduct is committed by a player inside his/her own penalty area, irrespective of the position of the ball.

10. RETUNING THE BALL BACK INTO PLAY

- a. The team awarded the throw must **IMMEDIATELY** return the ball into play with an Under Arm Bowling action and keeping it below head height. The defending side must retreat 2 meters to allow the attacking team to take the throw. Failure to retreat will result in **DIRECT FREE KICK** to the attacking side.
- 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 a **DIRECT FREE KICK** shall be awarded to the opposition, to be taken 2 meters (6 feet) outside the goal area.

11. 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 TWO GAMES**.
- 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.

12. 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 too.
- 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.**