



Wynton Rufer Tournament 2015 Proudly supported by Revera

Grade 9 & 10 rules and Information

Except where specific modification is made below, the official New Zealand Football Whole of Football rules apply. The Stop Out Sports Club Tournament Director and committee will do everything possible to ensure that players and spectators experience an enjoyable football tournament. The Tournament Director's interpretation of the rules and regulations shall be final. The Tournament Committee reserves the right to decide on all matters pertaining to the tournament.

Pre-tournament meeting

We ask that all coaches attend a pre-tournament briefing with the Tournament Director at 8.15am in the clubrooms. Any last-minute changes will be announced at this briefing. The tournament will be opened at 8.45 am. Players for the first game at 9am should be present at this time.

Playing conditions

Duration of Games

Each game is scheduled in a 30 minute window. There are two 12 minute halves, a 1 minute half-time break and a 5 minute turnaround between each game.

Games will start on the hour and the half hour.

The hooter will sound for the start of the game.

The hooter will sound again for the end of the first half.

The hooter will sound again for the start of the second half.

The hooter will sound again for the end of the game

There is then a 5 minute turnaround before the next game.

If teams are scheduled for the first game of the day please be on the field ready to play prior to 9.00am.

All pool games will automatically start and finish on the hooter to ensure the day runs to time. Any team not taking the field within 3 minutes of the hooter will be assumed to have defaulted. Scores for a defaulted game will be recorded as 2 - 0 victory to the opposing team. The time-keeping for the finals is in the hands of the appointed referees.

Eligibility

All players must be eligible to play in their age group based on their age as of January 1, 2015. In line with Federation rules, Girls may play "down" an age group e.g. a girl of 11th grade age may play in the 10th grade.

Balls

Size 4 balls will be used for all games, and each team should bring an appropriate ball for their own games.

Team make up

There are no restrictions on squad sizes however it is recommended that squads be no larger than 10 players so all players receive game time. Rolling subs are allowed throughout the game. Clubs can enter more than one team in any grade and division.

Rules of the game

- Teams are limited to a maximum of 7 players on the field, one of which is a goalie
- The offside rule does not apply. Coaches and referees are encouraged to stop players from "seagulling". A freekick will be awarded to the apposing team for players that are deliberately offside.
- Incorrect throw-ins are to be retaken.
- Goal kicks shall be a place kick on the ground; the attacking team must retire to halfway. Defenders can stay inside the goal area.
- Goalkeepers can distribute the ball as a throw, roll or kick from the ground, they are not allowed to kick from their hands
- Corners shall be taken from the corner of the field.
- All coaching is to occur from the side line
- No spectators or coaches shall stand behind the goal
- Only players and the referee are allowed on the field

Referees

Unless a referee is appointed by Stop Out, coaches from each team will take turns refereeing a half each. The "home" coach (i.e. the team named first in the draw) will referee the first half; the "away" team coach will referee the second half. Independent referees will be appointed for the semis and finals of each grade. It is the responsibility of the referee to ensure that all players are wearing shin guards and no items that may be of danger to themselves or opponents.

Score cards

Blank scorecards will be provided to all teams. A completed scorecard is required to be delivered to the results desk after every game by a representative of each team.

Competition Structure

The actual structure of the draw will depend on team numbers entered.

Each team will be randomly placed in a pool with other teams, and will play teams, in a round robin basis. After round robin games all teams will participate in placement games. The final draw will be announced on the day.

Teams will be awarded the following points

Win – 3 points. Draw - 1 point. Loss –No points

PLEASE NOTE: The winning team will receive a maximum Goal differential of 3.

So if a team wins 8 - 0, it will be recorded as 3 - 0.

If a team wins 8-2 it will be recorded as 5-2.

Please within the spirit of the tournament respect the thinking behind this rule and use the opportunity to give game time to other members of your squad.

Pool Positions

At the end of pool play the pool positions will be established as follows:

- (a) Teams with most points
- (b) Goal Difference
- (c) The pool result between the teams.
- (d) Toss of a coin

The winners of each pool will play semi-finals and finals to establish a grade winner. This will take place immediately after pool play. Other teams will also play an equal number of games to determine overall positioning.

Semi-Finals

If a game in the semi-finals is drawn after full-time, play will continue until a goal is scored for five minutes of extra time. (Referee will time) If no goal is scored, the winners will be declared on the basis of the better pool situation, i.e. comparison of:

- (a) Teams with most points
- (b) Goal Difference
- (c) If still a tie, the team that has scored the most goals
- (d) Toss of a coin.

The Final

If the final is drawn after full-time, play will continue until a goal is scored. Extra time will be a maximum of two 5 minutes halves. If there is still a draw after that then the teams overall results from the day will be taken into account. (as per semis above)

First Aid

Teams/Clubs are responsible for basic First Aid. However, there is a First Aid kit available in the clubrooms.

Photos

We welcome any photographs from this or previous tournaments.

If you have any photos please e-mail us them: wynton@stopout.org.nz

ENJOY THE FOOTBALL!