



Wynton Rufer Tournament 2016

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Sunday 15 May – 9th and 10th grade

Sunday 22 May – 7th, 8th and 11th grade

Sunday 29 May – Reserve day

Entry information

Entries will close on 1 May for 9th and 10th grade and on 8 May for 7th, 8th and 11th grade. Entries may close earlier if maximum entries are received.

Entries

Clubs can enter more than one team in any grade or division (except 11th grade)*. If a club is entering more than one team in a grade, then at least one of those teams must be entered in the A division.

** As the numbers are more limited in 11th grade, only one team per club can be entered in each division for this grade.*

Coaches briefing

A coaches briefing will take place at 8.15am in the clubrooms. Any last-minute changes to the draw will be announced at this briefing. The first round of pool games start at 9am.

Food, drink and facilities

A range of hot food, as well as hot and cold drinks will be available on site and in the clubrooms. NO portable BBQ's are permitted on Hutt Park. Any teams in contravention of this requirement may be disqualified from the tournament.

There is plenty of room for teams to bring gazebos/shelters/tents, and a large amount of parking.

Playing model

Grade	7 th and 8 th	9 th and 10 th	11 th
Pitch size (note pitch size is a guide and may vary, depending on space availability)	30x 20	50 x 30	60 x 45
Players on field	5	7	9
Squad size (recommended max squad size, incl goalie if applicable)	8	10	12
Ball size	3	4	4

Games for all grades are scheduled in a 30 minute window. There are two 12 minute halves and a 1 minute half-time break.

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Rules

- See the attached Rules summary, Capital Football Junior Playing regulations apply (unless stated below).
- For 7th and 8th grade – a player must be in opposition's half to score a goal.
- All coaching is to occur from the side line.
- Games will start on the hour and the half hour, the hooter will sound for the start of the game, the end of the first half, the start of the second half and for the end of the game. There is then a 5 minute turnaround before the next game.
- All players **must** be eligible to play in that grade. Girls may play down a grade as per Capital Football regulations.
- 3 points are awarded for a win, 1 for a draw and 0 for a loss. Scores for a defaulted game will be recorded as 2 - 0 victory to the opposing team.
- There are no restrictions on squad sizes however it is recommended that squads be no larger than those indicated in the table as that will be the number of medals/certificates available to winning teams.
- Rolling subs are allowed throughout the game.

Referees

The *home* team (the team named first in the draw) will referee the first half, and the *away* team will referee the second half. Independent referees may be appointed for the semis and finals of the top games in each grade and/or division. 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.

Competition structure

The structure of the draw will depend on team numbers entered. Each team will be randomly placed in a pool with other teams, and play round robin games. After round robin games all teams will participate in placement games.

Pool results will determine the playing of semi-final and final games to determine a grade and division winners, and overall positioning. 7th and 8th grade will play a maximum of 5 games, and 9th – 11th grade a maximum of 6 games.

Blank scorecards will be provided to all teams. A completed scorecard for each team must be delivered to the results desk in the clubrooms after every game.

Goal differential

Please note: The winning team in all games 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.

Within the spirit of the tournament, please respect the thinking behind this rule and use the opportunity to give game time to all members of your squad.



Pool positions

Pool positions will be decided by the highest points. In the event of teams having the same number of points, the position will be determined by goal difference, then the pool result between the teams and finally, the toss of a coin.

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. If no goal is scored, the winners will be declared on the basis of the better pool situation, i.e. comparison of teams with most points, then goal difference. If it is still a tie, the team that has scored the most goals and finally the toss of a coin.

The final

If the final is a draw 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.

Prize giving

Prize giving for the winner and runner-up in each grade and division will take place at the clubrooms at the end of each grades last game of the day.

First Aid

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

If you have any questions about the tournament, please e-mail wynton@stopout.org.nz

ENJOY THE FOOTBALL!

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.

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Wynton Rufer Tournament 2016 Rules overview

GRADE	Playing numbers	Free kicks/Penalty Kicks	Corner kicks	Goalkeeper distribution	Offside	Throw ins/ Kick ins
7 th and 8 th grade	5 v 5 (no goalie*)	In direct / No penalty kicks	No*	No goalkeepers – opposing team to halfway	No	Kick in*
9 th and 10 th grade	7 v 7	Yes	Yes	Throw, roll or kick from ground (opposing team to halfway)	No	Throw in (thrower can retake)
11 th grade	9 v 9	Yes	Yes	Normal rules apply	Yes	Throw in

* 7th and 8th grade notes

Seagulling is to be actively discouraged.

No corner kicks, however if the ball is deliberately played out by the defending team, the opposition are given a kick-in from the sideline at halfway.

Player cannot score directly from a kick in.

Player must be in the opposing team half to score.

Refereeing takes place from the sidelines.

Please ensure games are played in the correct spirit, with positive and encouraging support from coaches and parents alike.

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