



## RULES & REGULATIONS

(Version 1 as of 8 April 2022)

### 1. AGE CATEGORIES

1.1. All participants shall compete in their respective age groups as follows:

Category	Birth Year Classification
Under 10 Boys	1 Jan 2012 – 31 Dec 2013
Under 12 Boys	1 Jan 2010 – 31 Dec 2011
Under 10 Girls	1 Jan 2012 – 31 Dec 2013
Under 12 Girls	1 Jan 2010 – 31 Dec 2011

1.2. Each participant is only allowed to play for one (1) team.

### 2. REGISTRATION

2.1. Registration fees

Category	Tournament Fees
Under 10 Boys	SGD 17 per team
Under 12 Boys	
Under 10 Girls	
Under 12 Girls	

2.2. No. of players per team

2.2.1. Each team will register a minimum of: -

- Minimum 4 players, Maximum 6 players (4 + 2 reserves) for the competition.
- 1 Coach

2.2.2. No changes are to be made to the team-list throughout the course of the whole competition once the payment is made unless as stipulated in clause 2.3.2. All teams are to arrive 15 minutes before the scheduled timing.

2.2.3. Once a participant is registered to a team, he or she is not allowed to represent another team in the same zonal qualifiers.

2.3. Registration & Participation information

2.3.1. Organizers reserve the rights to reject the registration of any player(s) and or any team(s) at their own discretion.

2.3.2. Teams may make any number of changes to their player registrations if they fulfil the conditions below: -

- a. Must not be registered in another team registered in the competition
- b. Must be within the tournament age
- c. Must not exhaust the maximum squad size of 6 players

2.3.3. The replacement player must provide the following on match day: -

- a. Student ID Card/ Student EZ-link Card with photo
- b. A completed indemnity form, with parent/legal guardian's endorsement
- c. A completed consent form, with parent/legal guardian's endorsement

2.3.4. All participants must complete the 'Parent consent form' with both parent/legal guardian and team coach's signature and submit it to the organising committee to confirm the respective team's participation.

**3. Competition Format**

3.1. Zonal Qualifiers

The competition is divided into 5 zones: North, East, Central, North-East and West. Each zone will host 8 groups of 4 teams to play in a single round-robin and each team will play a minimum of 3 games. After all the matches in the round is played, their final standings will then determine how they progress into the next round.

3.2. Zonal Qualifiers: Group stages

The teams participating in the competition shall be divided into groups (Number of teams per group and number of groups depend on the number of registered teams). The total number of teams per zone per category is capped at 32 teams.

A draw will be conducted for the purpose of determining the placement of the teams in the groups. All matches in a group are played under the league system whereby each team will play once against each of the other teams in its group (single round-robin).

3.3. Zonal Qualifiers: Knockout stage

The teams in each group will compete for their placement (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> & 4<sup>th</sup> place). Based on respective placing, the teams will qualify for the following knockout tournaments: -

- a. Championship: All 1<sup>st</sup> placed teams (8 teams total)
- b. Cup: All 2<sup>nd</sup> placed teams (8 teams total)
- c. Plate: All 3<sup>rd</sup> placed teams (8 teams total)
- d. Bowl: All 4<sup>th</sup> placed teams (8 teams total)

3.4. Grand Finals

Only the finalists (top 2) from the **Championship knockout stage**, will qualify for the Grand Finals to compete with the top 2 teams from the other districts.

#### **4. RULES & REGULATIONS / LAWS OF THE GAME**

##### **4.1. Law 1 - Field of play**

###### **4.1.1. Field markings**

The field of play must be rectangular with the two touch lines being longer than the two goal lines. The field of play will be marked with tape or any other suitable means. These lines belong to the areas of which they are boundaries of.

Only the lines indicated in Law 1 are to be marked on the field of play.

- a. The two longer boundary lines are touchlines.
- b. The two shorter lines are goal-lines.
- c. The centre mark is at the midpoint of the field of play.
- d. All lines must be of the same width, which must not be more than 12cm (5ins).
- e. A goal area of 1m radius from the centre of the goal line will be drawn to prevent all players from entering the goal area.
- f. A penalty zone line will be drawn parallel to the goal line 5 meters away from each goal line.

###### **4.1.2. Field/Court Dimensions**

Touch line: Maximum 20 metres

Goal line: Maximum 15 metres

###### **4.1.3. Goal post dimensions**

The height of the goal will be 1 metre and the width 1.2 metres.

##### **4.2. Law 2 - The Ball**

Size 4 footballs will be used for this tournament.

##### **4.3. Law 3 – The Players**

###### **4.3.1. Participants**

- a. Each team can field a maximum of 4 players per match with a maximum of 2 substitute players.
- b. Each team must have a minimum of three players on the field of play to start or restart the match.
- c. If a player is injured and unable to continue the match, the opposing team **WILL NOT** be required to reduce their team by one player if the injured player cannot be substituted.

###### **4.3.2. Substitutions**

A substitution may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the following conditions must be observed: -

- a. The player leaves the field of play via the substitution zone.
- b. The substitute only enters the field of play via the substitution zone only after the player has left.
- c. The substitute may still participate in the match as a player following the above conditions (i.e. Flying substitutions).

###### **4.3.3. Goalkeepers**

There will be no goalkeepers for the tournament.

#### 4.4. **Law 4 – Players' Equipment**

##### 4.4.1. Safety

- a. A player must not use equipment or wear anything that is dangerous.
- b. All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed.
- c. Using tape to cover jewellery is not permitted.
- d. The players must be inspected before the start of the match and substitutes before they enter the field of play. If a player is wearing or using unauthorised/dangerous equipment or jewellery the referee must order the player to:
  - i. remove the item
  - ii. leave the field of play at the next stoppage if the player is unable or unwilling to comply
  - iii. A player who refuses to comply or wears the item again must be cautioned.

##### 4.4.2. Compulsory Equipment

The compulsory equipment of a player comprises the following separate items:

- a. a shirt with sleeves (two sets – one light and one dark in colour)
- b. shorts
- c. socks (up to knee level)
- d. shin guards – these must be made of a suitable material to provide reasonable protection and covered by the socks
- e. appropriate footwear

A player whose footwear or shin guard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if before doing so the player plays the ball and/or scores a goal, the goal is awarded.

#### 4.5. **Law 5 – The Referee**

Each match is controlled by a referee who has full authority to enforce the laws of the game as stipulated in the regulations.

#### 4.6. **Law 6 – Duration of the game**

- a. Periods of play
  - i. 1 period of 8 minutes
- b. Interval Period
  - i. There will not be any intervals.
- c. Substitution
  - i. Substitution is allowed at any point of time during the match as stipulated in regulation 4.3.2.
- d. Abandoned match
  - i. An abandoned match is replayed unless the competition rules or organisers determine otherwise.
  - ii. If the match has commenced and more than 50% of the match has been played, the match will be considered as completed, and all facts (goals, cautions, expulsions, etc.) connected to the match will be deemed as final.

4.7. **Law 7 – Start and restart of play**

- a. A kick-off is taken at the centre of the playing area to start the game and to restart after a goal has been scored.
- b. Opponents must be 3 metres away from the ball and in their own half of the field.
- c. The ball is in play once it is kicked and moves.
- d. A goal can be scored directly from a kick off.

4.7.1. A dropped ball is a method of restarting play, if the referee stops play for reasons not covered in Law 11.

Dropped Ball Procedure:

- a. The ball is dropped for one player of the team that last touched the ball at the position where the ball was when play was stopped.
- b. All other players (of both teams) must remain at least 3 m from the ball until it is in play.
- c. The ball is in play when it touches the ground.
- d. The ball is dropped again if it:
  - i. touches a player before it touches the ground
  - ii. leaves the field of play after it touches the ground, without touching a player
- e. If a dropped ball enters the goal without touching at least two players play is restarted with:
  - i. a goal kick if it enters the opponents' goal
  - ii. a corner kick if it enters the team's goal

4.8. **Law 8 – Ball in and out of play**

The goal line and touchlines are part of the field of play. The ball must be entirely over these lines to be out of play.

- a. If an attacker is the last player to touch the ball over the goal line, a goal kick is given.
- b. If a defender is the last player to touch the ball over the goal line, a corner kick is given.
- c. If a player touches the ball over the touchline, a kick in is given to the opposing team.
- d. A goal kick is awarded if the ball is kicked into the defending team's goal directly from a kick-in.

4.9. **Law 9 – Determining the outcome of a match**

4.9.1. Goal scored

- a. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.

4.9.2. Winning team

- a. The team scoring the greater number of goals is the winner at the end of the entire duration of the match.
- b. 'Fandi Rules' – The first team that scores 5 goals during the duration of play, will immediately be declared the winner of the match, and the match will be declared over.
- c. If both teams are unable to score any goals or score an equal number of goals at the end of the match, the match is drawn.

4.9.3. 1v1 sudden-death shootout

- a. During the knockout stages (Playoffs/Final 4), where a winning team is required after a drawn match, the winner is determined by a sudden death 1v1 shoot-out.
- b. Any player who has been sent off during the match is not permitted to take part; warnings and cautions issued during the match are not carried forward into 1v1 shootout.
- c. The attacking player dribbles the ball towards the goal from the centre mark and must take his/her shot on goal within 10 seconds of his/her first touch of the ball.
- d. The defending player must position themselves within the penalty zone and outside of the goal area and may challenge the attacker for the ball.
- e. The 1v1 shootout attempt is considered to be over:
  - i. After 10 seconds from the time the attacker kicked the ball into play
  - ii. The ball has gone out of the field of play and a goal was not scored
  - iii. The ball crosses over the halfway point.

**4.10. Law 10 – Offside**

There are no offsides in this tournament.

**4.11. Law 11 – Fouls and Misconduct**

4.11.1. Free kicks are awarded when a foul is committed similar to football. All free kicks awarded will be direct free kicks.

4.11.2. When a foul is committed, the referee at his / her own discretion has the right to issue the player who committed the foul the following:

- a. Verbal warning
- b. Yellow card (two of which will result in a red card) (refer to guidelines on temporary dismissals)
- c. Red card (the player will be sent off and can no longer can partake in the match). A substitute player can replace the red carded player after the temporary dismissal period.

4.11.3. The match will be stopped and considered concluded if a team has two of their players sent off and they have less than 3 players on the field of play. The score of 3-0 and 3 points will be awarded to the opposing team.

4.11.4. Cards will not be carried forward to the following match but any disorderly or violent conduct by any player, coach, parent or guardian will subject him/her to further actions (immediately) if deemed necessary by the tournament's organising Committee.

4.11.5. Guidelines for Temporary Dismissals (sin bins)

A temporary dismissal is when a player commits a yellow card offence and is punished by an immediate 'suspension' from participating in the next part of the match.

- a. Temporary dismissal periods
  - i. The length of the temporary dismissal is 30 seconds.
  - ii. Temporary dismissal period starts when play restarts after the player has left the field of play.
  - iii. Once the temporary dismissal period has been completed, the player can return via the substitution zone with the referee's permission while the ball is in play.
  - iv. A temporarily dismissed player cannot be substituted until the end of the temporary dismissal period.

- v. A player who receives a second yellow card in a match will be shown the red card and will not take any further part in the match but may be replaced by a substitute after 1 minute.
- vi. A player who is still serving a temporary dismissal at the end of the match is permitted to take part in 1v1 shootout.
- b. Temporary dismissal area
  - i. A temporarily dismissed player should remain within the technical area.

**4.12. Law 12 – Free Kicks**

For all free kicks defending players must be 3 metres from the ball. A goal is awarded if a direct free kick is kicked directly into the opponent's goal. A corner kick is awarded if a free kick is kicked directly into the team's own goal.

**4.12.1 Offences and sanctions**

- a. If, when, a free kick is taken, an attacking team player is less than 1m (1 yd) from a 'wall' formed by defending players, the free kick is retaken.

**4.13. Law 13 – 1v1 shootout**

**4.13.1** A 1v1 shootout is awarded if a defending player fouls his/her opponent in their own penalty zone.

**4.13.2.** 'Fandi Rules' – A penalty is played in a 1v1 format, represented by one player from each team.

**4.13.3. 1v1 shootout**

- a. The attacking player dribbles the ball towards the goal from the centre mark and must take his/her shot on goal within 10 seconds of his/her first touch of the ball.
- b. The defending player must position themselves within the penalty zone and outside of the goal area and may challenge the attacker for the ball.
- c. All other players must stand near the halfway mark.
- d. The 1v1 shootout attempt is over:
  - i. After 10 seconds from the time the attacker kicks the ball into play
  - ii. When the ball has gone out of the field of play and a goal was not scored
  - iii. When the ball crosses over the halfway point.
  - iv. If the kick is deemed to be over and the ball is still in play, the other players may play the ball.

**4.14. Law 14 – Kick-in**

Goals cannot be scored directly from a kick-in. Refer to section 4.8 on how and when a kick-in is awarded.

**4.15. Law 15 – Goal Kick**

- a. A goal kick is awarded when the whole of the ball crosses over the goal line, last played by the opposing player and a goal was not scored.
- b. A player of the defending team kicks the ball from any point just outside the goal area.
- c. The ball is in play when it is kicked and clearly moves.
- d. All opponents must be outside of the penalty zone of the team taking the goal kick.
- e. The goal kick is retaken if the opponents do not comply with the above.
- f. A goal cannot be scored directly from a goal kick

**4.16. Law 16 – Corner Kick**

A corner kick is awarded when the whole of the ball crosses over the goal line, last played by the defending player and a goal was not scored. The opposing players must remain at least 3 metres from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a direct free kick is awarded against them.

A goal may be scored directly from a corner kick, but only against the opposing team.

**4.17 Law 17 – Penalty Kick**

A penalty kick is awarded when any player from a defending team enters the goal area during the game.

- a. A penalty kick is taken from the centre mark by the attacking player towards the opponent's unguarded goal.
- b. All other players must position themselves in the attacking team's penalty zone before the penalty kick is taken
- c. The penalty kick attempt is over:
  - i. from the time the attacker kicks the ball into play
  - ii. When the ball has gone out of the field of play and a goal was not scored
  - iii. When the ball crosses over the halfway point.
  - iv. If the kick is deemed to be over and the ball is still in play, the other players may play the ball.

**5. Grace Period**

- 5.1. A one-minute (1 minute) grace period is allowed. The Organisers may at its discretion extend this grace period if it thinks the extension of grace period is justifiable (i.e., in special cases when delay may be caused by traffic jams, floods and etc). Teams must abide by the decision of the Organisers.

**6. Postponement**

The Organisers is at its discretion to decide to postpone a match if it thinks that the venue is unfit for play, or for any other valid reasons for which it deems a postponement is in order. Teams must abide by the decision of the Organisers.

**7. Withdrawal & Walk-over**

- a. Any withdrawal or walk-over is considered contrary to the spirit of the game.
- b. Teams participating in the competition should not withdraw or give a walk-over.
- c. For each withdrawal, it is non-refundable.
- d. The team that concedes a walkover shall get zero (0) league points in the classification and the score shall be three to zero (3 to 0) to the opponent.
- e. In the games for top placings to the next round, any walk-over will disqualify the team.

**8. Suspension**

A player suspended by any one of the following bodies is barred from participating in the competition for the period of suspension:

- a. the Singapore Sport Council
- b. the National Association of the sport/game (FAS)

**9. Award of round points**

The following scoring system shall apply:

- a. 3 points for a win
- b. 1 point for a draw
- c. 0 points for a loss

**10. Tie in round points**

10.1. Ranking in a group will be decided by the number of round points awarded.

10.2. If two or more teams are equal based on the above criterion, their place shall be determined as follows:

- a. Goal difference resulting from the group matches between the teams concerned
- b. Greater number of goals scored in the group matches between the teams concerned.
- c. Head-to-head results between teams concerned-
  - i. Goal difference between the two teams concerned
- d. 1v1 sudden-death shoot out

**11. Award Presentation**

Medals will be awarded to the top 4 teams of each of the Championship, Cup, Plate & Bowl stages. A trophy will also be given to the team in 1st place. Award presentation will be held at the end of the day for both days of the Final Round weekend.

**12. Dispute Mediation**

12.1. The referee/umpire's decision is final during the match.

12.2. Players are not allowed to interfere with the final decision taken by the referee(s) on points of laws / rules after clarification has been sought. If such interference results in the disruption of any match, the case will be referred to the Organisers for appropriate action.

12.3. The Organisers will have the final decision in all dispute matters.

### **13. Disqualification**

- 13.1. A team will be disqualified if it commits any of the following:
- a. fielding over/under aged player
  - b. fielding unregistered player
  - c. team/player who caused a match to be abandoned
- 13.2. All results involving the team which has been disqualified will be considered null and void.
- 13.3. The organisers reserve the rights to expel or eject any coach, parent or player from the competition because of poor discipline, unruly behaviour and undesirable sportsmanship actions.

### **14. Fixtures**

- 14.1. The organising committee will plan the fixtures according to the number of teams upon the closing of registration. No change is allowed once the fixture has been arranged.

### **15. Health & Safety**

- 15.1. Players are not allowed to share
- a. water from the same container
  - b. towels
- 15.2. Players who are feeling unwell, will not be allowed to attend the event.
- 15.3. All prevailing SMM enforced by the government, will apply.

### **16. Supporters**

The tournament will be a cordoned event with a limited capacity. While we encourage the support of the community and the parents of the participants, we are limited with the number of people allowed in the event area. Individuals in the area are to apply safe distancing and abide by the SMM guidelines.

### **17. Disclaimer**

- 17.1. The Organisers reserves the right to cancel, postpone or change the venue, date and/or time and fixture format of the Football competition for all categories at its discretion due to but not limited to inclement weather, facility problem or any other situation deemed as appropriate.
- 17.2. The Organisers shall have the right to delete, add or amend the rules and regulations laid down herein. The Organisers reserve the right to interpret or amend the rules and regulations of the competition at any time.
- 17.3. All matters not provided for in these Rules and Regulations shall be dealt with by the Organising Committee.
- 17.4. The Organisers and their partners and/or agents will not be held responsible for any claims arising out of any death or injury, damage or loss, suffered or caused while attending this competition, and this includes all costs and expenses incurred as a result of such claims.