

2010/11 County Competition Standardisation – Y8 B/C Boys & Girls Football Tournament



Competition Overview	County Final Contact Details	PESSYP Links	Additional Information
<p>Sport: Small Sided Football</p> <p>Format: Y8 Girls & Boys Only</p> <p>Date: 21/10/2010</p> <p>Venue: FDC - Norwich</p> <p>Time: 12.30 – 16.30</p>	<p>Jon Eaton- Competition Manager</p> <p>Email: jon.eaton@norfolk.gov.uk</p> <p>Tel: 01603 697005 Mob: 07881 502286</p>	<ul style="list-style-type: none"> • Club Links • Coaching • Leadership and Volunteering 	<p>Website Links www.norfolkfa.com</p> <p>Regional Final <input type="checkbox"/> Details: N/A</p> <p>2009/10 Holders: Y8 Boys - WNDSSP</p>

Competition Format

- Please note the competition is open to **NON** first teams only
- Only students from Year 7 may participate in the competition.
- 6-a-side, maximum number in squad 8. Each team should have 5 outfield players and 1 GK
- 3 Points awarded for a win, 2 for a draw, 1 for a loss
- The final league tables will be determined on the total of points gained
- In the event of a tie of the total of points gained, then the team scoring the most goals will be the league winner
- In the event of a tie of the total points gained and the goals scored, the team conceding the fewest goals will be the league winners
- In the event of a tie of the total of points gained, goals scored and goals conceded, there will be a penalty competition in accordance with F. A. regulations

Structure of Competition

- 1 Team per SSP to entry the County Final
- Two leagues, both with 4 teams in each
- Group winner to progress to a final
- Overall winners to receive medal of achievement



Competition Rules

Players

- Only students from Year 7 may participate in the competition
- Only moulded boots or Astroturf trainers are permitted on Astroturf surface: No metal blades or studs are allowed
- All players must wear shinguards covered by socks
- Goalkeepers are advised to wear tracksuit trousers
- 6-a-side, maximum number in squad 8. Each team should have 5 outfield players and 1 GK
- All matches 10 minutes each way
- Roll on Roll off subs with referee's permission
- Game will be started with the toss of a coin with winning team being awarded kick off
- No offside
- Pass to GK rule – Competition Co-ordinator to explain on the day of event
- Goalkeepers can only throw or role the ball
- Watches or jewellery should not be worn
- There are no head height restrictions
- All free kicks are direct

Pitch/ Goal area

- The venue dictates the size of the pitch: Length: Min 25m Max 65m, Width: Min 16.5m Max 35
- Goal Size 12ft x 6ft
- The ball is out of play when it has wholly crossed the goal line/touch line whether on the ground or in the air. The ball is in play at all other times including when it rebounds from the goal post, the crossbar back onto the pitch
- Only the defending GK may enter the GK area. The Goalkeeper cannot leave this area intentionally
- If a defending player intentionally enters the area or the GK comes out of the GK area carrying the ball a penalty is awarded
- If an attacking player intentionally enters the area play re-starts with the GK

Free Kicks

- All free kicks are direct
- If a free kick is awarded to the attacking side close to the line of the GK area the ball must be moved to the nearest spot 2 metres away
- Defenders must be 2 metres away from the free kick
- A throw in is awarded when the ball has passed wholly over the touchline on the ground. The throw is taken from the place on the touchline where the ball went out of play. The player taking the throw in must have part of one foot on or behind the line as the throw is taken.
- The ball must be stationary. Opponents must be at least 2m from the ball at the taking of the kick
- If the goalkeeper intentionally kicks the ball from inside the area a penalty will be awarded