



GLEBE FC



CHARTER STANDARD
COMMUNITY CLUB

INFORMATION

Summer Tournament – Sat 17th and Sun 18th June 2017

Address: Glebe FC, Foxbury Avenue, Chislehurst, Kent BR7 6SD

Morning Registrations 8 – 8.30am, Afternoon 1 – 1.30pm each day

We very much hope that you enjoy our Tournament – here is some information to help make it enjoyable for everyone;

- Admission is £2 per adult and includes a programme. Please have correct change ready where possible.
- Parking in Glebe FC is charged at £2 per car.
- If you are not parking at Glebe FC please drop off in Perry Street at the top of Foxbury Avenue.
- There is no drop off permitted within Glebe FC.
- Disabled parking is available next to the Glebe FC Clubhouse for blue badge holders ONLY.
- PLEASE NOTE – Parking within Glebe FC is only permitted where parking wardens direct you and is on a grass field
- Please allow plenty of time to arrive, get parked and walk to your pitch before your first game. It will be busy, please be patient. Coaches should allow extra time to also register their team.
- When leaving the ground, it is usually quicker to turn left onto Perry Street, continue to Sidcup roundabout and come back, rather than turn right
- Abuse to volunteer parking wardens **WILL NOT** be tolerated and risk a player or team being removed from the tournament.
- The health and safety of the children in the sports grounds is our paramount concern which is why all traffic is directed to one place.
- Please ensure all litter is placed in bins or taken home with you.
- Glebe FC fully supports the FA respect campaign. Any foul and abusive language will not be tolerated. They are children, please “Let them Play”
- DOGS ARE **NOT** ALLOWED
- Food and refreshments will be available all weekend in the Clubhouse.
- There will be play area with bouncy castles.
- Please bring a change of kit or bibs in case of colour clashes.



Thank you for your support and co-operation
Have a great 2017 Glebe FC Tournament



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Tournament Rules

1 Players' Eligibility

A player may only play for one team for the duration of the Tournament. Any team in breach of this may be excluded from the tournament. All players must be of the appropriate age group when registering as per the Kent FA rules. If a player is found to be over-age, the team will immediately be disqualified and all their fixtures shall be deemed to be losses with a 1-0 score line. Tournament age groups will be as per 2016/2017 playing season. Excepting where other provisions in the rules are made, the laws of association football apply. Proof of age must be provided (if requested): Current League registration cards or copy of birth certificate.

Under 6's to Under 11's - Normal Football Association Rules will apply:

- a) **Under 6s, U7s, U8s – 5 a side** – the rules will be played in accordance with the current 5v5 FA rules.
- b) **Under 9s, U10s – 7 a side** - The rules will be played in accordance with the current 7v7 FA rules.
- c) **U11s - 9 a side** - The rules will be played in accordance with the current 9v9 FA rules. Teams will be required to provide a linesman.
- d) The off side rule will exist for 9 a side only (U11s).

2 Registration

Each team manager must report to the **Registrations Hall** to register their team at least 30 minutes before their first game. Teams must be at their designated pitch 5 minutes before the start of each game.

3 Cautions/Sending Off

If any player is cautioned they shall miss their team's next match in the tournament. If any player is sent off they shall be banned from the remainder of the tournament. The Referee must report all cautions and sending offs to the Control Hall after the match. If any team is found to be in breach of this ruling they will be disqualified from the tournament.

4 Format & knock out qualification

U6 is a non competitive friendly tournament. U7 to U11 age Groups are on league basis. Please refer to the tournament programme for the specific format for each age group. The organisers reserve the right to adapt on the day.

5 Length of matches

Please refer to the tournament programme for the length of matches per age group. All matches are to be played as 1 period of play with no half time break. The organisers reserve the right to adapt on the day.

6 League games

1. 3 points for a win, 1 point for a draw.
2. Goal difference will apply in event of teams finalising on same points.
3. If still no result, goals scored.
4. If still no results, penalty shoot out to decide placing. Best of 3, then sudden death.

7 Knock out stages (U7-U11 only)

The knockout phase will consist of semi-finals and final. Please refer to program for Knock out format for each specific age group and length of matches. There are two knock out competitions – Cup and Shield, subject to your final position after the completion of the group games. There will be no half time break. If the scores are level at the end of full time, each team will take **three** penalties. A team may select any 3 players from their squad who must have been on the pitch at the end of extra time, alternating with their opponents. If for any reason a team has less than 3 players on the pitch at the final whistle, then each team will take only the amount of penalties equivalent to the number of players of the team with lowest numbers. If the scores are level at the end of this stage, then the game will go to a 'sudden death shoot out' with each team taking their penalties in the same order as previously by the same players. There will be no limit to the number of steps allowed in a penalty. **No spectators are allowed on the pitch or behind the goal during penalty shoot outs.**



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8 Finals Only

If the scores are level at the end of full time, play will recommence with 5 minutes extra time, with no half time break. The score at the end of this extra time will then determine the winner. If scores are still level at the end of extra time, the winner will be decided on a penalty shoot out as per the Rule above.

9 Results

The winning team (or the "HOME" team in the event of a draw) will be responsible for collecting the result slip from the Referee and handing it to the Results Secretary (who will be located in the Registration Hall) as soon as the match has finished. Results will displayed in and around the Registrations Hall

10 Squad numbers

A maximum of 10 Players for U6-U8, maximum of 12 players for U9-U10 and maximum of 14 for U11 are allowed to be registered for one team during the tournament. This rule is stipulated due to the amount of trophies and/or medals ordered. If a team entering wishes to exceed the maximum player numbers they should contact the tournament organiser in advance. However, the number specified above will be the amount of trophies and/or medals supplied.

11 Substitutions

Teams will be able to make rolling substitutes at the Referee's discretion at any time during the game.

12 Referees

Referees' decisions will be final.

13 Kit

Players should wear normal football kit, shin pads must be worn, and suitable footwear, (astro turf trainers, football boots, blades and moulded boots may be worn).

14 Footballs

Size 3 footballs must be used for age group U6s, U7s, U8s & U9s. Size 4 footballs must be used for age groups U10s and U11s. The Referees will supply the match balls.

15 Colour clashes

In the event of colour clash the team named second will change or wear bibs.

16 Disputes

Any disputes must be made directly to the Registration Hall where the rulings on all matters shall be final. The tournament organiser will resolve all disputes, any player, manager or spectator found abusing a Referee will be banned from taking any further part in the tournament

**Clubs are liable for damage to any property of Glebe Football Club
(including damage to goals) by any player or individual associated with their club.**

**THE STADIUM IS STRICTLY OUT OF BOUNDS THIS WEEKEND
PLEASE DO NOT GO INTO THE STADIUM ON OR THE PITCH**

