

Green Island Junior Football Club

Seven-A-Side

2009 Tournament Rules

NZFA rules apply, plus any existing Footballsouth rules for each grade, together with the following.

TEAMS

Teams will consist of 7 players on the field. There is no limit to the number of substitutes who may be used at any time during play. The substituted player must be off the field before the new player commences. The goalkeeper may be substituted once during the game by another member of the playing team so long as the referee is notified.

Teams and Players must not play in a lower grade than in which they are registered with Footballsouth Saturday junior competition.

No player shall be registered with any other grade or club, other than the one in which they are registered to play for at the Saturday competition.

Players may only play in one team during the tournament. However, a player may be brought into another team providing they are registered at the same club as that team and not in a higher grade than that team. They may only be brought into another team should that team not be able to field 7 players due to injury (they cannot be brought in as subs). The bringing in of players in this situation is to be brought to the attention of and approved by the GIJFC committee prior to the game commencing.

GAMES

All team games of 7 minutes, each way.

There will be a 1-minute spell at half time.

Normal Saturday competition rules apply for each grade in respect of corners and offside. That is, those grades that play corners on a Saturday will play corners in this competition, those teams that play offside on Saturdays will play offside in this competition. For those grades not playing off-sides seagulling is to be discouraged.

Goal keepers cannot score directly from a goal kick (placed or punted) unless the ball first touches another player from either team (excluding the other team's goalkeeper).

If not marked, penalties are to be taken 6 metres from the goal line.

If a referee is supplied then they must be used for the game. If not, then teams are to supply a referee for half the game each.

The commencement and finish of each game will be indicated by the sounding of a horn. It will be important that teams are at their correct ground and ready to play at the sounding of the horn.

The competition will be run on a pool play basis. Points will be awarded for a win (3 points) and a draw (1 point). At the end of pool play the team with the most points from each pool will progress to the finals. In the event of teams being equal on points at the end of the pool play the team with the greater goal difference will proceed to the finals. In the event of a tie on goal difference the team with the most goals scored for will proceed to the finals.

SEMI FINALS AND FINALS

The semi finals will be 7 minutes each way and the final will be **10** minutes each way, with a 1-minute spell at half time. At the end of this time, if the score is tied, a penalty shootout will occur. Both teams must take 3 penalty shots.

The team to shoot first will be decided by the spin of a coin.

If still a draw after the first three shots each, then the penalties continue until one team misses.

Please note: In the penalty shoot outs players may not have a second penalty shot until all members of the team have had a shot.