

# CASTLE COMBE COLTS FOOTBALL CLUB

Founded 1997 and Affiliated to WCFA

[www.cccfc.co.uk](http://www.cccfc.co.uk)



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## Rules of the Castle Combe Colts FC Summer Tournament 2018

- 01) All players must be playing in their respective age groups as in the Season 2017 – 2018 (age must not exceed age group as at midnight 31<sup>st</sup> August 2017). Under 7s = children who are aged 6 as at midnight on 31<sup>st</sup> August in the playing season (together with those who attain the age of 6 during the playing season) will be classed as U7 players for that playing season  
No Academy registered teams or players are allowed to play.
- 02) Playing time - each game to be 10 minutes (no half time), except for the final of each age group (U9-U16) which will be 7 minutes each half. If required this can be changed by the tournament committee. U9s and U10s Managers are responsible for ensuring their players are rotated and play no more than 60 minutes on the day. U7s and U8s cannot play more than 45 minutes on the day.
- 03) In all cases the first named team provides the match ball for each game. Size 3 football will be used for U7s - U9s matches; A size 4 football will be used for U10s - U14s matches and a size 5 football will be used for U15s & U16s matches.
- 04) AGE GROUPS U7s to U14s: Six a-side football; each squad shall consist of a maximum of EIGHT players.
- 05) AGE GROUPS U15s & U16s: Five a-side football; each squad shall consist of a maximum of SEVEN players.
- 06) In the event of team colours being similar, the second named team in the programme will be required to change and the Referee's decision shall be final on the issue of similar colours.
- 07) Rolling substitutions are allowed, and encouraged, for all age groups.
- 08) No player may play for more than one team on the same day. All players must be registered to play for a team on the official tournament registration form. All participating players must be registered to play for a team before that team starts its first match. The registered player will ONLY be permitted to play for that particular team on the day of play. Failure to adhere to this rule could result in a team being suspended from the tournament.
- 09) If a player is sent off then no substitute will be allowed to replace him or her for the remainder of the match. Furthermore, the offending player will be banned from playing for the remainder of the Tournament. Any misconduct of a serious nature, including but not restricted to, assault or violent conduct will be reported to Wilts County FA. The County FA will take appropriate action.
- 10) There will be NO offside rule applied.
- 11) All players, without exception, must wear shin pads. No jewellery to be worn.
- 12) The retreat rule will be in effect for U7-U10 AGE GROUPS. The halfway line acts as a retreat line on goal kicks. The opponents must drop off to the halfway line to help the goalkeeper learn to play out from the back. However, if they want to play quickly they can do. The ball is in play as soon as it leaves the goal area".
- 13) With the retreat rule in place protecting the young age groups - ALL goal kicks must be taken as a place kick from the goal line. In open play the goalkeepers can return the ball into play by dropping the ball and kicking from floor, or throwing the ball. A no drop kick rule is designed to be further encouragement for all players to work towards being comfortable in possession of the football.
- 14) The goalkeeper can handle the ball anywhere inside the goal area.

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## Rules of the Castle Combe Colts FC Six-a-Side Tournament 2018 *cont.*

- 15) All free kicks are direct in accordance with The Laws of Mini Soccer. At the taking of free kicks opposing players must be at least 5 yards from the ball until it is in play.
- 16) The U7s and U8s will play a non competitive "Festival of Football". All participants will receive a memento for taking part. A fair play trophy will be awarded to the team with the highest sportsmanship marks in each age group.
- 17) For U9s to U16s group qualifiers will be decided as follows:
  - a) 3 points for a win, 2 points for a score draw, 1 point for a draw.
  - b) Goal difference if teams are level on points.
  - c) Goals scored, only if (b) is identical.
  - d) Group results against team you are level with, only if (b) and (c) are identical.
  - e) If (b), (c) and (d) are identical then least goals conceded will decide.
  - f) If (b), (c), (d) and (e) are identical and if applicable in the case of best and second best third place; A penalty shoot out will decide the qualification (see 18b)
  - g) Where teams are level and both qualify for knock-out stage the group winner will be decided by the toss of a coin.
- 18) If scores are level at the end of any Quarter Final, Semi-Final, or Final or any play off match, the winner will be decided by:
  - a) Quarter & Semi Finals - Extra Time – maximum 3 minutes after swapping ends from the way the original game was played. If the games are still level a penalty shoot-out will follow - Three per team, and if still level, sudden death.
  - b) Final – Extra Time - this will actually be played as 2 minutes each way as the teams will have swapped ends during the original game. If the games are still level a penalty shoot-out will follow - Three per team, and if still level, sudden death.
  - c) In all these games the golden goal rule will be in effect during extra time – as soon as a valid goal is scored, the game is stopped and the game awarded to the scorers. If the games are still level a penalty shoot-out will follow.
- 19) In the event of a penalty shoot out, Only Players finishing the game at the end of extra time will be eligible to take or save penalties. Three Players from each team will take penalties, if the scores are still level the remaining players will take penalties on a sudden death basis.
- 20) In the event that a team does not turn up for all or any of their allocated games, or withdraws from the competition – each scheduled opponent will be awarded a walkover victory (3 points) but the score will be entered as 0-0 whether or not that particular game has taken place.
- 21) All other Rules are as per the FA Handbook. Any matter arising that is not covered by these Rules will be dealt with by the Organising Committee. There will be zero tolerance on drugs and alcohol within our playing field and car park – our insurance and values will not allow it. If members or even supporters of a team are observed by anyone on the tournament committee consuming either the team will be asked to leave immediately.
- 22) The Organisers will not be deemed responsible for any injury and/or damage to any person and/or property, howsoever caused, throughout the duration of the Festival / Tournament.
- 23) Should the Festival / Tournament, or any part of it, be cancelled, monies will be refunded equally among all teams affected, after any expenses incurred have been met.
- 24) Validity of a Match – Playing Numbers - A match should not be considered valid if the playing strength of either team is permanently reduced by: More than two players for 5-a-side / More than two players for 6-a-side / More than three players for 7-a-side. The team that has not caused the offence will be awarded 3 points but a 0-0 score will be entered.

**These Rules have been sanctioned by the Wiltshire County Football Association and must be read in conjunction with each clubs own Code of Conduct.**