



ASHTON 88 FOOTBALL CLUB

Present



The Star Inn The Star Inn Shield Rules

Sunday 29th July 2018

Arrival:

1. There will be **NO PARKING** at the playing fields (WR11 7SN). All teams are advised to travel in as few cars as possible. Please do make arrangements to do this as parking will only be available on the roadside of Elmley Road. Please DO NOT park outside houses of the track leading to the playing fields. Please use the length of the village and please park sensibly, respecting the residents of the village.
2. Teams Must Register between **11:30am - 11:45am**. Earlier registration is also possible and advised. Please bring your **Player Registration Forms** for submission.
3. First Games will Kick-Off at **12.00pm** and the presentation will take place around 4:30 - 5:00pm.

Teams:

1. Maximum 9 players in each squad (named on the team Player Registration Form).
2. 6 players can be on the pitch at any one time (Goalkeeper plus 5 outfield).
3. Substitutions are roll on / roll off and must be made when the ball is out of play or play has stopped.
4. All players should be 16 years of age or above.
5. Players can only play for ONE team.
6. Where there is a colour clash, the first named Team in that Match will change shirts or wear bibs.
7. All players must wear shin pads.

Match Rules:

1. Games will start and re-start with a centre kick-off (as per new FA rules).
2. No Offside and no height restriction for the ball.
3. Normal Throw-ins.
4. Opposition should be at least 5 yards away for any free kicks awarded.
5. All players are allowed anywhere on the Field of Play.
6. Goal Keepers can only handle the ball in their own Penalty Area. They can play outside but will then be governed by the rules applying to outfield players.
7. Normal Corner Kicks, the opposition must be at least 5 yards away.
8. Goal Kicks taken from the edge of the goal line.
9. Goal Keepers will not be allowed to kick from the hand or drop kick. They can throw, roll or roll then kick. Kicking from the hand will result in an indirect free kick taken on edge of area close to infringement.
10. Back Pass to Goal Keeper Rule applies. Indirect free kick will be taken on the edge of the area, closest to the location where the goal keeper picked the ball up.

Scoring, Qualifying & Format:

- 1. Win - 3 points, Draw - 1 point, Lose - 0 points.
- 2. The Competition will commence on a League Basis, Group A and B. Each group will consist of 5 teams.
- 3. Semi-Finals will comprise of the Top two teams from each Group.
- 4. Third, fourth and fifth placed teams will exit the competition.

Duration:

- 1. League Games will be 10 minutes straight through (with toss of coin at start of game to determine ends/kick off). In the event of Teams finishing with the same number of points, League Positions will be determined in the following manner: a) Goal Difference b) Result against Opposition c) Most Wins d) Most Goals Scored e) Sudden Death Penalties.
- 2. Semi-Finals / Final will be 10 minutes straight through (with toss of coin at start of game to determine ends/kick off).
- 3. Knock-out games resulting in a draw will be decided by playing 5 minutes sudden-death extra time followed by a penalty shoot out (best of 5 then sudden death). Only players on the pitch at the final whistle will be eligible to take first set of 5 penalties. Remaining players on pitch at final whistle will be required to take sudden death penalties before substitutes are considered.
- 4. All Games will start and finish on a Hooter. If a penalty has been awarded prior to the Hooter being sounded, time will be allowed for the kick to be taken. Additional stoppage time will be played (determined by the match referee) in the event of player injury, time wasting, ball out of play. The game will then end on the referees whistle.

Groups

GROUP A	GROUP B
CORNERSTONE	

GOOD LUCK AND HERE'S HOPING EVERYONE HAS AN ENJOYABLE DAY AT ASHTON 88 FOOTBALL CLUB



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PRE – REGISTRATION FORM

TEAM NAME: _____

Before the Competition, each player must be assigned to play for a particular Team. If a Club has entered 2 or more Teams, a player cannot be transferred to a different Team at any time during the Competition.

Player Number:	First Name:	Surname:
1		
2		
3		
4		
5		
6		
7		
8		
9		

Please complete this form and hand in to the REGISTRATION AND RESULTS DESK on arrival (NEAR or IN the Cricket Pavilion).