

NPL Youth Tournament Rules & Regulations

1. Administration

- 1.1 The organising committee shall be the sole judges in any dispute or complaint.
- 1.2 Entry to the competition shall be at the discretion of the tournament organisers.
- 1.3 All teams must hand in their completed registration forms 30 minutes before the first scheduled game in their age group.
- 1.4 Any team arriving later than 5 minutes after the scheduled start of a game will forfeit the game to their opponent with a 2-0 result recorded against them.
- 1.5 Unacceptable behaviour by club officials, supporters or players may render their respective team liable to disqualification.
- 1.6 NPL Youth strongly support the development of young referees and any abuse will result in the team being expelled from the tournament.

2. Player Eligibility

- 2.1 Each squad shall consist of number of players as below (all to be included in the team registration at the start of the competition)
 - 2.1.1 Under 7 to Under 8 will be 5 a-side with a maximum squad of 9 players
 - 2.1.2 Under 9 to Under 11 will be 6 a-side with a maximum squad of 9 players
 - 2.1.3 Under 12 to Under 15 will be 5 a-side with a maximum squad of 8 players
- 2.2 Substitutes may be used on a roll on / roll off basis when the ball is out of play and with the permission of the referee
- 2.3 All players must be 'Bona fid' members of the club for which they are playing and proof of eligibility may be sought in the event of a dispute i.e. registration cards or passport if not currently signed on
- 2.4 Players may only be registered with 1 squad in this competition
- 2.5 Any player sent off, or cautioned twice, will take no further part in the competition
- 2.6 The age qualification will be the 2018-19 season with the age qualification date being 31st August for all age groups

3. Format of Competition

- 3.1 Each age group will be split into leagues. For under 9 to under 13 when entering teams will rate their ability 1-4. 1 will be high ability and 4 lower ability. For each of the above age groups two separate competitions will take place. One competition will be for teams rating themselves as 1 or 2 and a separate competition for teams rating themselves 3 or 4. This will mean children should play against other children of similar ability providing a more meaningful experience.
- 3.2 In the league part of the competition, each team will play the other teams in their league once with 3 points being awarded for a win and 1 point being awarded for a draw.
- 3.3 The winner (and subsequent team positions) will be decided by the following:
 1. Most points
 2. Best goal difference
 3. Most goals
 4. Result between the teams
 5. Toss of a coin
- 3.4 The winner, runner up and in some cases the best third place team of each league will advance to the knock out stage of the competition. The remaining teams will progress to the Plate competition if applicable for that age group.
- 3.5 Medals will be awarded to all participants in the Under 7 to Under 8 age groups, as well as finalists in all other age groups. In the Plate competition a single trophy will be awarded to the winning team with no medals/trophies being awarded to individuals. We believe that the purpose of the plate is to play additional games with the focus not being on trophies/medals
- 3.6 UNDER 7's to UNDER 8's ARE NON-COMPETITIVE WITH NO KNOCKOUT AS PER FA RULES

3.7 The maximum playing time permitted for any player is as follows and team managers are responsible that these times are not exceeded.

Under 7 to under 8's	40 minutes
Under 9 & under 10's	60 minutes

4. Match duration / Equipment

4.1 Under 7 – Under 8's will be 8 minutes one way (without half time). Under 9 above matches will be 12 minutes one way (without half time).

4.2 The knock out stages will also be 12 minutes one way. In the event of a draw at the end of normal time, extra time golden goal will be played. The first team to score will win the game following the rules below:

- 4.2.1 No substitutions will be allowed following the completion of normal time
- 4.2.2 The Referee tosses a coin and the team whose captain wins the toss wins the decision to have the kick off or not. The opposing captain has choice of ends
- 4.2.3 Before extra time kicks off, both goalkeepers are removed from the field of play. No outfield player can play as a goalkeeper.
- 4.2.4 If, after one minute of extra time no goal has been scored, the referee stops play and each team remove one player. Play resumes from the position that the referee stopped play
- 4.2.5 4.2.4 repeats until either a goal is scored, or each team has two players remaining
- 4.2.6 When each team only has two players remaining, play is continued until a goal is scored.
- 4.2.7 Should a penalty be awarded in extra time; a penalty kick will be taken as normal without a defending player within the goal area prior to the kick being taken (e.g. no player to stand in the goal)
- 4.2.8 No substitutions are permitted to take place unless for injury or at the referee's discretion
- 4.2.9 Should extra time go to a 2v2 scenario and one of the players is dismissed from the field of play, the offending team will be disqualified, and the match awarded to the opposition due to insufficient players on the field of play to allow the game to continue.

4.3 The first named team will provide a suitable match ball. Under 7 to Under 9 will use a Size 3 ball. Under 10 to Under 14 will use a Size 4 ball. Under 15 and above will use a Size 5 ball

4.4 A toss of the coin will decide which team chooses ends and which team kicks off.

- 4.4.1 In the event of extra time, rule 4.4 will be repeated

4.5 In the event of a colour clash, the second named team will provide a change of strip or bibs

4.6 The result card will be delivered to the control area by the winning team manager or, in the event of a draw, the manager of the first named team. This will be signed by both managers and the referee. Once signed by all parties the result cannot be changed.

4.7 All spectators must remain behind the Respect Line and must not encroach onto the pitch at any time.

5 Playing Rules

5.1 Unless otherwise stated, normal FA Mini Soccer Rules will apply.

5.2 At free kicks, centres and corners, the opposing team will retreat from the ball 5 yards. In the event that the free kick is closer than 5 yards to the goal line, the opposing team will retreat to the goal line.

5.3 All free kicks will be direct apart with the exception of rule 5.4

5.4 The back-pass rule will apply in all age groups from Under 9's and above; with an indirect free kick being awarded at the edge of the area in line with where the offence occurred.

5.5 All goal kicks will be taken from the goal line within the penalty area, with the exception of U7 - U10's where goal kicks will be taken from any point within the penalty area.

5.6 The Retreat rule will only be in use at Goal kicks for under 6-10's, where opponents must retreat to their own half until the ball is in play. The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to. The ball is in play when it is kicked out of the penalty area.

5.7 Goalkeepers are not permitted to kick the ball from their hands or by use of a drop kick, with the exception of U7 to U8's where the goal keepers can kick from their hands and by use of a drop kick.

5.8 Goalkeepers in all age groups can throw the ball by using over or under arm technique; they may also roll the ball onto the playing surface and play the ball as an outfield player.

5.9 Overhead height is allowed in all age groups.

The decision of the referee will be final