

FIVE-A-SIDE FOOTBALL

FAS Conditions of Entry and Rules of the Competition 2004

GENERAL RULES COVERING ALL EVENTS

1. When the competition is being held over two or more days, with the subsequent overnight accommodation, the cadets are required to bring a FORM SCC T1 - CADET'S HEALTH CERTIFICATE AND PARENT'S CONSENT FORM, and T1 (MED) if required duly completed.

FAILURE TO BRING AND SHOW THE CORRECT SCC T1, DULY COMPLETED AND SIGNED BY THE UNIT AND A PARENT/GUARDIAN, FOR WHATEVER REASON, WILL RESULT IN THE CADET NOT BEING ALLOWED TO PARTICIPATE IN THE COMPETITION.

The cadet must obtain their parent/guardian and unit consent and approval before leaving home to participate in the competition.

2. Team managers and other associated staff will also be expected to live-in the accommodation and be available to attend to the needs of their cadets, if required to do so by the accommodation staff.

You may be required to attend to the needs of one of your cadets on an urgent basis.

3. When the Area Team (or part thereof) is transported by road transport (private, unit or hired vehicle) a team manager or other member of the staff, will be required to be available, at any time, through out the event weekend, to act as a duty area driver in the case of an emergency.

You may be required to take a cadet to hospital.

4. All adult staff are reminded that when they are **driving** cadets by any form of road transport, care must be taken to ensure that they take the required rest periods throughout the journey and at the event.

The routine which has been applied over the past few years is that you will not be given an on-watch accommodation duty, if you attend the event as a member of the Area team.

You are required to take the necessary rest periods before or during driving, to ensure that the cadets are not at risk.

**WE ARE ON TRUST BY THE CADETS PARENTS AND THEREFORE
HAVE A RESPONSIBILITY TO ENSURE THEIR SAFETY**

5. Other general rules which apply to any event, will be promulgated within the appropriate memorandum, which will be issued before the event. This would normally be not less than six weeks before the event.

1. ENTRY OF TEAMS

Each area may enter teams as laid down in the current Football HQTM. All teams and team management will be deemed to have read and fully accepted the current HQTM, Conditions of Entry, Rules of the Competition and the Event Memorandum.

2. THE FA AND SCC RULES

This competition will be governed by the rules published in the current leaflet of The Football Association (FA) entitled 'SMALL SIDE FOOTBALL, Playing and Administrative Rules'. While these conditions refer to The Football Association (as the competition is organised in, and the finals are played in, England), those stages of the competition played in, or organised to include teams from, Northern Ireland, Scotland, or Wales are to be conducted in conjunction with the appropriate National Governing Body for Football.

The FA rules are reproduced on pages 8 to 14 the SCC ruling and/or variation for these rules are then shown below each of the FA Rules, headed '**SCC**'.

THESE SCC RULES OF FIVE-A-SIDE FOOTBALL TOGETHER WITH THE LAWS OF ASSOCIATION FOOTBALL, ARE THE RULES OF THE GAME FOR THE SEA CADETS.

When considering District and Area competitions the title 'SRO' in this document should be read as 'ADO/DRO' or 'ARO' respectively.

3. FORM OF COMPETITION

The National Finals will be organised on a modified league basis, see pages 6 & 7 and the block drawing shown on the rear cover.

Before each game the Team Manager or Team Captain shall provide the Pitch Whip (for the Records) with the names of his/her five players for that game.

4. LEAGUE POINTS

Where the competition is being run on a league basis, **3 points** shall be awarded to the winner of each game, 1 point to each team for a drawn game, and no points to the losers.

Where two or more teams in a league have an equal number of points after all games have been played, their order in the league table shall be decided according to goal difference. Goal Difference is obtained by subtracting the 'Goals Against' from the 'Goals Scored' for each team. The team having the greatest positive 'Goal Difference' shall be placed highest in the league table (of those teams scoring the same number of points), that with the second highest 'Goal Difference' shall be placed second, and the same procedure followed for any further teams with the same number of points.

In the event of Goal Difference being equal, the team/s with the superior Goal Average shall take precedence. The Goal Average shall be calculated by dividing the goals scored by the goals conceded, but if two teams have not conceded any goals, the team scoring the most Goals shall take precedence. If Goal Averages are equal, the result of the match/es between the equal teams shall decide the Group Table Places.

If still equal then the issue is to be decided by the taking of penalties. (Sudden death from the outset).

5. KNOCK-OUT SECTIONS

When the competition is being run on a knock-out basis a game drawn after 12 minutes play shall be extended for two further periods of 2 minutes each way, as called for in the FA Rules. Where the game is still drawn, it shall be decided by penalty kicks.

Where it is necessary to decide a drawn game by penalty kicks (see paragraph 30), players of each side in turn (except the goalkeeper) shall take penalty kicks alternately.

If, the four 'out-players' in each side have taken one penalty kick each (a total of eight kicks, four per side), and the score still remains level, then **SUDDEN DEATH** penalties will continue with outfield players taking penalties in turn until a penalty is missed, resulting in the team with the highest number of goals scored, being the winner.

Note: - Only the players on the pitch when the game finishes can participate in the penalty shoot out. (Also see Paragraph 19 SCC amendment 2)

6. REFEREE DECISION

Under the laws of The Football Association there can be no appeal against the decision of a referee on a point of fact.

Referee's WILL be professional throughout all of the games.

Any decisions made by a referee on the field of play **WILL BE FINAL**.

If the referee is unsure of a decision he/she has made he/she should immediately stop the game and consult with his/her reserve referee and then a final decision will be made.

On a point of dress the referee will always wear a black shirt or a similar dark coloured shirt.

7. COMPETITION PROTESTS

All questions relating to games, the qualifications of competitors, or interpretation of these Rules or Conditions, or any dispute, protest, or complaint shall be referred to the SRO.

The incident in question must be notified to the SRO within 15 minutes of the completion of the game.

Any protests concerning the playing arrangements must be made before the first game commences, except where it concerns a subsequent change to the arrangements.

The SRO together with the HQSO(PT) shall have the authority to deal with all matters pertaining to the event.

8. MISCONDUCT

Misconduct, at any time during the event weekend, will not be tolerated.

Any person found guilty of any sort of misconduct may be banned from taking part or further part in the championships.

A written report of misconduct is to be sent to the FA Sanctioning Association; in addition a copy is to be sent to the SRO.

9. PERSONAL AWARDS

Each member of the winning teams will receive Gold Medals, the runners-up will receive Silver Medals and the teams placed third will receive Bronze Medals. This will also include the reserves.

The player considered to be the most outstanding player, as judged by referees, in each class of the competition will receive a 'Player of the Competition' award.

10. CLASS WINNERS

The winners of each of the four classes will be awarded a Class Trophy:

BOYS JUNIOR CLASS: THE GANGES CUP
BOYS SENIOR CLASS: THE GUINNESS CUP
GIRLS JUNIOR CLASS: THE WAIN CUP
GIRLS SENIOR CLASS: THE WILLMOTT CUP

11. OVERALL WINNERS

The overall winning Area, (which may be Northern Ireland), will be awarded the LORD BURNHAM Trophy.

12. Each of the four separate competitions (Senior Boys [bs], Junior Boys [bj], Senior Girls [gs], Junior Girls [gj]) will initially be played as two separate leagues (League A - 4 Area Teams and League B - 3 Area Teams). Numbers 1 to 7 represent the six Areas and Northern Ireland; a draw will be held to determine which number represents each Area.

NATIONAL TIME TABLE AND ORDER OF MATCHES

Saturday League Games

PITCH ONE						PITCH TWO					
GAME	TIME	LEAGUE	GENDER	SENIOR		LEAGUE	GENDER	JUNIORS			
1	09:00	A	Boys	1b s	v	2b s	A	Boys	1b j	v	2b j
2	09:15	A	Girls	1g s	v	2g s	A	Girls	1g j	v	2g j
3	09:30	B	Boys	5b s	v	7b s	B	Boys	5b j	v	7b j
4	09:45	A	Boys	3b s	v	4b s	A	Boys	3b j	v	4b j
5	10:00	A	Girls	3g s	v	4g s	A	Girls	3g j	v	4g j
6	10:15	B	Girls	5g s	v	7g s	B	Girls	5g j	v	7g j
7	10:30	A	Boys	1b s	v	4b s	A	Boys	1b j	v	4b j
8	10:45	A	Girls	1g s	v	4g s	A	Girls	1g j	v	4g j
9	11:00	B	Boys	6b s	v	7b s	B	Boys	6b j	v	7b j
10	11:15	B	Girls	5g s	v	6g s	B	Girls	5g j	v	6g j
11	11:30	A	Girls	2g s	v	3g s	A	Girls	2g j	v	3g j
12	11:45	A	Boys	2b s	v	3b s	A	Boys	2b j	v	3b j

13. On completion of the various leagues, a series of knock-out semi-finals and finals, together with a league (League Z) for the three remaining teams, will establish the order within each competition. The teams in League Z only play each other once. The overall Football Cup will be awarded to the Area achieving the highest number of 'Place Points' (points awarded on the basis of 7 for the Area placed first in each class, 6 for that placed second, and so on).

14. The games for League Z and the knockout Semi-Finals have been intermixed to give cadets (in league Z) a sufficient break between matches.

15.**SERIAL TIME
SATURDAY****LEAGUE GENDER SENIOR
PITCH 1****LEAGUE GENDER JUNIOR
PITCH 2****League Z - playoffs for fifth, sixth and seventh places - first series**

19	1330	Z	Boys	A3 v B3	Z	Boys	A3 v B3
20	1345	Z	Girls	A3 v B3	Z	Girls	A3 v B3

Semi-Finals - first series

21	1400		Boys	Aw v Bru		Boys	Aw v Bru
22	1415		Girls	Aw v Bru		Girls	Aw v Bru

League Z - playoffs for fifth, sixth and seventh places - second series

23	1430	Z	Boys	A4 v A3	Z	Boys	A4 v A3
24	1445	Z	Girls	A4 v A3	Z	Girls	A4 v A3

Semi-Finals - second series

25	1500		Boys	Bw v Aru		Boys	Bw v Aru
26	1515		Girls	Bw v Aru		Girls	Bw v Aru

**SERIAL TIME
SUNDAY****GENDER****CLASS****DESCRIPTION****GAME
PITCH 1****League Z - playoffs for fifth, sixth and seventh places - third series**

27	0900	Z	Boys	B3 v A4	Z	Boys	B3 v A4
28	0915	Z	Girls	B3 v A4	Z	Girls	B3 v A4

Third and Fourth Place Playoffs

29	0930	Girls	Junior Losers of Games		31 v 33
30	0945	Boys	Junior Losers of Games		30 v 32
31	1000	Girls	Senior Losers of Games		31 v 33
32	1015	Boys	Senior Losers of Games		30 v 32

Finals

33	1030	Girls	Junior Winners of Games		31 v 33
34	1045	Boys	Junior Winners of Games		30 v 32
35	1100	Girls	Senior Winners of Games		31 v 33
36	1115	Boys	Senior Winners of Games		30 v 32

1200 PRESENTATION OF TROPHIES AND INDIVIDUAL PRIZES

SCC RULES OF THE GAME

16. RECOMMENDED PLAYING RULES FOR SMALL SIDE FOOTBALL ISSUED BY THE LEAGUE SANCTION AND REGISTRATIONS COMMITTEE OF THE FOOTBALL ASSOCIATION IN SEPTEMBER 1991.

Except where other provisions in these rules are made, the laws of Association Football apply.

SCC. Where local circumstances necessitate District or Area Competitions varying these rules, those entering are to be provided by the Organizer with a written statement of such variations not less than seven days before the competition entries close. In the absence of such a notice the competition will be governed by these rules and conditions.

When considering District and Area competitions, the word 'Area' in this document should be read as 'Unit' or 'District' respectively.

17. PLAYING AREA

Small side football may be played with or without barriers. the following dimensions are recommended: maximum length 140 ft (42 metres), minimum 85 ft (25 metres). Maximum width 85 ft (25 metres), minimum 55 ft (15 metres).

a. Centre mark

A suitable mark should be made in the exact centre of the playing area on which the ball is dropped to commence a game. The centre mark should be surrounded by a circle 3 ft (1 metre in radius).

b. Goal area

A semi-circle of 25 ft (7.5 metres) radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the wall, touchlines or barricade regardless of whether or not the goal posts encroach on to the field of play.

c. Penalty mark

A penalty mark should be placed at a point 20 ft (6 metres) from the centre of each goal.

d. Goal

As Available.

SCC. The National Finals will be played on pitches with barriers. It is recommended that area and district competitions also use barriers, where possible.

WARNING - In view of a number of accidents that have occurred it is necessary to ensure that portable goals, whether of full or reduced size, are either pinned or weighted to prevent them from toppling forward.

18. THE BALL

The ball used shall be a five-a-side ball size four.

19. NUMBER OF PLAYERS

1 The match shall be played by two teams; one player of each team shall be the goalkeeper.

2 Two substitutes per team shall be permitted at any time during a game (subject to conditions set out in the laws of the game).

3 Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made and provided also that the change is made during a stoppage in the game.

4 A match should not be considered valid if the playing strength of either team is reduced by more than two players.

SCC. The matches shall be played by two teams each consisting of not more than five Players, one whom shall be the goalkeeper.

SCC. Where a game is drawn after extra time, and a team has been reduced, Penalty kicks shall be taken to the lowest denomination of an outfield player.

SCC. Where a team is reduced to less than the required number of players - then the game shall be awarded to the opposition with a 1 - 0 W/O.

20. DRESS

a. Light footwear shall be worn without rigid or hard soles, bars or studs. Teams are warned that some venues will not permit the wearing of black soled shoes.

b. Shin guards must be worn by all players and covered by Football knee length socks.

c. Each Team shall play in Area Coloured shirts. (Attention is drawn to the Football Association Ruling on Advertising on player's clothing which must be adhered to).

d. No player may wear a black shirt or any similar dark colour.

e. Goalkeepers may wear track suit bottoms if desired. All other players – shorts

f. Goalkeepers Jerseys must be of a different colour from the opposition and their own team.

g. Although we discourage the wearing of Glasses / Spectacles on the Pitch we are not making it mandatory. We would recommend the wearing of a headband retainer, as well as where possible the use of plastic lenses. Rings and earrings must be covered with tape or removed and watches removed.

21. REFEREES

A referee shall be appointed to officiate in each game. He shall have the same powers and duties as laid down in the Laws of the Game.

SCC. The Referee shall not be chosen from either of the Areas whose teams are taking part in that game.

22. TIMEKEEPER/SCORER

An independent timekeeper/scorer may be appointed to assist the Referee. This official shall:

a. Record goals scored.

b. Act as timekeeper and signify half-time and full-time by an agreed signal.

c. Suspend time on the referee's instructions for all stoppages and add that time to the end of each half.

SCC. The timekeeper/scorer (or time-keeper and recorder where separate persons are used) need not necessarily be as independent as the referees.

23. DURATION OF THE GAME

The duration of the game shall be divided into two equal periods of a maximum of six minutes for youth players and a maximum of fifteen minutes for adult players, subject to the following:

- a. Allowance shall be made in either period for time lost through stoppages as decided by the referee and recorded by the timekeeper, if appointed.
- b. The duration of either half shall be prolonged to enable a penalty kick to be taken. At half-time the interval shall not exceed two minutes except by consent of the referee.

SCC. The duration of the game shall be two equal periods of six minutes. (This may be reduced on the orders of the SRO, if required, to ensure the successful completion of the whole competition.)

24. START OF PLAY

- a. At the beginning of a game the choice of ends shall be decided by the toss of a coin.
- b. Play shall be started by the referee dropping the ball on the centre mark between one player from each side, each of whom shall stand not less than 3 ft (1 metre) from the centre mark.
- c. The game shall be re-started in like manner after a goal has been scored.
- d. After any other stoppage the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeeper's possession, when the player shall, at the referee's signal, roll the ball out, if a height restriction is in operation, to re-start the game.

The referee shall not drop the ball within 6 ft (2 metres) of the lines marking the goal areas or within 6 ft (2 metres) of surrounding: walls, touch lines or barricades, if in use.

SCC. When considered appropriate the organizers of any stage may hold a draw in advance to decide the choice of ends, rather than leave this to the toss of a coin. Where such a draw takes place the team drawn first (or named first in the program or any list of matches) shall play initially from the end to the LEFT of the officials' table, or, if the table is at the end of the pitch, from the end NEARER the table). While that drawn or shown second shall play initially from the end to the RIGHT of the officials' table (or FURTHER from the table).

25. BALL IN AND OUT OF PLAY

a. Ball in play

The ball shall be in play at all times from the start of the game unless:

- (1) The ball rises above 4 ft (1.20 metres) in the event of a height restriction being imposed
- (2) The ball has crossed the goal line, touch-lines or the barricades surrounding the playing area
- (3) The timekeeper, if appointed, has given the signal for half or full-time.
- (4) The game has been stopped by the referee

For a breach of any height restriction the penalty will be an indirect free-kick at the place where the ball was last played (unless the ball was last played by the defending goalkeeper in the goal area, in which case the indirect free-kick shall be taken from a point not less than 6 ft (2 metres) outside the goal area nearest to where the offence occurred).

If the ball rebounds above 4 ft (1.20 metres) from any of the following situations:

- (5) From a player who has made no attempt to play the ball
- (6) From a wall, barricade, goalpost, crossbar or other obstruction.

then the referee will re-start the play by dropping the ball at the point where the rebound occurred. (If this point is within the goal area the ball shall be dropped at a point not less than 6 ft (2 metres) outside the goal area nearest to where the rebound occurred).

b. Ball out of play

When the ball goes out of play where a height restriction is applicable a member of the opposing team shall roll (kick) the ball into play. When a member of the defending team puts the ball out of play over the barricade on that player's own goal-line where a height restriction is applicable, the opposing team shall be awarded a roll-in (kick-in) corner. When a member of the attacking team puts the ball out of play over the barricade on the opponent's goal-line where a height restriction is applicable, the goalkeeper shall roll (kick) the ball out. (If the ball drops on the back of the net behind the goal it shall be regarded as out of play and the game shall be re-started with a roll-out (kick) by the goalkeeper).

SCC. Heading the ball is not permitted. The 4 ft (1.20 metres) height restriction shall be imposed.

SCC. References under Ball out of Play in paragraph 25 above to a 'roll (kick)' shall be read as a 'roll'.

26. SCORING

A goal is scored when the whole of the ball crosses the goal-line between the goal posts and under the crossbar, provided it has not been thrown, carried or propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper who is within his own goal area. A goal is not allowed if the ball was last played by a player of the attacking side whilst within either goal area. (If the ball is last played by a defending player whilst within his/her goal area a goal shall be allowed).

27. OFFSIDE

There is no offside. Players may place themselves in any part of the playing area outside the goal areas.

28. FOULS AND MISCONDUCT

- a. Charging is forbidden and shall be penalized by the awarding of a direct free-kick.
- b. A Player who intentionally obstructs an opponent when not playing the ball shall be penalized by the awarding of an indirect free-kick.

A player who is sent off **WILL NOT** be allowed to take any further part in the National Competition. No substitute is allowed for a player dismissed for misconduct during the game in which the offence occurred.

There are NO sliding tackles, during play. Direct free-kicks will be awarded for this infringement.

29. FREE-KICK

When a player is taking a direct or indirect free-kick all of the opposing players shall be at least 6 ft (2 metres) from the ball until it is in play.

All free-kicks given against the defending side for infringements committed in or near the goal area shall be taken from a distance not less than 6 ft (2 metres) outside the goal area at the nearest point to where the offence occurred.

30. PENALTY KICK

A penalty kick shall be taken from the penalty mark and, except for the defending goalkeeper, only the player taking the kick can enter the goal area and for that purpose only.

Whether or not a goal is scored from the kick, the player concerned must leave the goal area immediately after taking the kick and before taking any further part in play.

31. GOALKEEPER RETURNING THE BALL INTO PLAY

After holding the ball the goalkeeper must immediately return the ball into play with an underarm bowling action. It must not be thrown nor kicked if a height restriction is in operation.

Punishment for infringement:

An indirect free-kick shall be taken by a player of the opposing team from a point 6 ft (2 metres) outside the goal area nearest to where the infringement occurred.

Goalkeepers are allowed out of their area, and as such are treated as outfield players.

The Goalkeeper is not allowed to dribble the Ball back into their own area, for this infringement, a penalty will be awarded.

32. PLAY WITHIN THE GOAL AREA

Only the defending goalkeeper is allowed within the goal area except when a penalty kick has been awarded and then only the player taking the kick can enter the goal area.

If a goalkeeper leaves the goal area he is then treated as any other player.

Punishment for infringement

a. By the attack - a direct free-kick at a point 6 ft (2 metres) outside the goal area nearest to where the infringement occurred.

b. By the defence - a penalty kick.

Note: Referees should distinguish between accidental and intentional entry into or exit from the goal area. Only deliberate actions where the player either plays the ball or tried to play the ball should be penalized, **accidental entry or exit which has no effect on the play should be ignored.**

**NATIONAL FIVE - A - SIDE FOOTBALL CHAMPIONSHIPS
FORMAT FOR THE NATIONAL FINALS**
League & Knockout Finals over 64 games in total

