

## GENERAL RULES & EVENT INFORMATION

- Registration will commence for all teams at 10am and should be completed by 10:15am
- All teams entering the tournament must be ready to start the event for the 1<sup>st</sup> KO at 10:30am.
- The referee's decision is final in all games.
- Any child suffering an illness or disability must be identified on the registration form.
- Managers will be responsible for the conduct of the team players and parents and supporters.
- Any players or spectators may be asked to leave the field of play or tournament grounds for the use of foul language, abusive or offensive behaviour towards any other person/s. Failure to comply with this rule may lead to the expulsion of the team they are playing for or supporting.
- Any issues that are not covered by these rules will be dealt with by the Poolfoot MANAGEMENT, whose say will be final in all instances.
- Poolfoot farm will not be responsible for the loss or damage to personal items, belongings and valuables. Please do not leave any items unattended.
- In most part all official FA rules will apply except some exceptions which are detailed under each age group rule section on the following pages.
- Strictly no alcohol to be brought onto the pitches from the bar or consumed by any persons at this event outside of the designated areas.

### PARKING

- There will be limited parking 'on site' so we encourage that where possible, maximise car share opportunities within your team.
- The facility has a surrounding neighbourhood which is sensitive to the traffic within it, please show a great deal of safety and respect when making your way to the venue. If you do park off site, ensure that you park responsibly as so not to restrict access or block other road users or residents.
- There will be an opportunity to use an overflow car park close to the facility, details will be sent to you in due course as to where this will be located.

### FACILITIES

- There will be toilets, changing rooms and rest areas for players, coaches & supporters.
- We will have food available in the bar and through mobile units.
- There will be additional concessionary activities for visitors to take part in to add a smile to the day.



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# FLEETWOOD TOWN FOOTBALL CLUB



HIGHBURY STADIUM | PARK AVENUE | FLEETWOOD | LANCASHIRE | FY7 8TX | FLEETWOODTOWNFC.COM | INFO@FLEETWOODTOWNFC.COM

There will be exclusive use of the 3g pitch for the U7 – U10 events. The 9 a side and 11 a side events will be a combination of GRASS & AstroTurf for the events, players should ensure they have footwear for these surfaces.

## Rules for Competition(s)

PLEASE NOTE THAT THE POOLFOOT EVENTS ARE NOT BASED ON KNOCKOUT FORMATS. ALL TEAMS WILL PLAY EQUAL AMOUNTS OF GAME TIME (WHEREVER POSSIBLE).

WE WILL OPERATE THE EQUIVALENT OF THE WORLD CUP GROUPS FORMAT WHICH WILL THEN BECOME A 2<sup>ND</sup> SET OF GROUP FIXTURES BASED UPON THE FINISHING POSITION IN THE 1<sup>ST</sup> GROUP.

EG. ALL TEAMS WHO FINISH TOP WILL PLAY IN A 2<sup>ND</sup> GROUP TOGETHER. ALL TEAMS WHO FINISH 2<sup>ND</sup>, 3<sup>RD</sup> 4<sup>TH</sup> ETC, WILL ALSO PLAY IN A GROUP TOGETHER.

THIS IS DESIGNED TO ENSURE AT SOME POINT TEAMS WILL PLAY AGAINST EVENLY MATCHED OPPOSITION TO ENSURE THE PLAYERS GET ENJOYMENT THROUGH SIMILAR CHALLENGES.

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- a) FA mini-football rules will apply
- b) Squads will consist of unlimited numbers as the discretion of the coach/manager of that team.
- c) Players must be in their respective age band from 1st September (season 2017/18 age groups).
- d) Each game will be 5-a-side (U7s / U8s) and 7-a-side (U9s / U10s) 9-a-side (U11s- U12s – 13s)

### GAME TIMES:

- In accordance with the FA RULES ON MINI SOCCER the maximum amount of time a team can play in 5 a side is 60 mins. These age groups match times will reflect that in order to stay within the rules of the governing body.
  - U9s & 10s – matches will be 15 minutes – no half time (if group sizes are larger than 4, this will be reduced to ensure we adhere to the max participation time for this age group.
  - U11s, 12s, 13s will be dependent on entries, but be assured, game time will be maximised, and waiting time minimum – no half time unless weather has a significant effect on the direction of play.
- g) All substitutes are unlimited in each game.
  - h) The team that wins the toss will kick off.
  - l) the team that loses the toss will choose ends.
  - j) Scores will be collected in order to create a table format throughout the event.



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