

SKA VETERANS CUP 2019

5-A-SIDE FOOTBALL TOURNAMENT

RULES AND REGULATIONS



26 January 2019 (Saturday) | 3.00pm to 6.00pm

Premier Pitch | Singapore Khalsa Association

Registration closes 12 January 2019

1. Eligibility of Players

1.1 The tournament is open to players of the following ages:-

- a) Six (6) players aged 45 years and above; and
- b) One (1) player above 35 years of age.

1.2 Only registered players are allowed to play in the tournament. No player may play for more than one team. If a player is found to have breached this rule, he will be banned from the tournament. If a team is found to have fielded a non-registered player in a particular game, it will forfeit that game and three (3) points [and two (2) goals for] will be awarded to the opposing team, provided the opposing team did not win the match by more than two (2) goals. If it is the latter, the score will remain.

2. Rules and Discipline

2.1 All players are required to wear shin pads throughout the tournament.

2.2 The Organising Committee may bar a team from participating in the tournament, if any of its players is involved in unruly behaviour, fight or any other action which the Organising Committee deems to be unsporting behaviour or contrary to the spirit of the tournament. If the rest of the team members do not make any effort to refrain the said player from doing so or join him in that act, the Organising Committee shall immediately expel the whole team from the tournament. In such a scenario, it would have deemed to have conceded a walkover in its remaining matches and the opposing team(s) will be awarded three (3) points [and two (2) goals for] these match(es). Should this occur in the knockout stage, the match shall be awarded to the opposing team. Should both teams be involved in unsporting behaviour, both of them will be expelled from the tournament. Should this happen in the knockout stage, the team whom the winner of the match is scheduled to play will be given a bye to the next round.

2.3 In relation to unsporting behaviour, the match official shall not hesitate to book a player for such behaviour as time wasting, preventing players from taking free kicks, etc.

2.4 Upon being booked for a second yellow card offence during the tournament, the errant player shall serve an automatic one (1) match ban in his team's subsequent match. Yellow cards will be carried over from one stage to another during the tournament.

2.5 Upon being booked for a red card offence during the tournament, the errant player will be suspended from participating in the rest of the tournament.

3. Substitutions

3.1 Rolling substitution is permissible. All players who intend to come on to the court must wait for the on field player to leave the field first before going on to the playing court.

4. Tournament Format and Match Rules

4.1 The following are some key rules relating to the tournament:-

- i) D area – Players from the attacking and defending team can enter the D area and can come into contact with the ball and/or score while in the D area.

- ii) Free kick – The defending players must move at least one metre away from the ball when a free kick is being taken. Should the foul be committed just outside the D area, the ball shall be moved back so that the defending player can be at least one metre away from the ball.
 - iii) Penalty kick – Should a team be awarded a penalty, it shall be taken from the penalty spot on the court. This ruling shall also apply to penalty kicks taken at the end of the knockout round matches. Once a penalty kick is awarded, the team facing the penalty is not allowed to change the goalkeeper, unless the goalkeeper suffers a serious injury in the lead up to the penalty kick and is not able to carry on.
 - iv) Pass back to goalkeeper – The players can pass the ball back to the goalkeeper in the D area but the goalkeeper cannot use his hands to touch or pick up the ball. He is only allowed to keep the ball in the D area for five seconds, regardless of whether he touches the ball with his feet or hands. Should he not release the ball within five seconds, a free kick shall be awarded to the attacking team, which shall be taken at least one metre outside the D area.
 - v) Corner kick – Should the ball be last touched by the defending team before it goes out of play behind the goal, a corner kick shall be given to the attacking team.
 - vi) Goalkeeper – The goalkeeper can become an outfield player as and when he chooses. However, he can only use his hands in the D area in which he is keeping goal.
 - vii) Football and Court Nets – There shall be no stoppage when the football touches the net at the side or above the court. It shall not be deemed as an outside ball.
- 4.2 No grace period will be for any team not ready to play at the scheduled starting time of its match. If the team is not on the field of play when the referee blows his whistle to start the match, that team will be deemed to have conceded a walkover to the opposing team. If both teams are not in the field of play at the scheduled starting time, the match shall be abandoned and both teams will not be awarded any points for that particular match. Should this happen in the knockout stage, the team whom the winner of the match is scheduled to play will be given a bye to the next round.
- 4.3 Each team shall field a maximum of five (5) players for each match in the tournament.
- 4.4 A team is considered ready to play if not less than four (4) of its players in appropriate football playing gear are on the court.
- 4.5 If a team fails to turn up for the tournament, it is deemed to have conceded a walkover in all its matches. The opposing teams in the group will be awarded three (3) points [and two (2) goals for] for the affected matches.
- 4.6 In the event of clash of team colours, the home team shall change its attire. If it fails to find an alternative set of jersey, it will be deemed to have conceded a walkover to the opposing team who will be awarded 3 points [and two (2) goals for] for the match.
- 4.7 If a team has two (2) players receiving red cards during the tournament, it will automatically be barred from participating in the rest of the tournament. In such a scenario, it would have deemed to have conceded a walkover in its remaining matches and the opposing team(s) will be awarded three (3) points [and two (2) goals for] these match(es).

4.8 Any team barred from competing in the tournament further will not be entitled to any refund of the tournament fee or any part thereof.

5. Group Matches

5.1 The group matches shall be played on a round robin basis with each team in the group playing the others once.

5.2 Each match shall be of a continuous duration of ten (10) minutes with no change of sides. The referee may, in his sole discretion, allow play to continue for a further period in respect of the duration of any match.

5.3 Three (3) points shall be awarded for a win and one (1) point for a draw.

5.4 The placing of teams in each group will be determined as follows:

- (i) the teams amassing the highest number of points after playing all the matches in their respective groups shall be placed first in their groups;
- (ii) Likewise, the teams amassing the second highest number of points shall be the runners-up of their groups and so on;
- (iii) In the event that two (2) or more teams in a group have amassed the same number of points, the team which has a superior goal difference shall be placed above the other(s);
- (iv) where two (2) or more teams have the same goal difference, the team which has scored the greater number of goals shall be placed above the other(s);
- (v) where two (2) or more teams have scored the same number of goals, the order in which the teams are placed will be decided by the result(s) of the match(es) between the teams concerned; and
- (vi) where a tie still remains, a sudden death penalty kick will break the tie. Should there be a tie after the first penalty kick, the sequence of one penalty kick per team will continue until there is a winner. Any of the registered players of the team(s), regardless of whether he played against the concerned team(s) during the preliminary round, is eligible to take the penalty kick. The goalkeeper shall remain the same as the earlier concerned match(es).

6. Finals and Third/Fourth Placing

6.1 The first and second placed teams in the group will qualify for the final while the third and fourth placed teams will qualify for the third and fourth placing in the tournament.

6.2 Each match shall be of a continuous duration of fifteen (15) minutes with no change of sides. The referee may, in his sole discretion, allow play to continue for a further period in respect of the duration of any match.

6.3 In the event of a draw at full time in the knockout and final round matches, there will be no extra-time. Once the final whistle is blown, the two teams cannot change their goalkeepers. The winner will be decided by way of three (3) penalty kick per team. Should there be a tie after the three penalty kicks, the sequence of one (1) penalty kick per team will continue

until there is a winner. Should there continue to remain a tie during the penalty kicks, the whole team, including the goalkeeper, must complete the cycle of penalty kicks before the first penalty taker repeats the cycle.

7. Appeals

- 7.1 Any appeal shall be lodged with the Organising Committee within five (5) minutes of the completion of the match by the team manager/representative. The team must deposit a fee of S\$200 which will only be refunded if the appeal is upheld.
- 7.2 All disputes, queries or objections not covered by the above Rules will be referred to the Organising Committee whose decisions and rulings will be final.
- 7.3 The decision of the Organising Committee will be final and binding on all parties concerned.

8. Others

- 8.1 Should there be a dispute to the interpretation of the rules, the interpretation by the Organising Committee will be taken to be correct and final.

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