



THREE KINGS UNITED FOOTBALL CLUB 19th ANNUAL 9TH GRADE INVITATIONAL TOURNAMENT

Saturday 29th and Sunday 30th September, Monday 1st October 2018

Keith Hay Park, Arundel St, Mt Roskill, Auckland

TOURNAMENT FORMAT and RULES

Invitation

Three Kings United Football Club is pleased to invite you to enter your teams to the Three Kings United 19th Annual 9th Grade Tournament.

Our aims for this event include:

- Bringing together junior players and supporters from around New Zealand
- Finding the Invitational Club Champions (both boys and girls) at 9th Grade level
- "Scoring goals, having fun and fair play"

Registration

Team Entry form to be completed and sent to the Tournament Administrator – Kate Barrett (admin@threekings.org.nz) by **Friday 31st August 2018**.

One team entry per club in both Boys and Girls sides of the draw.

A second team entry maybe allowed at the discretion of the Tournament Director and if the number of team entries allow.

A copy of the birth certificate of players will need to be provided to the Tournament Administrator.

Payment Details

Early Bird Entry Fee is \$400.00 per team, if paid *before Monday 30th July 2018*.

Entries after this date will be charged at \$450.00 per team.

Payment can be made by direct credit:

Three Kings United Football Club,
ASB Bank, a/c- 123011 0951999 00.

Note:

Please ensure the following information is included in the reference:

"Your Club" – "18th Annual" and – "Your Team Name".

Payment can also be made by cheque made payable to Three Kings United Football Club.
Please post it to: Three Kings United Football Club, P.O. Box 27-044, Mt. Roskill.

Note:

Please ensure the following information is written on the back of the cheque:
"Your Club" – "18th Annual" and – "Your Team Name".

Eligibility

Players must be born on or after 1st January 2009 and be registered players of a club affiliated to a Federation of New Zealand Football.

All players must have been registered with your club from the start of the 2018 season – no "guest" players.

The players on your signed team list who start the tournament will also complete the tournament, (i.e. in the case of any injuries or sickness you cannot bring in new players once the tournament has commenced).

Tournament Playing Model - BOYS

7 a-side teams, including a goalkeeper, from a maximum squad of 10.

Rolling subs allowed.

Play on a 55m x 35m pitch, with 4m x 2m goals, using a size 4 ball.

All pool games to be 20 minutes each way, with 5 minutes half time.

Tournament Playing Model - GIRLS

7 a-side teams, including a goalkeeper, from a maximum squad of 10.

Rolling subs allowed.

Play on a 55m x 35m pitch, with 4m x 2m goals, using a size 4 ball.

All games to be 20 minutes each way, with 5 minutes half time.

Coaches' Packs and Opening Ceremony

The Coaches' packs will be available for collection from 8.30 to 9:15 am at the Administration Tent (there will not be a coaches briefing) and the Opening Ceremony will commence at 9.40 am.

Playing Format and Times

The first games on Saturday start at 10.30am.

Games continue over the three days, with prize-giving on Monday at 2.30pm.
All teams will play at least seven games over the three days.

Pool play will take place on Saturday and Sunday involving three games on each day, and the final round of pool play Monday morning.

The Pool Play will determine who qualifies for the Championship and Plate finals.

Playoffs will take place on Monday and will be a knock-out, semi-final and final.

The Girls' section will play a Round Robin format with a play off for 4th and 5th place, Semi Final and Plate and Championship Final on the Monday.

Timekeeping will be set by the referee in all games.

Pool Play - Boys

For pool play, teams will be put in to two pools of eight teams each.

Note:

The number of team entries may necessitate a revision of this format.

Round Robin Play - Girls

Girls' teams will play in a round robin format, so each team will play each other once.

Note:

The number of team entries may necessitate a revision of this format.

Qualification for Playoffs

3 points for a Win, 1 point for a Draw and 0 points for a Loss.

If points are tied, teams will be ranked first on goal difference, then on goals scored.
If teams are still even, then a toss of a coin will be used.

The total points scored over Pool Play determine the rankings.

Boys: Teams 1 & 2 from each pool make the Championship, 3 & 4 from each pool make the Plate.

Playoff Games

The playoff games will be 20 minutes each way, with a 5 minute half-time break.

These games will have extra time of 5 minutes each way if the scores are tied at the end of full time.

The "golden goal" rule will not apply in extra time.

If the scores are still tied after extra time then a Penalty Shoot Out (PSO) takes place.

Referees and Match Balls

Three Kings United will be responsible for organising official referees for all games.
If there is not an official referee appointed, each team is to ref one half each.

Three Kings United will supply the match balls for all games.

Prizes

The winners and runners-up of the Championship, Plate and Girls' Championship and Plate will all win prizes.

There will also be a number of other prizes including the “golden boot” award to the boy and girl who score the most goals during pool play, team fair play award, coaches, player of the finals, etc.

Facilities

There will be a full range of drinks, coffee, and hot and cold food available for purchase. There is access to changing rooms, showers and toilets at the Clubrooms for players. In addition the grounds have access to toilets for both players and spectators.

Postponement Date and Cancellation Notice

There is no ability to postpone, and if games are cancelled due to exceptional weather there will be a revised format.

Tournament Organisers

Tournament Director – Bronwyn Prescott - threekingsfootball@gmail.com
Tournament Administrator – Kate Barrett - admin@threekings.org.nz / 09 625 4834

This is a Junior tournament, and as much as winning is important, so are the values that come from sport.

We ask that all coaches, spectators and players respect the Referee at all times.

Thank you, and please enjoy the Football.

Rules

1. Teams shall be 7 a-side, with 1 player designated as the goalkeeper, from a squad of 10
2. Rolling subs are allowed.
3. Pitch size: 60m x 40m, with 4m x 2m goals.
4. Match balls will be a FIFA approved size 4 ball.
5. Duration of matches will be 2 x 20 minute periods with 5 minute half time break.
6. If a winner can't be determined in regular time during Knockout games (semi finals and final). Extra time will be played 5 minutes each way, 2 minute half time break. Penalty shootout if scores are still drawn at the end of extra time
7. All timekeeping to be at the discretion of the Referee.
8. The Referee is to submit the game result and names of goal scorers to the Administration Tent immediately at the end of each match.
9. No coaching from on the field.
10. All support must be from the side-line only (not on-field or behind in-field goals).

11. START AND RESTART OF PLAY

A game is started with a kick forward to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

12. BALL IN AND OUT OF PLAY -

a) BALL CROSSING THE GOAL LINE

Last touch off the Defending team – A corner kick is awarded.

Last touch off the Attacking Team – A goal kick is awarded:

At 9th grade, the goalkeeper is permitted to handle the ball anywhere up to 10 metres from their goal area and can restart play either from their hands or on the ground. All goal kicks are to be taken by any member of the defending team from on the ground within 5 metres of the goal. The attacking team should move back behind the retreating line (at goal kicks and when ball is in goal keepers hands) (see [NZF Retreating Line Document](#)).

They cannot cross the retreating line until the receiving defender has taken a touch of the ball (Coaches, encourage players to take a touch instead of allowing the ball to run to a standstill). Coaches, encourage goal keepers wherever possible to roll out of their hands or play from the ground; however, it is recognised that kicks out of their hands may be required every now and again.

b) BALL CROSSING THE TOUCHLINE

The ball should be thrown in to play from behind the touch line. The player should have both feet either behind or on the touchline and should use both hands to deliver the ball from behind and over their head. The thrower may not touch the ball until it has touched another player and if this occurs a free kick is awarded. A goal cannot be scored directly from a throw in. Minimise frequently penalising, rather encourage players to apply the technique above, as close as they can.

13. SCORING GOALS

A goal is scored when the whole ball crosses the line.

14. OFFSIDE

There is an offside rule applied. The offside line is the retreating line (please read through the NZF Retreating Line Document).

A player is offside if they are over the retreating line at the time the ball is passed and there are no outfield defending players over the retreating line. This applies when the pass originates from anywhere in front of the retreating line the team is attacking. If the pass originates from beyond the retreating line, a player cannot be offside

15. FOULS AND MISCONDUCT

Free Kicks occur when a player:

- or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempt to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

16. If a foul/ misconduct is committed in the penalty area (10 metre square area in front of goal) then a penalty is to be awarded. A penalty is to be taken 7 metres from the goal. The goalkeeper is not to move off their line until the kick has been taken.

17. During knockout rounds/ finals, if a result is level after the allocated game time, a Penalty Shoot-Out (PSO): will take place to determine the winner

The PSO is taken from 7 metres from the goal.

- Five of the seven players on the field at full time have a turn.
- The team with the most successful attempts is the winner.
- If the scores are still tied after the first five penalties taken, then penalty shots continue with sudden death applying.
- The remaining players in the squad must be used before the original five can take a further penalty. The Referee is to cordon off an area, so only the Referee, the penalty taker and the goalkeeper are involved.

18. Other match rules will follow normal FIFA rules.

19. The Referee's decision is FINAL.

**This is a Junior tournament, and as much as winning is important, it shouldn't override the values that come from sport and just general decent human behaviour.
We ask that all coaches, spectators and players respect people the same way they would want to be respected themselves**