



GALA DAY 2010

RULES – Under 6 to Under 7

1. Match card is to have player details filled in before the start of the first pool match. Player details are not to be altered for the whole of Gala Day.
2. Each squad must split into 2 teams (A and B). Players must stay in the same team for the whole day.
3. All pools will split into A and B. All 'A' teams will play in pool A and all 'B' teams will play in pool B.
4. Regular SSF rules apply with the following exceptions
5. Teams will be awarded 5 points for a win on goals or forfeit, 2 points for a score draw (goals equal), 1 point for a scoreless draw (0 goals) or 0 points for a loss.
6. Because the concept of a corner kick does not exist in U6 and U7 (the defending team always restarts with a goal line kick regardless of which team touched the ball last), *corner kicks do not form part of the U6-U7 scoring system on Gala Day as they do in older age groups.*
7. For 4-team pools, games will be 7.5 minutes each way, i.e. game duration is 15 minutes. For 3-team pools, games will be 10 minutes each way, i.e. game duration is 20 minutes. There will be no half time period. Teams will change around at half time. There will be no injury time allowance. There will be a short break between games where one team is playing two games in a row. The pool manager needs to keep games flowing so as to minimise game changeover time.
8. A player may only compete in one team on Gala Day.
9. Goals will be recorded by the game leader. If goals are equal at the end of the game, the match is a draw.
10. Substitutions/Interchange : Complete interchange.
11. Protests and disputes will be decided by the ground controller with the help of the game leader . The ground controller is the final arbitrator for all disputes. There shall be no appeal against the decision of any ground controller.
12. The ground controller will be appointed by the club who dresses the ground. They will be wearing a "ground controller" jacket/bib. They are responsible for resolving disputes.
13. Each pool will have a pool manager. The pool manager is responsible for endorsing/ verifying results. Pool Manager A is the manager of the first 'home' team printed in that pool (bold in the draw). Pool Manager B is the manager of the first 'away' team printed in that pool (bold in the draw).
14. Misreading the draw does not constitute grounds for appeal.
15. Each pool-winning team will play in a group final.
16. At the conclusion of the final, the Ground Controller will present the winner and runner-up teams with pennants.

DETERMINING THE POOL WINNER

ELIMINATION PROCEDURE

If two or more teams are equal on points after all matches have been played in pools the following will apply to determine the pool-winning team (in order of priority) :

- a) highest goal difference (GD)
- b) If *two teams* are equal on points and goal difference, penalty shoot-out will take place. 5 kicks by each team, taken by a different player, as per F.I.F.A. laws. See procedure below.
- c) If *three teams* are equal in a pool, the ground manager is to select by ballot the order for taking penalty kicks. First two teams drawn in the ballot will take part in a penalty shoot-out. The winner will then play in a penalty shoot-out against the third team to determine the winner of the pool.
- d) If *four teams* are equal in a pool, the first and second teams drawn will play each other in a penalty shoot-out, and third and fourth teams will play each other. This should occur simultaneously in two different goalmouths. The two winning teams will then take part in a further penalty shoot-out to determine the winner of the pool.

PENALTY SHOOTOUT PROCEDURE

- a. Kicks are taken from the penalty mark. (U6 - 3 paces; U7 - 5 paces)
- b. All players are to stand at halfway when not taking a kick.
- c. Every player in the team must take a kick before taking a second kick.
- d. A minimum of 5 kicks per team must be taken before a winner is declared.
- e. If after 5 kicks each the score is level, kicks continue until one team has missed, provided both teams have taken an equal number of kicks. E.g. If Team A misses their 6th kick and Team B scores with their 6th kick, Team B is declared winner. If both teams miss the shootout continues.
- f. If scores are still level after all players have taken one kick the shootout continues in the same order until one team misses.

FINALS PROCEDURE

If scores are equal at the conclusion of the final there will be 5 minutes each way golden goal. If scores are still equal, there will be *no penalty shoot out* and joint winners will be awarded.