



GALA DAY 2010

RULES – Under 8 to Under 11

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.

1. Regular competition rules apply with the following exceptions.
2. Teams will be awarded 5 points for a win on goals or forfeit, 3 points for a win on corners, 2 points for a score draw (goals and corners equal), 1 point for a scoreless draw (0 goals and corners) or 0 points for a loss.
3. Corners and goals to count in all games.
4. Games will be ten minutes each way, i.e. game duration is twenty minutes. There will be no half time period. Teams will change around at half time. There will be no injury time allowance.
5. A player may only compete in one team in the tournament.
6. Goals and corners will be recorded by the referee. If goals are equal at the end of the game, the side scoring the most corners will be the winner.
7. Substitutions/Interchange : complete inter-change.
8. Protests and disputes will be decided by the ground manager with the help of the referee. The ground manager is the final arbitrator for all disputes. There shall be no appeal against the decision of any ground manager.
9. The ground manager will be appointed by the club who dresses the ground. They will be wearing a "ground manager" jacket/bib. They are responsible for resolving disputes.
10. The pool manager is the manager of the first team printed in that pool (bold in the draw). Each pool will have a pool manager. The pool manager is responsible for endorsing/verifying results, ensuring that the winning team of each pool proceeds to their next game and acting as the ground manager if required.
11. Misreading the draw does not constitute grounds for appeal.
12. The managers of the two finals teams must report to the Gala Day recorder at the relevant Finals Oval to record the results prior to trophy presentation, at the completion of the match. The team must accompany the manager to the presentation area.
13. A player given a red card during a match is not eligible to play in that team's next match and the ground manager may refer the matter to the PD&DC. If a player is sent off for abuse of an official, that player will not participate further and will be subject to a PD&DC hearing.

ELIMINATION PROCEDURE

1. **Pool Games:** If two or more teams are equal on points after all matches have been played in pools the following will apply to determine the winning pool team – in order of priority:
 - a) highest goal difference (GD)
 - b) highest corner difference (CD)
 - c) If *two teams* are equal on points, goal difference and corner difference, penalty shoot-out will take place. See procedure below.
 - d) 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.
 - e) 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. The two winning teams will then take part in a further penalty shoot-out to determine the winner of the pool.
2. **Semi Finals :** If teams are drawn (goals & corners) in semi finals the winning team will be determined by:
 - a) 5 minutes extra time each way - golden goal (corners are awarded, and if no goals are scored, the winner will be determined on corners scored during the extra time)
 - b) If equal goals and corner at end of extra time, Penalty Shootout

PENALTY SHOOTOUT PROCEDURE

- a) Kicks are taken from the penalty mark, 8 paces from the goal line.
- b) All players are to stand at halfway when not taking a kick. Both goalkeepers may sit on the goal line near the penalty area line.
- 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 score with their 6th kick, Team B is declared the 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 (goals and corners) at the conclusion of the final there will be 5 minutes each way golden goal. Corners are awarded, and if no goals are scored during extra time corners will determine the winner. If scores are still equal, there will be *no penalty shoot out* and joint winners will be awarded.