



**2018/2019 TWILIGHT
FOOTBALL
TOURNAMENT**

TOURNAMENT RULES AND FORMAT

2018-2019 EDFC TWILIGHT FOOTBALL TOURNAMENT RULES AND FORMAT



The 2018/2019 Twilight Football Tournament is hosted by Eglinton District Football Club, endorsed by the Bathurst District Football Association and affiliated with Football NSW. The games will take place at Stanislaus' College Bathurst on Tuesday afternoons. The following rules have been developed in accordance with the FIFA Laws of the Game and the BDF Playing Regulations. For any rules or regulations not covered in this document, please refer to those resources.

1.0 FORMAT

The tournament will include 7 competition rounds commencing on Tuesday the 4th of December 2018, followed by Semi-finals, Finals and a Grand Final. The tournament will conclude on the 19th of February, pending weather conditions.

1.1 DURATION

Each game will consist of two (2), twenty (20) minute halves divided by a five (5) minute half time break. I.e. First half duration – 20 minutes
Half time break – 5 minutes
Second half duration – 20 minutes

1.2 MATCH BALLS

All matches will be played with a size 5 match ball. The match ball will be supplied by EDFC.

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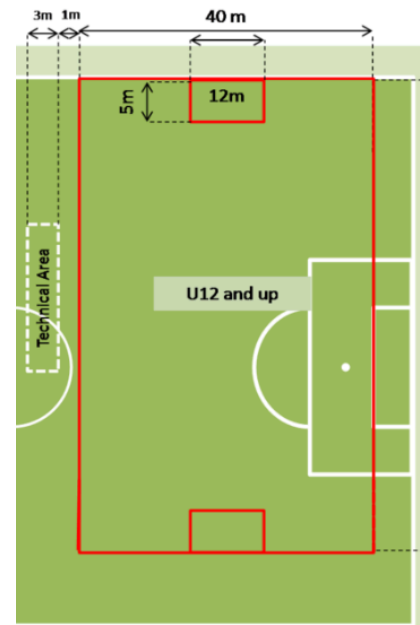
1.3 UNIFORM

All Teams need to wear **matching numbered shirts**. Short and Socks are free choice. All players must wear shin pads. Football Cleats or enclosed running shoes are required. No jewellery or plastic headwear is to be worn. Soft brim hats can be worn by all players. A bib or a goalie shirt (of a non-matching colour) must be worn by each goalkeeper.

1.4 FIELD

Fields will be marked to meet the image on the right. Each field will be sixty metres (60m) by forty metres (40m), with a twelve metre (12m) by five metre (5m) goal box. Each goal will be 5m by two metres (2m).

Corner flags will be placed on all four corners of each field. A half way line will be marked across the centre of the field from side line to side line at thirty metres (30m).



1.5 PLAYERS

Each team can have a maximum of 11 registered players. All players that take the field must be listed on the match card, supplied by the tournament organisers; EDFC. Each team may have up to 7 players on the field at one time. The goalkeeper is included in these 7 players. A team may play with a minimum of 5 players on the field.

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Two females' players must be on the field for one team at all times. If no female player is able to take to the field, the team must play one player down for each female player that is not on the field

I.e. – 7 players on the field - requires two females on the field

6 players on the field - requires one female on the field

5 players on the field - no required females on the field

All players must be over the age of 15 by the end 2018. Players **DO NOT** have to have played outdoor soccer previously.

2.0 RULES

2.1 KICK-OFF

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

Procedure

Before a kick-off at the start of the match or extra time a coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team that wins the toss takes the kick-off to start the second half of the match. In the second half of the match, the teams change ends and attack the opposite goals. After a team scores a goal, the kick-off is taken by the other team.

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All players must be in their own half of the field of play. The opponents of the team taking the kick-off are at least 9.15 m (10 yds) from the ball until it is in play. The ball must be stationary on the centre mark. The referee gives a signal. Once the ball is in touch, play begins.

2.2 GOALKEEPER

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made and the change is made during a stoppage in the match.

2.3 THE BALL LEAVING THE PLAYING AREA

2.3.1 BALL CROSSING THE SIDE LINE

When a ball crosses the side line, a throw in awarded the team in which the ball did not last touch. The player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

2.3.2 BALL CROSSING THE GOAL LINE

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If the ball goes out the back line of the field after touching the defending team last a corner kick is awarded to the attacking team. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

2.3.3 BALL CROSSING THE GOAL LINE

If the ball goes out the back line of the field after touching the attacking team last, a goal kick is awarded to the defending team. The goal kick can be taken from anywhere within the penalty area. Opponents remain outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

2.11 DROP BALL

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the

2.4 OFFSIDE

The official offside rule (Law 11, FIFA Laws of the Game) does not apply to the EDFC Twilight Football Tournament. Goals can be scored from the offside position.



2.5 SUBSTITUTIONS

Players may be rotated on and off the field at any time during the game. Substitutions are permitted while the ball is in play, ensuring the player is off the field before the substitute goes on.

2.6 METHOD OF SCORING

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar.

2.7 MATCH RESULTS AND POINTS TABLES

Each goal will be recorded by the referee on a game card, against the player who scored the goal. The team with the most goals at the conclusion of the game are the winners. At the conclusion of each round, the tournament table will be updated and published.

The tournament table points are as follows

Win 3 Points

Draw 1 Point

Loss 0 Points

Win by Forfeit 3 Points and 3 Goals

Loss by Forfeit -3 Points and -3 Goals (Minus Points and Goals).

Byes 3 Points

Washouts are to be determined by EDFc as noted in rule 2.9.

The tournament table will be updated and communicated weekly via email and on the EDFC Facebook page.

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2.8 FORFEITS

Any Team not appearing on the field within ten (10) minutes of the scheduled kick off time shall forfeit the match. A team must have five (5) players for a match to commence.

2.9 WASHOUTS

Washouts will be determined by EDFC and a decision will be made no later than 5pm on the afternoon of the match. A round may be declared a wash out if the majority of games in that round are considered unplayable by the Committee managing the affected venue. No Points will be awarded for complete washout rounds and no complete washout rounds will be replayed.

2.8.1 FINALS

Wash outs occurring during the Finals series will be played on the next Thursday and if still unplayable on the next Tuesday. In the event of the Semi Finals and Final, if the game(s) are still unplayable then the team which is higher on the tournament ladder will proceed to the next stage. In the event of the Grand Final being unplayable, joint winners will be declared.

2.10 PLAYERS RECOGNITION

At the conclusion of each game, the referee will allocate points (3, 2, 1) to three players from the game. At the conclusion of the tournament, the player with the most points will be recognized as the Best and Fairest player of the tournament.

The player who scored the most goals during the tournament will be recognized as the highest goal scorer.

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The Semi Finals, Finals and Grand Final will be exclude from both of these tallies.

2.12 FIRST AID

A first aid officer and a basic first aid kit will be at all games to provide first response assistance only. It is the responsibility of each player to seek relevant medical care.

2.13 FINALS

After the 7 competition rounds, finals will be held. The finals series will involve two Semi-Finals, a Final and Grand Final.

THE SEMI-FINALS

Minor Semi: Team ranked 4th VS the team ranked 3rd on the table

Major Semi: Team ranked 1st VS the team ranked 2nd on the table

The loser of the Minor Semi Final, places fourth in the tournament. The winner of the Major Semi Final moves automatically to the Grand Final. Whilst the other two teams play in the final.

THE FINAL

The winner of the Minor Semi VS the loser of the Major Semi

The loser of the final places third in the overall tournament

THE GRAND FINAL

The winner of the Major Semi VS the winner of the final

DRAWS DURING FINALS

In the instance of a draw during a final, an extra ten (10) minutes of time will be allocated. This will be played as five (5) minutes half with a no break for

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half time. If teams are still level at the conclusion of this extra time. A penalty shoot out will be held.

Penalty Shoot out Procedure

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take five kicks
- The kicks are taken alternately by the teams
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute
- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken



- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line

3.0 FOULS AND MISCONDUCT

3.1 FOULS AND MISCONDUCT ARE PENALISED AS FOLLOWS:

3.1.1 DIRECT FREE KICK

A direct free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:

- holds an opponent
- spits at an opponent



- handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred.

If a direct free kick is kicked directly into the opponents' goal, a goal is awarded. If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

3.1.2 PENALTY KICK

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

3.1.3 INDIRECT FREE KICK

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- controls the ball with his hands for more than six seconds before releasing it from his possession
- touches the ball again with his hands after he has released it from his possession and before it has touched another player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands

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- commits any other offence, not previously mentioned, for which play is stopped to caution or send off a player

The indirect free kick is taken from the place where the offence occurred.

The referee indicates an indirect free kick by raising his arm above his head.

He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play. Ball enters the goal A goal can be scored only if the ball subsequently touches another player before it enters the goal: • if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded • if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

3.2 PROCEDURE FOR PENALTY KICKS

3.2.1 FOR BOTH DIRECT AND INDIRECT FREE KICKS

The ball must be stationary when the kick is taken, and the kicker must not touch the ball again until it has touched another player

Free kick inside the penalty area

Direct or indirect free kick to the defending team:

- all opponents must remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly out of the penalty area

Indirect free kick to the attacking team:

- all opponents must be at least 9.15 m (10 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred

Free kick outside the penalty area

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- all opponents must be at least 9.15 m (10 yds) from the ball until it is in play
- the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred

3.3 FREE KICKS

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick.

Position of the ball and the players

The ball: must be placed on the penalty mark

The player taking the penalty kick:

- must be properly identified

The defending goalkeeper:

- must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

- inside the field of play
- outside the penalty area
- behind the penalty mark
- at least 9.15 m (10 yds) from the penalty mark

3.3.1 PROCEDURE

After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken. The player taking the penalty kick must kick the ball forward. The player must not play the ball again until it



has touched another player. The ball is in play when it is kicked and moves forward.

3.3.2 RETAKE

If, after the penalty kick has been taken:

the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:

- play continues

3.2 DISCIPLINARY SANCTIONS

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned. The red card is used to communicate that a player, substitute or substituted player has been sent off. Only a player, substitute or substituted player may be shown the red or yellow card. The referee has the authority to take disciplinary sanctions from the moment he enters the field of play until he leaves the field of play after the final whistle. A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the



referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

3.2.1 CAUTIONABLE OFFENCES

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- unsporting behaviour
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

A substitute or substituted player is cautioned if he commits any of the following three offences:

- unsporting behaviour
- dissent by word or action
- delaying the restart of play

3.2.2 SENDING-OFF OFFENCES

A player, substitute or substituted player is sent off if he commits any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person

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- denying the opposing team, a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

EDFC has the right to contact a player if the offence warrants sterner action such as exclusion from the tournament.

Should any player receive (5) FIVE YELLOW CARDS (cautions) the player shall receive an automatic (2) TWO round suspension from the tournament. This DOES NOT include (2) two cautions handed out in the one match that constitutes a red card.

Players have the right to appeal to EDFC upon payment of a \$100.00 APPEAL FEE which will be refunded if the appeal is successful.

3.3 PROTESTS

When a team wishes to lodge a protest of any kind for any match or incident said protest needs to be sent to eglintondfc@gmail.com WITHIN (3) THREE DAYS of the incident or match. No protest will be accepted if this rule is not followed.



4.0 THE REFEREE

4.1 THE AUTHORITY OF THE REFEREE

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

4.2 POWERS AND DUTIES

The Referee:

- enforces the Laws of the Game
- controls the match in cooperation with the assistant referees and, where applicable, with the fourth official
- ensures that any ball used is of acceptable quality
- ensures that the players' equipment meets the requirements
- acts as timekeeper and keeps a record of the match
- stops, suspends or abandons the match, at his discretion, for any infringements of the rules
- stops, suspends or abandons the match because of outside interference of any kind
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field of play after the match has restarted
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped

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- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surrounds
- ensures that no unauthorised persons enter the field of play
- indicates the restart of the match after it has been stopped
- provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

4.3 DECISIONS OF THE REFEREE

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referee may only change a decision on realising that it is incorrect or, at his discretion, on the advice of an assistant referee or the fourth official, provided that he has not restarted play or terminated the match.

4.4 NO APPOINTED REFEREE

In the instance that a referee is not appointed to a game, one representative from each team must referee half of the match.

