

**Young Sikh Association (Singapore)
9th 'Racial Harmony' 4-A-Side Football Tournament**



RULES AND REGULATIONS

**Open, Veteran, Junior
and Ladies Categories
Saturday, 11 February 2012
Uber Sports Football Courts
1018 East Coast Service Road
(Next to Burger King and
Long Beach Seafood)**



1. Eligibility of Players, Registration and Participating Teams

'Open' Category

- 1.1 The tournament is open to males of all ages. Each team shall register a maximum of six (6) players. These players can be of any ethnic group. However, teams are strongly encouraged to have members from the different ethnic groups in their team.

'Veteran' Category

- 1.2 The tournament is open to players of the following ages:-
- a) Three (3) players above 35 years of age; and
 - b) Three (3) players above 40 years of age.

Each team shall register a maximum of six (6) players. These players can be of any ethnic group. However, teams are strongly encouraged to have members from the different ethnic groups in their team.

'Junior' Category

- 1.3 The tournament is open to boys born in and/or after 2000. Each team shall register a maximum of six (6) players. These players can be of any ethnic group. However, teams are strongly encouraged to have members from the different ethnic groups in their team.
- 1.4 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 2 goals. If it is the latter, the score will remain.

'Ladies' Category

- 1.5 The tournament is open to females of all ages. Each team shall register a maximum of six (6) players. These players can be of any ethnic group. However, teams are strongly encouraged to have members from the different ethnic groups in their team.
- 1.6 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 2 goals. If it is the latter, the score will remain.

2. Discipline

- 2.1 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 knock out stage, the team whom the winner of the match is scheduled to play will be given a bye to the next round.

- 2.2 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.
- 2.3 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.
- 2.4 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 knock round matches.
- 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 – 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. But he can only use his hands in the D area in which he is keeping goal.

- 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 knock out 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 four (4) players for each match in the tournament.
- 4.4 A team is considered ready to play if not less than three (3) 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

'Open' Category

- 5.1 The teams will be divided into five (5) groups. Each group will consist of a maximum of five (5) teams. The format may be changed depending on the final number of teams.
- 5.2 The group matches shall be played on a round robin basis with each team in the group playing the others once.
- 5.3 Each match shall be of a continuous duration of seven (7) 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.
- 5.4 Three (3) points shall be awarded for a win and one (1) point for a draw.
- 5.5 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 the champions of these groups;
 - (ii) Likewise, the teams amassing the second highest number of points shall be the runners-up of the 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 scored the greater number of goals shall be placed above the other(s);



- (iv) where two (2) or more teams have scored equal number of goals, the team which has a superior goal difference shall be placed above the other(s);
 - (v) where two (2) or more teams have a similar goal difference, 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.
- 5.6 The first two (2) teams of each group will automatically qualify for the second round of the tournament.

6 Second Round, Quarterfinals, Semifinals, Third/Fourth Placing and Final

- 6.1 The second round quarterfinals, semifinals, third/fourth placing and final will be played on a knock-out basis.
- 6.2 Each match shall be of a continuous duration of seven (7) 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. The winner will be decided by way of one (1) penalty kick per team. Should there be a tie after the first penalty kick, the sequence of one (1) penalty kick per team will continue until there is a winner.

'Veteran' Category

- 6.4 The 'Veteran' tournament shall be played on a round-robin basis with each team in the group playing the others once.
- 6.6 Each match shall be of a continuous duration of seven (7) 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.
- 6.7 Three (3) points shall be awarded for a win and one (1) point for a draw.
- 6.8 The placing of teams in the 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 the champions of these groups;
 - (ii) Likewise, the teams amassing the second highest number of points shall be the runners-up of the 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 scored the greater number of goals shall be placed above the other(s);
 - (iv) where two (2) or more teams have scored equal number of goals, the team which has a superior goal difference shall be placed above the other(s);



- (vi) where two (2) or more teams have a similar goal difference, 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.
- 6.5 The top four teams will qualify for the semi-finals. The top placed team will play the fourth placed team while the second placed team will play the third placed teams. The winners of the semi-finals will qualify for the final. There shall be no Third and Fourth placing.
- 6.6 In the event of a draw at full time in the final, there will be no extra-time. The winner will be decided by way of one (1) penalty kick per team. Should there be a tie after the first penalty kick, the sequence of one (1) penalty kick per team will continue until there is a winner.

'Junior' Category

- 6.4 The 'Junior' tournament shall be played on a round robin basis with each team in the group playing the others once.
- 6.6 Each match shall be of a continuous duration of seven (7) 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.
- 6.7 Three (3) points shall be awarded for a win and one (1) point for a draw.
- 6.8 The placing of teams in the 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 the champions of these groups;
 - (ii) Likewise, the teams amassing the second highest number of points shall be the runners-up of the 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 scored the greater number of goals shall be placed above the other(s);
 - (iv) where two (2) or more teams have scored equal number of goals, the team which has a superior goal difference shall be placed above the other(s);
 - (vii) where two (2) or more teams have a similar goal difference, 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.
- 6.5 The top two teams will qualify for the final.



- 6.6 In the event of a draw at full time in the final, there will be no extra-time. The winner will be decided by way of one (1) penalty kick per team. Should there be a tie after the first penalty kick, the sequence of one (1) penalty kick per team will continue until there is a winner.

'Ladies' Category

- 6.7 The 'Ladies' tournament shall be played on a round robin basis with each team in the group playing the others once.
- 6.8 Each match shall be of a continuous duration of seven (7) 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.
- 6.9 Three (3) points shall be awarded for a win and one (1) point for a draw.
- 6.10 The placing of teams in the 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 the champions of these groups;
 - (ii) Likewise, the teams amassing the second highest number of points shall be the runners-up of the 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 scored the greater number of goals shall be placed above the other(s);
 - (iv) where two (2) or more teams have scored equal number of goals, the team which has a superior goal difference shall be placed above the other(s);
 - (viii) where two (2) or more teams have a similar goal difference, 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.
- 6.11 The top two teams will qualify for the final.
- 6.12 In the event of a draw at full time in the final, there will be no extra-time. The winner will be decided by way of one (1) penalty kick per team. Should there be a tie after the first penalty kick, the sequence of one (1) penalty kick per team will continue until there is a winner.

7. Prizes

'Open' Category

- 7.1 The top four teams in the 'Open' tournament shall receive the following prizes:-

- (i) Champion: S\$500 Cash and Trophies
- (ii) Runners Up: S\$300 Cash and Trophies



- (iii) Third: S\$200 Cash and Trophies
- (iv) Fourth: S\$100 Cash and Trophies

7.2 The Champion will also receive a Challenge Trophy. The trophy is to be returned to the Organising Committee immediately after presentation. The name of the Champion will be inscribed on the Challenge Trophy.

'Veteran' Category

7.3 The top two teams in the 'Veteran' tournament shall receive the following prizes:-

- (i) Champion: S\$300 Cash and Trophies
- (ii) Runners Up: S\$200 Cash and Trophies

'Junior' Category

7.3 The top two teams in the 'Junior' tournament shall receive the following prizes:-

- (i) Champion: S\$200 Cash and Trophies
- (ii) Runners Up: S\$100 Cash and Trophies

'Ladies' Category

7.3 The top two teams in the 'Ladies' tournament shall receive the following prizes:-

- (i) Champion: S\$200 Cash and Trophies
- (ii) Runners Up: S\$100 Cash and Trophies

7.4 In addition, all participating teams shall receive souvenirs for their players for their participation in the tournament.

8. Appeals

8.1 Any appeal shall be lodged with the Organising Committee within five (5) minutes of the completion of the match by the team convenor. The team must deposit a fee of S\$100 which will only be refunded if the appeal is upheld.

8.2 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.

8.3 The decision of the Organising Committee will be final and binding on all parties concerned.

9 Others

9.1 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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