#### **SOUTHERN & ETTALONG UNITED FOOTBALL CLUB**

#### **2018 UNDER 8 GALA DAY CONDITIONS**

By filling out and returning the Nomination Form, teams shall have indicated that they shall abide by the Conditions of the Gala Day.

All teams nominated must be Club teams and not District or Representative Teams.

All players must be registered with Central Coast Football (CCF) or other relevant Football Associations in the Under 8 age group. Proof of age maybe required in the event of a protest. All players must be no more than 8 years of age for the Under 8 competitions as at 31 December 2018.

PLEASE NOTE THAT IT IS A DAY OF FUN AND ENJOYMENT FOR THE CHILDREN, PARENTS AND ORGANISERS.

COACHES AND PARENTS ARE TO REFRAIN FROM MAKING COMMENTS

TO OR ABOUT THE REFEREE – REMEMBER, THEY ARE ALL

VOLUNTARY PARTICIPANTS.

#### THE REFEREE'S DECISION WILL BE FINAL ON ALL POINTS OF LAW.

The Gala Day is a FNSW / CCF sanctioned tournament. It should be noted that Southern & Ettalong United Football Club, its members, committee or sponsors accept no responsibility for injuries to players nor loss or damage to property or equipment on the day.

Visiting clubs will not hold fundraising functions on the ground nor will they bring any barbeque equipment.

The Organising Committee reserves the right to refuse any team no

#### **GALA DAY RULES**

The teams for each age group will be divided into a maximum of 4 groups, containing a maximum of 6 teams (24 in total). Each team will play each other team in its group once, meaning each team will have a maximum of 5 games throughout the day.

Teams must be ready to play 5 minutes prior to kick off. Team captains will toss for ends prior to kick off. Any teams failing to appear will forfeit the game and all entry fees.

All games will start and finish by the hooter from the official timekeeper. All games will commence and end strictly on time.

Each game will consist of 2 x 10-minute halves with straight turn-around. There will be

no half-time break.

#### **TEAM NUMBERS**

Each team shall consist of a maximum of 10 players. Only 7 (including goal-keeper) may take the field at any time.

#### **INTERCHANGE**

Unlimited interchange of players is permitted. Substitutes shall not enter the field until the substituted player has left the field. Interchanges can be made at any time without waiting for a stoppage in play. Interchanges should be made at half-way.

## **PLAYING EQUIPMENT**

All players will be correctly attired in the following items;

- ② Boots
- Shin pads
- Team shirt (to be individually numbered)
- 2 Club socks
- 2 Club shorts

Provision should be made for alternate strips with a toss of a coin to decide the wearer.

#### **OFF-SIDE**

There is no offside in Grade 8 games, but any coach who deliberately positions or encourages players to remain in offside positions shall be guilty of unsporting behavior. In the case of consistent breaches (in the opinion of the referee) play shall be halted and a free kick will be awarded to the opposition on the half-way line.

#### **FREE KICKS**

All free kicks are to be "indirect". All players shall be 5 metres from the ball when the kick is taken.

#### **PENALTIES**

There shall be no penalties. In the event that a foul occurs in the penalty area, the ball will be placed at the nearest point to the edge of the penalty area and an indirect free kick taken. Defending players to retreat 5 metres from where the free kick is to be taken.

# **THROW-INS**

Throw-ins will be taken. Opposition players will retreat a minimum of 5 metres from where the throw in is being taken.

#### **GOAL KICKS**

Goal kicks will be taken from the edge of the penalty area. Opposition players will retreat a minimum of 5 metres from the ball.

## **CORNER KICKS**

Corner kicks will be taken from the corner markings on the field. Opposition players will retreat a minimum of 5 metres from the ball.

## **GOALKEEPER**

To restart play after a save or gathering the ball with their hands, the goalkeeper must throw, roll or play the ball from the ground with their feet. The goalkeeper is not allowed to kick or dropkick the ball directly from their hands.

## **BALL SIZE**

Size 3 balls will be used.