

Football Rules

- Referee's decision is final.
- Matches will consist of two halves (6 minutes each), straight swap with no half time.
- Minimum 4 players to start a game.
- If a team arrives more than 3 minutes after the completion of the preceding match, their opponents will be awarded the fixture 3-0.
- Shin pads are compulsory.
- The wearing of chains, bracelets and watches is not permitted. Earrings/rings must be taped. Long hair must be tied back.
- Strictly no studs allowed. Moulded boots, trainers or plastic blades are permitted. Any player in breach of this rule will not be permitted to take part in the entire tournament.
- Rolling substitutions with referees consent.
- All players are allowed in the area.
- No charging/tripping/slide tackling/tackles from behind.
- The goalkeeper can leave the goal area. However, he can only handle the ball within the area. A deliberate attempt by the goalkeeper to handle the ball outside the area will result in the player being sent off.
- Teams will receive three (3) points for a win, one (1) point for a draw and zero (0) points for a loss.
- In the knockout stages, if the scores are level at full time, two equal halves of extra time will be played. If the game remains level after extra time, penalties will be played. Note: extra time is not sudden death.
- Group placing will be decided by points gained, followed by goal difference, followed by goals scored, followed by the head to head result between the two teams in question, followed by a play-off (sudden death, one half of normal time followed by penalties).
- The top four teams from each group will qualify for the Quarter Finals. The four winners will then play in the Semi Finals for a place in the Final. The losers from each Semi Final will play for third place.
- The teams positioned fifth (5th) and sixth (6th) from each group will be entered into a Plate tournament. This will consist of two Semi Finals, of which the two winners will play for the Plate.