

# **St. Joseph's College of Commerce Old Students' Association** **Inter-Batch Football Tournament, 2020**

## **DATE**

Sunday, 29<sup>th</sup> March 2020

8:30 AM onwards

## **VENUE:**

St. Joseph's College of Commerce Grounds, Bangalore

## **REGISTRATION FEES:**

Rs. 1500/- Per Team

## **RULES AND REGULATIONS**

### **THREE TOURNAMENTS WILL BE CONDUCTED**

- 1. FOR BATCHES 2000 AND BELOW**
- 2. FOR BATCHES 2001 TO 2019**
- 3. FOR GIRLS OF ALL BATCHES**

## **TEAMS**

- Every participant **MUST** be a member of the OSA. If a participant has studied in the college but is not a member of the OSA, the participant needs to register for membership prior to the tournament.
- Any team found fielding a participant who has not studied in the college or not registered as a member of the OSA will be liable for disqualification.
- All participants must be registered only under a team and will not be allowed to play for multiple teams.
- There is no limit for the number of teams a batch could field.
- Each team consists of a maximum of 10 players and a minimum of 5 players.
- There will be an OSA team in each category. Batches that do not have sufficient players can join the OSA team.
- The charge for the OSA Team will be Rs.300/- per player.
- Registration and payment of entry fees should be done on or before the 20th of March, 2020.
- Late entries will not be accommodated after the final draw on the 22nd of March, 2020 is done.
- The match schedule will be shared with all teams by the 24th of March, 2020.
- Any request for postponement or change of a match timing will not be entertained.
- If a team wants to register new players into the already registered team, they should obtain permission from the organizers.

## **SCHEDULE AND DURATION**

- Teams are to report 10 minutes before the scheduled start of their game.
- Failure to report 5 minutes after the scheduled start time will result in a walkover.
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- Failure to report 5 minutes after the scheduled start time will result in a walkover.
- The duration of the league games will be 7 minutes per half and for the knockout stage will be 10 minutes per half.
- There will be 5 minutes break between halves.

## TOURNAMENT FORMAT

- The matches will be played on a league-cum knock-out basis.
- The top 2 teams from each group will advance to the knock out stage. In the event of a tie, the following will be considered in the order:
  1. Highest points.
  2. Highest goal difference.
  3. Highest number of goals for.
  4. Lowest number of goals against.
  5. Penalty shoot-out (3 penalties each side – alternate shots).
  6. Sudden death penalties (one penalty each till a result is received).
- Points system
  - 3 points for a win. 1 point for a draw. 0 points for a loss.
  - In the event of a walk-over, 3 points will be awarded to the team and ‘three goals for’ would be awarded to their tally
- Extra time/penalties in the knock-out stage
  1. 5 minutes in each half of extra time with no break between halves (total 10 minutes).
  2. 3 penalty kicks per team – alternate shots. No player can kick twice.
  3. Penalty kicks should be taken with no step or run-up.
  4. Sudden death – 1 penalty each side until a result is reached.
  5. Only the last five playing members will be allowed to take the penalties at the end of an undecided result.
  6. Any one of the last five playing members can be the goalkeeper.
  7. In sudden death, the order of players can change but no player can take a 2nd kick till all the five players from his side have kicked.

## RAIN

1. Stopping and starting of play in the eventuality of rain is at the on-field referee’s discretion.
2. If play is stopped and resumed, the match will continue with the same score-line and remaining from the point of stoppage, time permitting.
3. Matches partly played or not played on Day 1, maybe rescheduled between 8.00 am and 12.00 noon on Day 2, time permitting.
4. Time not permitting, the scoreline at the time of stoppage will be considered the final score for a game that has already commenced.
5. If teams are tied at the time of the stoppage, a draw and 1 point each will be awarded to both teams.
6. A draw and 1 point each will be awarded to both teams for matches that have been called off due to rain completely.
7. In the event of the finals being called off due to rain, the trophy will be shared by both teams. If the finals are partially played and the teams are not tied, the score at the time of the stoppage will be considered the final score.
8. Rescheduling or cancelation of a match due to rain is completely at the discretion of the refereeing body and organizing committee

## RULES OF PLAY

- Kick-off
  - The referee will toss a coin. The side that wins the toss can choose which side of the field to play from or to start the game and give the opposing team to choose a side.

- At half time, teams switch halves and the other team starts play. The ball can be kicked-off in any direction.
- Opposition players must be at least 3 yards away at the time of kick-off.
- There will be a kick-off after every goal is scored.
- **Duration**
  - **Group Stage**
    - The duration of the league games will be 7 minutes per half with a 2-minute break.
  - **Knock-out Stage**
    - For the knock-out stage, each half will be 10 minutes per half with a 5-minute break.
- **Play**
  - **Ball Out of Play**
    - If the ball goes out off an attacking player along the goalpost line, the goalkeeper restarts play with an underarm throw.
    - There will be corner kicks if the ball goes out off the defender along the goal post line.
    - If the ball goes out of play on the sideline a kick on the line is awarded.
    - There will be no throw-in, except by the goalkeeper.
  - **Ball in Play**
    - Goals can be scored from anywhere on the playing field other than the direct goalkeeper's throw.
    - A goalkeeper's throw in directly into the opponent's goal will not be a goal and a goal kick will be awarded to the opponents' team.
    - Balls that go directly into the goal from a corner kick, sideline kick or kick-off will NOT be a goal.
    - Players other than the goalkeeper deliberately handling the ball inside the 'D' is a direct red card and a penalty.
    - During a free kick, opponents are to stand a minimum 7 feet from the ball.
    - Free kicks must be taken within 10 seconds of playing the ball on the ground.
    - Whistle or no whistle for the start of play from a free-kick is the referee's decision.
    - However, for penalties players have to wait for the referee's whistle.
    - For a penalty, if the kick is taken before the whistle, a re-kick will be taken. The penalty is forfeited if this happens a 2nd time.
    - For the safety of all players, slide tackles/dangerous play are strictly not allowed.
- **Substitution**
  - Any number of substitutions can be made during the match by informing the referee & after the substituted player leaves the field.
  - Substitution will be allowed only from the registered names.
  - Any player can change to the goalkeeper by informing the referee (including for a penalty/shoot out in case of a tie).

- **Cards**
  - 1 yellow card in a particular game – 2-minute suspension.
  - 2 yellow cards in the same game is the same as one Red Card.
  - 1 red Card in a game results in suspension from that game and the next game.
  - 1 yellow card in 2 consecutive games results in suspension in the next game.
  - 2 red Cards in the tournament results in suspension from the second game and the rest of the tournament.
  - Cards earned during the group stages will not be carried forward to the knock-out stage. However, cards earned during the knock out stage will be carried forward for the Semi-finals and Finals.
  
- **Goalkeeper**
  - Goalkeepers cannot handle the ball outside the 'D'.
  - There will be no "goal kick". Goalkeepers will throw/roll the ball by hand (underarm only) from inside the 'D' area.
  - A goalkeeper's throw that goes directly into the opponent's goal will not be counted as a goal.
  - Scoring from inside the 'D' is allowed.
  - Goalkeeper is not allowed to hold the ball for more than 6 seconds inside the 'D'. If this happens, a penalty will be awarded to the opponent.
  - Back-pass to the goalkeeper – no hands allowed, violation will result in a free-kick.
  - If the back-pass is by chest or head, the goalkeeper will be allowed to use his hands.
  - If a back pass is challenged, the goalkeeper will be allowed to use his hands.

**IMPORTANT**

- Violation of any of the rules will be subjected to the final decision of the organizing committee after consulting with the concerned persons.
- The decision and right to suspend a player or a team for ANY misconduct for the entire duration of the tournament lies solely with the organizing committee.
- The organizing committee reserves the right to make changes for the better running of the tournament.

**For Queries Contact**

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