



Birkenhead United AFC 10th Grade Tournament Sunday 22nd June 2008

Birkenhead United AFC invites your club to play in our Representative and Club 10th grade tournament.

The **Representative League** is open to one or two teams from each club – typically made up of your club's best 10th grade players.

The **Club League** is for your established Saturday 10th grade club teams that typically do not get the opportunity to play in a Tournament. We welcome multiple entries from your club for the Club League.

When: Sunday 22nd June 2008

Where: Shepherds Park, Melba Street, Beachhaven

Entrance fee: \$100 per team

Entry: Each league is restricted to the first 16 teams to enter by **Friday 6th June**.

Note:

- Games will be played on half fields, with 7 players per team on the field (one of whom is a goalkeeper), using a size 4 ball.
- Teams will have 10 registered players, who must be born after 1 January 1998. There will be no dispensations (except girls may play one year below age).
- Report at 8:30 am; first games kick off at 9:00am
- All teams will play a minimum of 3 games.
- Besides the tournament championship, there are consolation and plate competitions in both leagues.
- Hot and cold food will be on sale throughout the tournament.

To help us organise these events, please notify your interest by emailing the entry forms on the following page to us immediately.

Then please follow up with payment and team registrations no later than Friday 6th June to:

Ross Frisby	Email: ross.frisby@maunsell.com
P O Box 34 054	Home Phone / Fax: 483 5718
Birkenhead	Club Phone: 482 2494
Auckland	Club Fax: 482 2497
Club email: birkenheadunited@free.net.nz	
Club website: www.birkenheadunited.org.nz	

Details of the rules and draw will be in the coaches' packs distributed prior to the event by email and at the tournament. Please include your contact details on the entry form following to make sure the packs go to the right person.



Entry Form
10th Grade Representative League
Sunday 22 June 2008

Club: _____
Team Name: _____
Contact Name: _____
Email: _____
Phone: _____ **Mobile Ph:** _____

Please check that you have provided contact name and details.



Entry Form
10th Grade Club League
Sunday 22 June 2008

Club: _____
Team Name: _____
Contact Name: _____
Email: _____
Phone: _____ **Mobile Ph:** _____

Please check that you have provided contact name and details.



10th Grade Competition Rules 2008

General

- Time keeping for the pool games is the responsibility of the host club. All pool games will start and stop on the hooter. Quarter, Semi and Finals will be to the Referees time keeping. Please be ready with your team to go on as soon as the previous game has finished.
- Referees will be supplied by the host club. If referee is unavailable then teams to referee half a game each and return score card to the administration desk
- 7 a side with 3 subs; one of the 7 players is a goalkeeper
- Size 4 balls will be provided by the host club. Games are played on half fields with 3.2m x 1.6m goals.
- Scoring for pool games is 3 for a win, 1 for a draw

Postponement / Cancellation

- In the event of a postponement because of bad weather, the tournament will be rescheduled to the earliest date grounds are available – typically on Sunday the week following the originally scheduled date.
- If weather causes the 2nd scheduled date to be abandoned, the tournament will be cancelled and half the entrance fee will be refunded.

Rules

- FIFA rules will apply with the following exception - only blatant off sides will be penalised.
- NO DISPENSATED PLAYERS (except girls may play one year below age).
- No spectators allowed around goals or on field (including halfway line of the full field).
- Boots and shin pads must be worn by all players.
- Any team not on the field for the hooter start will be disqualified for that game.
- The referees decision is final, apart from the time keeping in pool games.
- Rolling subs.
- Corner kicks to be taken 1m from corner flag.
- Goal kicks may be taken by kicking it from the hand or placing the ball on the ground 5 metres out from the goal and kicking it from there.

Prizes

Tournament – winners receive medals and certificates, runner-ups receive medals and certificates

Plate round – winners receive plates and certificates, runner-ups receive medals and certificates

Consolation Plate round – winners and runner-ups receive certificates

Pool play

10 minutes each way - 2 minutes half time

In the event of even points at the end of pool play

1. Highest goal difference
2. Who beat who in pool play
3. If goal difference is the same and their game was a draw in pool play then toss of a coin

Quarter and Semi finals

15 minutes each way - 2 minutes half time

In the event of a tie in the semi finals

1. 5 minutes extra time each way with Golden goal.
2. Penalty shoot out with 5 nominated players (10m from goal).
3. Sudden death penalty shoot out with any remaining players.
4. If still tied then decided by toss of a coin.

Finals

15 minutes each way - 3 minute half time

In the event of a tie in the finals

1. 5 minutes extra time each way with Golden goal.
2. Penalty shoot out with 5 nominated players (10m from goal).
3. Sudden death penalty shoot out with any remaining players.
4. If still tied then decided by toss of a coin.