

beaver



challenge  
trophy  
2009

# 5 aside Rules

Saturday, 12th December 2009

# Format of Tournament

The tournament will be contested between six teams. There will be two groups of three teams, which will be decided on a league basis, with each team playing each other once. Points for the group games will be allocated thus:

Win – 2 points  
Draw – 1 point  
Loss – 0 points

After the group games, the team finishing bottom of each group will be eliminated. In the event of level points, standings will be determined by the following parameters (in strict order):

1. Highest Goal Difference
2. Most Goals Scored
3. Fewest number of Yellow Cards (One red card = Two yellow cards if a straight red. If a red card was issued following two bookable offences, the two yellows stand without addition.)

If two teams cannot be separated by these factors, standings will be decided with a period of Extra Time, followed by a Penalty Shoot-out if necessary.

The remaining four teams will progress to a 2-leg Semi-Final; the winners of Group A will play the runners-up of Group B, and vice versa. The winners of each tie will meet in a 1-leg Final. In the event of a tie at the end of a Semi-Final 2<sup>nd</sup> leg or the Final, the match will be decided with a period of Extra Time, followed by a Penalty Shoot-out if necessary.

A breakdown of the match schedule is as follows:

## GROUP STAGE

Match 1 Group A **Team #1 v Team #3**  
Match 2 Group B **Team #4 v Team #5**  
Match 3 Group A **Team #3 v Team #2**  
Match 4 Group B **Team #5 v Team #6**  
Match 5 Group A **Team #2 v Team #1**  
Match 6 Group B **Team #6 v Team #4**

## SEMI-FINALS

Match 7 1st Leg **Winner Group A v Runner-up Group B**  
Match 8 1st Leg **Runner-up Group A v Winner Group B**  
Match 9 2nd Leg **Runner-up Group B v Winner Group A**  
Match 10 2nd Leg **Winner Group B v Runner-up Group A**

## **FINAL**

Match 11 **Winner Matches 7/9 v Winner Matches 8/10**

N.B. The “away goals” rule does not apply to the 2-leg Semi- Finals.

## **Length of Match**

Each match will consist of two halves of 6 minutes each. Half time will last just long enough for the teams to switch ends, take a drink of water etc.

## **Extra time/Penalty Shoot-out**

### **Extra Time:**

This will last two halves of 2 minutes each, with a change of ends at half time.

### **Penalty Shoot-out:**

In the event of a Penalty Shoot-out, each team will take 5 penalties, with each player taking 1 penalty. If the match is still tied, penalties will continue to be taken on a Sudden Death basis.

## **Start of play**

Drop ball between two opposing players. Teams must be in their own halves. Goalkeepers must be in their goal areas.

## **Ball out of play**

### **Vertical:**

None. Deflections off the roof etc. are considered natural hazards.

### **Horizontal:**

The ball can be played off the walls of the court surrounding the pitch. The ball is considered out of play only if it is considered by the referee to have left the court (for example, onto an adjacent court). In this event play is resumed via a kick-on by a member of the opposing team to the player who last touched the ball, from the point the ball left the pitch. A goal cannot be scored direct from a kick-on.

## Heading

Heading of the ball is allowed.

## Offside

There are no offsides.

## Goals

For a goal to stand, the last touch from an outfield player must occur whilst any part of the ball is still outside the area.

## Restarting play following a goal

After a goal is scored, the game resumes with a throw out by the goalkeeper of the conceding team.

## Direct Free Kicks/Foul play

A direct free kick is conceded at the point of infringement (or moved so as to be at least 4 yards from the side, and 2 yards outside the goal area) for:

- Intentional body contact (charging, pushing, kicking, tripping);

- Slide tackling;

- Handball (except by the goalkeeper in his area);

- Handball by the goalkeeper outside the area.

# Indirect Free Kicks/Misconduct

An indirect free kick is conceded for:

- Obstruction (including holding the wall);
- Time wasting (including holding the ball in a corner);
- Withholding, throwing or kicking the ball away at a dead ball situation;
- Not retreating 2 yards at a conceded free kick;
- Dissent (including persistent bad language and intimidation).

# Special rules for goalkeepers and goal areas

Only the goalkeeper is allowed in the area

- Infringement by defender: direct free kick if considered accidental, penalty if considered intentional.
- Infringement by attacker: direct free kick.

The goalkeeper may NOT distribute the ball with a kick

The goalkeeper MAY leave his area

The goalkeeper must not be in possession of the ball for more than 10 seconds

- Infringement: direct free kick 2m outside the area.

The goalkeeper must not directly receive the ball from the same defender as he has released it to Infringement: direct free kick from the position of the defender.

A goalkeeper may switch places with one of his outfield teammates. However, this can only be done during half time.(NOTE: Goalkeepers may NOT be switched before or during Extra Time or Penalty Shoot-outs).

# Free kicks and penalties

## Direct

A goal can be scored. Players from the conceding team must be 2 metres from the ball when the kick is taken.

## Indirect

A player other than the Free kick taker must touch the ball before a goal can be scored. Players from the conceding team must be 2 metres from the ball when the kick is taken.

## Penalties

No players except the goalkeeper should be in front of the ball, or nearer than 2m behind or to the side. When facing a penalty the goalkeeper must stand on the goal line and must not move until the kick has been taken.

If an infringement results in a saved penalty the kick shall be re-taken. The penalty may only take a 2-step run up and must not dummy the goalkeeper. If an infringement results in a scored penalty the kick shall be re-taken.

# Drop balls

The referee may use a drop-ball to restart the game if no side is responsible for the stoppage.

# Advantage

If the referee considers that stopping the game to award a free kick will disadvantage the side being offered the free kick he can allow play to continue.

# Bookings and sending's-off

Bookable offences include:

Dissent;

Ungentlemanly conduct;

Foul and abusive language;

Time-wasting;

Aggressive behaviour.

A player booked twice will be suspended from the next match.

Sending off offences include:

Persistent dissent;

Violent conduct;

Persistent infringement of the rules (i.e. a second bookable offence following a previous booking).

A sent-off player will be suspended for the next match.

## Stoppages/Stoppage Time

There will be no additional time allowed for stoppages at the end of a half/match.

## Miscellaneous

A goal scored from outside the area, which results in the attackers momentum carrying him/her into the area, is allowed if entry into the goal area is not deliberate and the goalkeeper is not impeded.