

37. CARNIVAL RULES

The following rules apply to all age groups except u7 and u8 which will use the 5 aside Small Sided Games (SSG) format but will have finals. However the spirit of the SSG format must be maintained i.e. no goalkeeper and no set field positions.

- (a) 7 aside.
- (b) Two x 10 minute halves. Immediate changeover at half time.
- (c) The first named team on the fixture supplies the ball for the match.
- (d) Siren will sound for start, half time and for end of all games except SSG. Half time siren will be to end half only, second half to begin at referee's discretion. SSG will use a bell in lieu of a siren.
- (e) If games start late then they must be shortened.
- (f) No offside.
- (g) Penalties apply for age groups except SSG, under 9 and under 11G.
- (h) Goal 'D' is a goalkeeper safety zone for all age groups. Only the goalkeeper is allowed in the zone. If defender in box then a corner kick awarded; if attacker in box then a goal kick awarded. Goal kicks may be taken from anywhere within the penalty box.
- (j) The scoring system shall be 3 points for a win, 1 point for a draw and 0 points for a loss across all age groups including SSG, under 9 and under 11G.
- (k) If teams are tied on points after the preliminary or round robin rounds then the team with the better goal difference as per rule 16 of the competition rules shall be the winner. If goal difference is the same then the team which scored the greater number of goals shall be the winner. If both teams are tied on goals scored then the tiebreaker rules applies.
- (l) Except for SSG, under 9 and under 11G, if a tie breaker is required after the preliminary or round robin rounds to decide which team will contest the final or win the competition respectively, it shall be settled by taking five (5) penalties each and then sudden death penalties. Each penalty is to be taken by a different player.
- (m) In the case of a tie breaker being required in SSG, under 9 and under 11G after the preliminary rounds to decide which team will contest the final or win the competition respectively, the tie breaker will be settled by the drawing of lots in the presence of team managers.
- (n) In finals only, if there is no winner at the end of the official period, after an interval of five (5) minutes, a further ten (10) minutes shall be played consisting of two periods of five (5) minutes each way without further interval. Should there still be no winner at the end of extra time, the match shall be settled by taking five (5) penalties each and then sudden death penalties. Each penalty is to be taken by a different player.
- (o) In SSG, under 9 and under 11G finals if there is no winner after extra time then the trophy will be shared.