

John Chia Football Challenge

5v5 Football Challenge 2018

Date: Sat 18 August 2018

Time: 8am – 2pm

Venue : St Gabriel's Sec School

24 Serangoon Ave 1, Spore 556140

Organised by St Gabriel's OBA

Team Name: _____

Contact Person (Captain): _____

*Mobile No: _____ Home: _____ *Email: _____

s/no	Name	Year Of Graduation from St Gabriel's	Date of Birth
1			
2			
3			
4			
5			
6			
7			

Registration Fee : \$70 per team.

Team registration will only be accepted once the fully completed entry form is submitted and the registration fees are paid. Incomplete forms will not be accepted. The Org Comm will contact you upon registration of your team.

Entry forms to be emailed to: justin_lloyd_fernandez@moe.edu.sg

Registration fees can be paid by "paylah" at 96362346 or transferred to POSB Savings account 062-09937-2.

For enquiries, pl call Justin at 96362346 or Gordon 96650445

Organising Committee:

Justin Lloyd Fernandez; Gordon Lim & Hector Gomez

St Gabriel's OBA

Closing Date : 31 July 2018

RULES AND REGULATIONS

TOURNAMENT FORMAT OF PLAY

1. The John Chia Football Challenge will be played in 2 stages: a group round and the knockout round.
2. Teams will be drawn into 2 main competitions, with 10 teams each: Open Championships and Senior Championships.
3. Open Category will comprise of the younger alumni members.
4. Seniors will comprise of teams the older alumni members. This will be calculated based on the average age of the team and if there are younger players in a team.

*The Organising Committee has the discretion to place the teams into the respective category.

5. The Random Draw of the 2 Championships will be conducted before the commencement of the Challenge after the registration of the teams is completed.
6. 2 Group Winners & 2 Group Runners-Up shall proceed to Semi-Final round of the respective Championships.
7. Winners of the Semi-Finals will face off in the Finals of the 5v5 Futsal Challenge 2018 whilst the losers play for the 3rd/4th placings.
8. Medals shall be given to the Winner, Runners-up and 3rd & 4th Placings. In addition, the name of the Champion Teams for the Open & Seniors, will be engraved on the respective Championships Trophy.

DURATION OF THE GAME

1. All matches played will last 7 minutes; there is no half time break. Time will be controlled centrally. There will be no stoppage time or Injury-time.
2. Match durations may be subjected to change due to poor weather.

PLAYERS & SUBSTITUTIONS

1. A total of 7 players will be allowed to be registered in a team for the event.
2. There can only be a maximum of 5 players, including the goalkeeper, on the pitch at any one time.
4. Each team will need a minimum of 4 players, including the goalkeeper, at any time for the match to proceed.
5. Teams are allowed to make unlimited substitutions at any point (rolling substitution) during the match. That is, a player who has been substituted may return to the pitch as a substitute for another player.

6. Play will not be stopped for substitution of players to occur. (Except for goalkeepers). Referees consent must be given before change is made.

7. Procedures of substitution (except for goalkeeper): a) Substitution(s) will occur at the centre of the field. b) The incoming player can only enter the pitch after the substituted player had exited the field.

9. Procedures of substitution for goalkeeper: a) Substitution for goalkeeper can only be made when there is a stoppage in play. b) Substitution for goalkeeper can only be made with a referees consent. c) The incoming goalkeeper can only enter the pitch after the substituted goalkeeper had exited the pitch.

10. A goalkeeper may change rolls with any other player, subject to the referees consent.

START & RESTART OF PLAY

1. The Home Team (First named team) will kick-off the first half & the Away team (Second named team) will kick-off the second half. 2. The ball is deemed in play once it has been touched; the kicker shall not kick the ball again until another player kicks it. 3. When a goal is scored, the opposing team will restart the match at the centre of the pitch.

KICK IN, CORNER KICK & GOAL KICK

1. A kick-in will be awarded whenever the ball goes over the side lines. There will be no throw-in. 2. Corner kick will be awarded whenever ball is kicked out over the goal line. 3. A 4-second rule will apply. 4. A goal scored direct from a goal kick or kick in situation is not considered unless the ball is deflected off another player on the pitch.

FREE KICK & PENALTY KICK

1. A free kick shall be awarded to the opposing team if a player acts in a careless, reckless or excessively forceful manner. For example, kicking, tripping or charging at an opponent. 2. In the event of a free kick, all opposing players are to stand at least 10 yards away from the spot of the free kick. 3. The opposing team may form a wall to defend the free kick. 4. All free kicks are direct. 5. If a player commits an offence within his penalty area, a penalty (10 yards from goal) shall be awarded. 6. A penalty kicker shall be identified and all other players are to stand at centre of the field. The players are only allowed to leave the centre of the field after the penalty kick has been taken.

PENALTY SHOOTOUT

1. In the event of a stalemate in the knockout stages after regulation time, a penalty shootout shall follow.

2. 3 kicks shall be taken by each team and the winner is the team with the greater number of conversions.

3. If teams are still tied after 3 kicks each, additional kick(s) shall be taken on a sudden death basis by players who have not kicked yet.

4. Players not involved in the match at the end of regulation time shall not be allowed to take a kick.

5. If teams are still tied after all players involved in the match at the end of regulation time have taken their kicks another 3 more sudden death penalties will decide the winner following which the winner would be decided by the team with the least number cards issued to advocate fair & friendly play. 6. Should there be a tie despite the above; the winner will be decided by a coin-toss.

YELLOW CARD & RED CARD

1. A yellow card shall be awarded to a player who acts in a careless, reckless or excessively forceful manner, and any other manner that the referee deems to be disruptive to the progression of the match.

2. A player shall be awarded a red card if he:

a) Receive a 2nd yellow card in the same match.

b) Commits a serious foul play or shows violent conduct that is disruptive to play. For example, deliberately charging at an opposing player with the intention of knocking him down rather than attempting to win the ball.

c) Uses offensive, insulting or abusive language or gestures.

3. A player who receives a red card shall not be allowed to continue the match and shall be banned for the next game.

4. If the offence committed is deemed to be excessively violent and/or unruly, and unnecessary, the organising committee reserves the right to disqualify the player for the rest of the Challenge. The expelled player may also be banned from future editions of this Football Challenge.

WALKOVER & ABANDONING OF MATCH

1. Teams are expected to report to the respective field 5 minutes before their scheduled matches. Teams which failed to do so will result in a walkover.

2. Teams with less than 4 players, including the goalkeeper, on the pitch due to reasons such as expulsion of player(s) and/or injured player(s), shall not be allowed to continue the match, and the match shall be abandoned.

3. In the event of a walkover or an abandoned match in the Futsal Challenge, the opposing team shall be declared the winner of the match and be awarded 3-0 victory.

4. In the event that both teams force a walkover or abandonment of match, both teams shall not be allowed to progress in the Challenge and the match is deemed to be abandoned.

MISCELLANEOUS RULES

1. Goals can be scored from anywhere on the field.

2. The Back-pass rule applies.

3. The goalkeeper is allowed to leave the penalty area.

4. Opposing players are not allowed to challenge for the ball when it is in the hands of the goalkeeper or in the motion of release to kick.
5. Goalkeepers are not allowed to score from a throw, unless the ball touches another player enroute to goal.

For example,

- a) The ball deflected off his own player or an opposing player before it enters the goal
 - b) The opposing goalkeeper, in his attempt to keep out the throw, deflected the ball into his own goal with any part of his body, including his hand.
6. Time wasting will not be tolerated and offending player(s) may be given a yellow card by the referee.
 7. Team captains are expected to ensure that their respective teams report on time and adhere to the rules and regulations, and disciplinary requirements of the tournament.

SAFETY & FIRST AID

1. It is compulsory for all players to be properly attired with football boots suitable for field surfaces. It is recommended that players wear shin guards.
2. All players are to remove all jewellery/accessories, such as watch, necklace, bracelet, and prior to each match.
3. A player shall not be allowed to continue playing if there is a bleeding wound.
4. A certified first aider will be on standby to provide medical attention in case of emergency.