

**Football Tournament 2009**  
**Five a side football**

**Application Form**

|   |                       |
|---|-----------------------|
| <b>Team Name:</b>   | <b>Captains name:</b> |
| <b>Age Group:</b> Under 12 <input type="checkbox"/> Under 16 <input type="checkbox"/> Open age <input type="checkbox"/> |                       |

|                   |                   |
|-------------------|-------------------|
| <b>Address:</b>   | <b>Telephone:</b> |
|                   | <b>Email:</b>     |
|                   |                   |
|                   |                   |
| <b>Post Code:</b> |                   |

**Players**

| No. | Forename | Surname | DOB |
|-----|----------|---------|-----|
| 1   |          |         |     |
| 2   |          |         |     |
| 3   |          |         |     |
| 4   |          |         |     |
| 5   |          |         |     |
| 6   |          |         |     |
| 7   |          |         |     |

**Date:** 31<sup>st</sup> October 2008  
**Venue:** Aldersley Leisure Village  
Aldersley Rd  
Wolverhampton  
WV6 9NW

For Further Info contact: Tel: 07931 873396  
E Mail: info@see-q.net  
Web: www.see-q.net

**Teams must arrive no later than 8.30am and be registered by 9am.**

All players playing under 12 & Under 16 will be required to show Photo Identification clearly stating player's age.

Price per team £35.00

Please make all cheques payable to Sikh Activity Group and please write your team name on the reverse of the cheque.

Please send all applications to address below:

**No later than 23<sup>rd</sup> October 2009**

Sikh Activity Group  
2/3 Walsall Road  
Willenhall  
West Midlands  
WV13 2EH

## **RULES AND REGULATIONS**

**FAIL TO TURN UP TO A FIXTURE:** Lose by default 3 - 0.

**MATCH LENGTH:** 5 minutes a game.

**HEAD HEIGHT:** The ball must not be played overhead height. The last player the ball touches before it goes overhead height will have a free kick against them. Play will continue if the ball goes over-head height after it: is saved (not thrown) by a goalkeeper or it bounces up off of the goal frame.

**GOALKEEPER CHANGE:** Allowed, but referee must be informed before change.

**SUBSTITUTES:** Must have shirts on already; roll on substitutes as long as the referee is aware before the player enters the pitch.

**FREE KICKS:** The opposing player should stand a minimum of 3 feet away from the ball. Undue ignorance, i.e. ref continuously reprimanding the offending player will result in a booking.

**FOUL PLAY:** Charging an opponent, kicking/attempting to kick a player, tripping, Sliding tackles, fisticuffs, holding or pushing and use of the hands/arms to control the ball. All offences may result in a booking.

**MISCONDUCT:** Player's entering or leaving the pitch without referee's consent. Showing by word or action dissent towards a referee's decision. Time wasting and ungentlemanly conduct. Offences may result in a booking.

**UNACCEPTABLE CONDUCT:** Violent behaviour, serious foul play, using foul/abusive language, persistent misconduct after being booked. All result in a sending off.

**DISCIPLINARY ACTION:** A player who is sent off will miss the remainder of that game. Any violent behaviour will result in further action, for both the player and the team, in discretion of the organisers.

**PENALTY KICKS:** Goalkeeper cannot move until the ball is kicked. One step kick only for penalty taker.

**GOALKEEPER:** In possession of the ball the keeper must return the ball to play quickly by throwing the ball underarm below head height, no kicking. The ball can only be passed back to the keeper after touching two players from either team. If a goalkeeper comes out of his area, this will result in a penalty being awarded to the opposite team.

**GOAL AREA:** Only the goalkeeper is allowed in the goal area. Free kicks for attackers entering the area, and penalties against defenders entering the area.

**SIDELINE CONDUCT:** Any player or substitute (even if not used) who's games is being played falls under the referee's jurisdiction and are subject misconduct rules.