



## **CARNIVAL RULES UNDER 12 – Filippo Mele Carnival**

### **1. NOMINATIONS**

- a. Nominations shall be forwarded to the Secretary of Townsville Football Inc. accompanied by payment of the appropriate fee.
- b. Participating Associations may nominate up to fifteen (15) players prior to the commencement of the Carnival, and are required to specify alternative colours for team and goalkeepers' shirts, both main and substitute goal keeper.
- c. All competing teams shall forward to Townsville Football Inc; a duly completed player nomination sheet on the official form.
- d. Proof of date of birth shall be by way of certified birth certificate (Statutory Declarations or Baptismal Certificates are not acceptable) and the Birth Certificate shall be taken by the manager for presentation at the coaches' and managers' meeting or when required. For the purpose of this clause, a Birth Certificate is deemed to be either a full Birth Certificate or extract of entry.

### **2. TEAM SHEETS**

- a. These shall be the official Townsville team sheet. They must be handed to the referee prior to the start of the game duly completed in all respects.
  - b. Goalkeepers must be identified prior to the start of each game. The main goalkeeper's shirt being No.1, and the substitute goalkeeper being 'no number' or number 15.
- The team sheets shall be collected by a Townsville Official who shall record results. A progressive points table shall be formulated from the results and an updated copy displayed each day.

### **3. REPLACEMENT PLAYERS**

The FIFA interchange rule will apply, except for:

Interchange WILL NOT be allowed during the last five (5) minutes of each game unless substitution is for injury.

### **4. MISCONDUCT**

All instances of players, officials or teams conducting themselves in a manner contravening the rules of the game or carnival, or behaving in an unseemly manner likely to bring the game into disrepute, shall be immediately investigated.

Offences whilst teams are under the jurisdiction of the officiating referee and/or linesperson shall be dealt with under Rule 7 of these carnival rules.

### **5. FORMAT**

The carnival will be played under a pool system with teams being allocated:

- 3 points for a win*
- 1 point for a draw*
- Nil points for a loss*

- a. In the event of a tie on points, the team recording the highest positive difference when goals against are subtracted from goals for, shall be deemed pool winners.
- b. In the event of a tie on points and goal difference, the team scoring the most goals shall be deemed pool winners.



c. In the event of a tie on points, goal difference and goals for, the team who has conceded the least goals shall be deemed pool winners.

d. In the event the teams are still locked together after the above points: a, b, and c have been taken into consideration, then they shall be declared joint winners.

e. Playing times and Ball sizes: 25mins each half Pool A and B, 20 mins each half Pool C and D. Size 4 ball.

The half time break in all games will be a maximum of 10 minutes.

f. Managers, coaches and players must remain seated on the benches provided in the technical area at all times during a game. Coaching from the bench only will be permitted.

g. In the event of a colour clash of strips, the second name team on the draw is required to change to an alternative strip, (shirts and socks).

h. Wet Weather procedure:

The decision will be made by the 'Carnival Manager' and the 'Referees Co-ordinator'.

If the Carnival cannot be completed because of wet weather, then more than 50% of rounds would constitute a valid carnival. If time is lost through wet weather and if sufficient times are available, all carnival rounds should be completed by playing extra games in any remaining time. If sufficient time is not available, games should be played in order of the draw with the last games being omitted if necessary.

## **6. REFEREES AND LINESPERSON**

a. Referees and linespersons shall be appointed by the host centre.

b. In the event of a referee not being appointed, the home team will supply a referee.

## **7. DISCIPLINARY COMMITTEE**

a. The disciplinary committee shall consist of three managers acting under the chairmanship of the Carnival Manager or his/her nominee who has no vote. The rostered team managers shall be from those teams who are the next three teams listed on the draw. If insufficient games remaining, the three managers will be selected at the discretion of the Carnival Manager.

b. The disciplinary committee shall have the power to reprimand, suspend or otherwise penalise any player, official or team (refer Rule 4) who has breached the rules of the game or carnival, or has, by his/her actions, been considered to have brought the game into disrepute.

c. The penalty points system for cautions is to be used in all games.

d. If any player accumulates four (4) yellow cards during the carnival, that player will miss one (1) game.

e. Where any player has been sent from the field usually, he/she will be automatically suspended for the next game played by his/her team unless the referee indicates a greater penalty should be considered.

f. Any player appearing before the disciplinary committee must be accompanied by his/her team manager.

**8.** A coach or a manager will be allowed on the field with the referees' permission, to attend to any injured player. The referee may call for further assistance at his/her discretion.

**9.** Any other matter not set down in these Rules shall be dealt with at the discretion of the Carnival Manager.

## **CARNIVAL RULES UNDER 10 & UNDER 11**

- **Games shall be 9 v 9 including goalkeeper**
- **Maximum of three substitutes** who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.
- **Goalkeeper** – the goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.
- **The duration of the game** - 2 x 20 minutes with a ten minute half time break.
- **The start of play and restart after a goal** – pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.
- **The ball is out of play** when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the instructing referee.
- **Ball crossing the touch line:**  
Throw-in: Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5m away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw-in.
- **Ball crossing the goal line after touching the defending team last**  
Corner kick. A player from the attaching team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5m away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.
- **Ball crossing the goal line after touching the attaching team last**  
Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.
- **No Offside** - *Team coaches and managers should strongly discourage children from permanently standing in blatant offside positions.* Children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times. Instructing referees should direct players permanently standing in blatant offside positions to move into onside positions.
- **Fouls and misconduct**  
Indirect free kicks are awarded for all actions of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. For deliberate or serious acts of handball or fouls & misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area, & at least 5m behind the penalty mark.