

# Townsville Football Inc.

## U10 GATORADE CHALLENGE

SATURDAY 6 AUGUST 2011

On Saturday 6<sup>th</sup> August, Townsville Football in conjunction with Schweppes will be holding a Gala Day for the Under 10 competition. All information on the running of the day is listed below:

There will be four (4) groups consisting of 4/5 teams per Pool.

GROUP A	GROUP B	GROUP C	GROUP D
REBEL ROBOTS	REBEL REMIX	REBEL RHINOS	REBEL RIPPAS
BROS RED	SES TOP GUNS	SES ALLSTARS	SES KINGS
AFFC COUGARS	BROS BLUE	BROS WHITE	BROS GREEN
NBUFC PREDATORS	AFFC TIGERS	MAO GREENFIELDS WHITE	MAO GREENFIELD BLUE
	ROSS RIVER CSI	WARRIORS	WULGURU NQIB

All Games are to be of 24 minutes duration (2 x 12 minute halves) with a turn around of **one minute** at half time. **(This is so the players can get a quick drink only)**. All games are to start and finish at the same time; there will be a **BELL** to start and finish each game. There will be five minutes between each game. **Clubs must have their team and referees in place well before the BELL sounds.** **If one team is not in place on the field ready for kick off when the BELL sounds, that team risks possible forfeit of that game.** The home team is to supply the referee, and the home team will kick off at the start of each game; the away team kicking off the second half.

Normal SMALL-SIDED GAMES RULES will apply, with the only change being the duration of the game. **\*All results must be handed into the control tent immediately after the conclusion of each game.**

If at the end of the Pool Series there are two teams locked together on the same points, same goal difference (goal for and against), The team with the most goals **for** will be deemed the winner, if there is still a tie the team that won the game between the two teams will be deemed the winner, if after all that the two teams are still locked together a winner will be decided by a toss of a coin (this will only involve teams who finish 1<sup>st</sup> & 2<sup>nd</sup> in their pool).

During the Pool Series only the following match points will be awarded:

**WIN** – 3 points, **DRAW** – 1 point, and a **LOSS** – nil points.

In the Final Series, all games must have a winning team, therefore in the event of a draw, the games shall be decided by: The Referees will mark down the number of corners and goal kicks during the game. The team with the most corners will win the game. If this is equal the team with the least goal kicks will be declared the winner. This will apply for the Semi Finals only. In the final, if at the end of full time the score is equal, then one period of 5 minutes extra time will be played and the sudden death golden goal Rule will apply. If team scores are still equal then they shall be declared joint winners.

The control tent will be situated at the bottom of Field

**\*All team Managers are to collect, prior to the start of their first game, an envelope which will contain:**

Team Sheets TO BE COMPLETED AND RETURNED BEFORE THE GAME COMMENCES

Score Cards per game

Copy of the draw

Participation Certificates (one per player)

Field Diagram

**\*The finals will work as follows:** the top team in each Pool will contest the Semi Finals.

The two winners of the semis will then play in the challenge final, with the two losers playing in the consolation final.

**There will be prizes for the Winners and Runners-Up in both final series.**

Those clubs who have more than one team in this age group are to be aware that a change of shirt may be required if the two teams meet each other in any of the pool games and or finals. The team named second on the draw is required to change their shirts.