

POSTFACH 21197 WINDHOEK/NAMIBIA TELEFON: 061-251699 Email: dts@iway.na – Website: www.dts.org.na

10 & 11 June 2017

DTS WELLINGTON'S YOUTH FOOTBALL TOURNAMENT 2017



GAME SCHEDULE & RULES OF COMPETITION

UNDER 13 FUTSAL

| TEAMS Group A | TEAMS Group B |
|------------------|-----------------|
| DTS A | DTS B |
| Mario's Lions | Mario's Tigers |
| RAMBLERS FALCONS | RAMBLERS EAGLES |
| SFC | RAMBLERS HAWKS |
| SKW A | SKW B |
| SKW C | VRK Academy |
| | DTS C |

Saturday: Round Robin in two groups / Sunday: Play Offs Games: 2 x 14 minutes, 4 minutes half time, 3 minutes break

PLEASE BRING TEKKIES NO FOOTBALL SHOES

(V)

DEUTSCHER TURN- UND SPORTVEREIN

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UNDER 13 GROUP A SATURDAY, 10 June 2017

| Game | Time | Team | - | Team | Score |
|------|-------|------------------|---|------------------|-------|
| 1 | 07:35 | DTS A | | SKW C | |
| 2 | 08:00 | SKW A | - | SFC | |
| 3 | 08:35 | Mario's Lions | - | SKW C | |
| 4 | 09:10 | DTS C | | VRK Academy | |
| 5 | 09:45 | RAMBLERS FALCONS | - | DTS A | |
| 6 | 10:20 | SKW A | - | SKW C | |
| 7 | 10:55 | SFC | - | DTS A | |
| 8 | 11:30 | Mario's Lions | - | RAMBLERS FALCONS | |
| 9 | 12:05 | SKW C | | SFC | |
| 10 | 12:40 | DTS B | - | Ramblers Hawks | |
| 11 | 13:15 | SKW A | - | Mario's Lions | |
| 12 | 13:50 | RAMBLERS FALCONS | - | SFC | |
| 13 | 14:25 | DTS A | - | Mario's Lions | |
| 14 | 15:00 | SKW A | - | RAMBLERS FALCONS | |
| 15 | 15:35 | Mario's Tigers | | DTS C | |
| 16 | 16:10 | SKW A | - | DTS A | |
| 17 | 16:45 | SKW C | - | RAMBLERS FALCONS | |
| 18 | 17:20 | SFC | - | Mario's Lions | |
| | | | | | |

RED: Games from Group B



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UNDER 13 GROUP B SATURDAY, 10 June 2017

| Game | Time | Team | - | Team | Score |
|------|-------|-----------------|---|-----------------|-------|
| 1 | 07:35 | Ramblers Eagles | - | DTS C | |
| 2 | 08:00 | SKW B | - | VRK Academy | |
| 3 | 08:35 | Mario's Tigers | ı | RAMBLERS HAWKS | |
| 4 | 09:10 | RAMBLERS EAGLES | - | DTS B | |
| 5 | 09:45 | SKW B | - | RAMBLERS HAWKS | |
| 6 | 10:20 | VRK Academy | - | DTS B | |
| 7 | 10:55 | Mario's Tigers | - | RAMBLERS EAGLES | |
| 8 | 11:30 | DTS C | - | RAMBLERS HAWKS | |
| 9 | 12:05 | SKW B | - | Mario's Tigers | |
| 10 | 12:40 | RAMBLERS EAGLES | - | VRK Academy | |
| 11 | 13:15 | SKW B | - | DTS C | |
| 12 | 13:50 | DTS B | - | Mario's Tigers | |
| 13 | 14:25 | SKW B | - | RAMBLERS EAGLES | |
| 14 | 15:00 | RAMBLERS HAWKS | - | VRK Academy | |
| 15 | 15:35 | SKW B | - | DTS B | |
| 16 | 16:10 | RAMBLERS HAWKS | - | RAMBLERS EAGLES | |
| 17 | 16:45 | VRK Academy | - | Mario's Tigers | |
| 18 | 17:20 | DTS B | | DTS C | |



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UNDER 13 PLAY OFFS SUNDAY, 11 June 2017

| Game | Time | Team | - | Score |
|------|-------|-------------|-------------------------------|-------|
| 16 | 08:00 | 11th / 12th | 6th Group A - 6th Group B | |
| 17 | 08:35 | 9th / 10th | 5th Group A - 5th Group B | |
| 18 | 09:10 | 7th / 8th | 4th Group A - 4th Group B | |
| 19 | 09:45 | 5th / 6th | 3rd Group A - 3rd Group B | |
| 20 | 10:20 | Semi 1 | 1st Group A - 2nd Group B | |
| 21 | 10:55 | Semi 2 | 2nd Group A - 1st Group B | |
| 22 | 11:30 | 3rd | Loser Semi 1 - Loser Semi 2 | |
| 23 | 12:05 | Final | Winner Semi 1 - Winner Semi 2 | |



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GENERAL RULES

- 1. 4 field players and one goal keeper comprises a team (5-a-side)
- 2. 10 players may be nominated per team with no limit to substitutes to be used per game
- 3. Duration of games 2 x 14 minutes, 4 minutes half time, 3 minutes break
- 4. No player may turn 14 years of age in 2017. Players must be born 2004 or later. (Birth certificates of all players must be on hand and need to be present should it be required.)
- 5. AGE CHEATING will mean immediate disqualification of the tournament)
- 6. No player may shift from one team to another in the same group or from one group to the next group, unless allowed by tournament organiser.
- 7. Teams are to be ready 5 Minutes before commencement of their scheduled match. Team not ready at commencement of their scheduled match will forfeit the points (opposing team will receive 3 points, 2:0 result).
- 8. Club representatives (coaches) of each club are responsible for correct game schedules as per fixture provided.
- 9. All clubs shall have bibs on hand in the event of clash of colours.
- 10. Mode of play will be on a league basis at group level with positions to be determined by
 - Most points
 - Direct result
 - Goal difference
 - Goals scored
 - Penalties (best of five, then sudden death)
- 11. Play-offs no extra time, direct penalties. (Best of 5, then sudden death)
- 12. In the event of penalties, the goalkeeper who was in the goal in the final minute of the play off game has to be the same for the penalty shootout and may not be substituted after the final whistle of the game
- 13. Rulings of the tournament coordinator are final.
- 14. Futsal rules apply, see below:

RULES OF THE COMPETITION – FUTSAL RULES

1. The Field

The game of Futsal is played on a marked field and the ball can go out of play.

2. The Ball

Given that Futsal is played on a smaller field and emphasis skills and passing, the game is played with a smaller ball that has 30% less bounce than a standard soccer ball.



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3. Offside Rule

There is no offside rule in Futsal.

4. Players on Court and Rotating Substitutions

- A team consists of 5 players, 4 court players and 1 goalkeeper.
- Unlimited "flying" substitutions. Players substituting must enter and leave the field via the marked substitution zone in front of the team benches. (from their own defensive half when no markings) without notifying the referee.
- Player needs to be off the pitch before substitute may enter the field.
- Up to 10 players can be used in a match and there is no limit on how long a player must stay on the field, nor is a stoppage required for player substitutions which are permitted during play.

5. Registration

- Player registrations need to be handed in before their first scheduled game.
- No player changes are allowed during the tournament.
- No player may play for two teams during the tournament.
- No player may be added to the existing rooster.
- No Numbers on Jersey or Jersey may be changed during the tournament. (Unless the goal keeper is injured or is changed and the tournament organizers are informed)
- The Captain or Team Manager is responsible for their team's behavior, schedule and conduct on the field. Team returns must be signed after every game by the Captains.

6. The 4 Second Rule

- For kick-ins, free kicks and goal clearances and corner kicks, the player in possession of the ball has 4 seconds to restart play which the referee will count with fingers in the air.
- If play is not restarted within four seconds an indirect free kick will be awarded to the opposing team.

7. Kick-ins

- In order to re-start the game after the ball has gone out of play, the ball is kicked back into play from the touchline and from corners.
- The ball must be placed stationary on the touchline and the feet of the player taking the kick-in must not cross the line.
- At Corner Kicks the Balls must be placed on the edge where goal line and side line cross.
- A goal cannot be scored directly from a kick-in.
- If the ball hits the ceiling, a kick in is taken at the closest point on the nearest touchline, running parallel to the goal line.

8. The 5 Meter (or 16 Foot) Rule

• Players are required to keep 5 meters (just over 16 feet) from the player in possession of the ball on free kicks, corners, goal clearances, kick-ins and penalties.

9. Goalkeepers

- Goalkeepers are allowed to come out of the penalty area and players are allowed to go into the penalty area.
- A goal clearance must be thrown (and not kicked) and the goalkeeper is not allowed to pick up a back pass from any of their team mates. This results in an indirect free kick outside the penalty box.

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• Goalkeeper are only allowed to touch the ball with their hands inside the penalty area. This results in an indirect free kick at the area of misconduct.

10. Fouls and Misconduct

• Slide tackling is often dangerous in Futsal. It is sanctioned with a Free kick as dangerous play from there.

11.1 Exceptions: (Sliding)

- The GK is allowed to slide in an attempt to clear the ball, if in referees' judgment; his slide is an attempt only to make contact with the ball, not the opponent.
- If GK slid is reckless (a foot in air, a hook, rolling tackle) it is a foul and caution.
- A field player may slide in instances where there is not an opponent close by and no injury is likely to occur. This would most likely happen when a player is attempting to stop the ball from going out of bound or an offensive player sliding to knock the ball into the goal where there is no other defensive player close to the play.
- Players and coaches should use this general rule, if you slide tackle near a player, assume it will be called.
- No shoulder charging.

11.2 Caution-able offences (Yellow Card)

A player is cautioned if he commits any of the following seven offences:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the Futsal Laws of the Game
- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a corner kick, free kick or kick-in (defending players)
- Entering or re-entering the pitch without the referees' permission or in contravention of the substitution procedure
- Deliberately leaving the pitch without the referees' permission

11.3 Sending-off offences

A player or substitute is sent off if he commits any of the following seven offences:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match

A player or substitute who has been sent off must leave the vicinity of the pitch and the technical area.

11.4 Replacing sent-off players

- Player sent off can be replaced after 2 min by another substitute.
- Sent off cannot re-enter the game.

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• 1 Game suspension unless, Tournament committee to determine duration of suspension of player according to the degree of foul and/or misconduct during games.

• Tournament committee holds the right to refuse the right of players to continue playing in tournament.

12. Keep to Times

- Teams are required to stick to the schedule. No changes or delays can be accepted.
- Every team needs to be ready 10 minutes before the start of their scheduled game. Teams not present 5 minutes after official kickoff time will forfeit their points. The remainder can be played as a friendly match.
- The team that was on time will receive 3 Points and a 2:0 score accounted to them.

13. Penalty rules (Knock out Stage)

- In case of a draw we will have direct penalties. 3 penalties per team taken form the "D" 6 meter spot. The ball needs to be shot from without a stationary position. If after 3 penalties there is no winner, we will move to sudden death until a winner can be determined.
- Within each penalty area, a penalty mark is made 6m from the midpoint between the goalposts and equidistant to them.

Procedure:

13.1 The players other than the kicker must be located:

- on the pitch
- outside the penalty area
- behind the penalty mark
- at least 5m from the penalty mark

13.2 Procedure

- After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- The ball is in play when it is kicked and moves forward
- **13.3** When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time or at the end of a period of extra time, if any, to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:
- the ball touches either or both goalposts and/or the crossbar and/or the goalkeeper

The referees decide when a penalty kick has been completed.