



BUCKINGHAM FOOTBALL CLUB YOUTH

Annual Summer Tournament

Tournament Rules

1. Players must not exceed their age group on 31 August 2026, identified as follows;

Age Group	U7	U8	U9	U10	U11	U12	U13	U14	U15	U16
School Year	2	3	4	5	6	7	8	9	10	11

A child who has not attained the age of 6 shall not play, and shall not be permitted or encouraged to play, in a match of any kind.

The relevant age for each Player is determined by his or her age as at midnight on 31 August of the relevant Playing Season i.e. children who are aged 6 as at midnight on 31 August in a Playing Season (together with those who attain the age of 6 during the Playing Season) will be classed as Under 7 Players for that Playing Season. Children who are aged 7 as at midnight on 31 August in a Playing Season will be classed as Under 8 Players for that Playing Season, and so on.

Notwithstanding the above, a child is permitted to play up in the age group above his or her chronological age group, irrespective of any changes of format or competition structure, save that a child who attains the age of 6 after 31 August is permitted to play only in the Under 7 age group, and may not play in the Under 8 age group, for that Playing Season

2. Where FA Guidelines permit the teams may be mixed, boys and girls. Where annotated 'G' the teams must be girls only.

Age Group Flexibility for 'G' teams only when playing in Boys/Mixed Teams:

'G' are permitted to play in the boys/mixed age group one year below their chronological age group.

Clarification

U8' G's team may enter in the U7 boys/mixed age group.

3. All players must wear shin pads.
4. No player may play for more than one team.
5. No changing facilities will be available on the day.
6. No refund of Application Fees will be given in the event the tournament is cancelled or abandoned due to weather.
7. **No dogs**, other than guide dogs, are permitted within the grounds.
8. Each team manager must provide the organisers with the names and dates of birth of all their players on the Team Sheet provided in advance of the tournament or during the registration times.
9. Relevant league registration forms (or a photocopy thereof) should be available for inspection on the day.





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10. A maximum of two trialists per squad is permitted, although **no academy** or **JPL** players are allowed.
11. Except where other provisions in these rules are made, the laws of Mini Soccer (for age groups up to U10) and the FA Laws of the Game apply.
12. Each team shall consist of five players for U7's and U8's and six players for all other age groups.
13. The maximum squad size is ten players for U7's and U8's and eleven players for all other age groups.
14. The second named team will be required to change shirts or wear bibs should colours clash.
15. The first named team in each game selects ends and the second named team starts the game and supplies the match ball, which must be the following size:

Age U7 to U10 – Size 3	Age U11 to U14 – Size 4	Age U15 to U16 – Size 5
Age U10G - Size 3	Age U11G to U14G - Size 4	Age U15G to U16G - Size 5
16. Substitutes may be used at any time during the game. Once substituted the player may be re-used on a repeat substitution basis. Substitutions can only be made with the permission of the referee.
17. The offside rule does not apply.
18. Goal keepers are not permitted to kick the ball from their hands.

Sanction

If a Goalkeeper kicks from their hands an indirect free kick will be awarded from the edge of the penalty area in line with where the offence took place.

Clarification

Goalkeepers can kick the ball from the floor, they can also throw the ball under or overarm. If they have had possession in their hands they could choose to put the ball on the floor to pass out but they can not regain possession with their hands. Doing so would lead to an indirect free kick where the offence took place

19. For goal kicks, free kicks and corner kicks the opposing players must remain at least 5yards from the ball until it is in play.
20. Clarification of Additional Rules for Mini Soccer (U7 to U10);
 - a. When the goalkeeper restarts play the opponents must retreat to the half way line until the ball is in play. The defending team do not have to wait for the opposition to retreat and has the option to restart play before should they choose to. The ball is in play once it has left the penalty area.
 - b. A goal cannot be scored directly from the start or restart of play. The defending team will restart play from the goalkeeper should this occur.





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- c. All free kicks are direct. For offences in the penalty area that do not result in a penalty being awarded the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

- 21. Qualified referees will officiate in all games (unless specified by the organisers) and their decision will be final. Assistant referees will be appointed at the discretion of the referee.
- 22. The referee will record the result of each game and hand a result slip to the winning (or in the event of a draw the first named) team Manager / Coach at the end of each game. They will in turn take this slip to the control point where the result will be logged.

23. Disciplinary Rules

- a. A Player who receives a **yellow card** for any cautionable offence, including fouls, misconduct or dissent, will be dismissed from the Field of Play and serve a 2 minute temporary suspension in a '**sin bin**'. After 2 minutes, the referee will permit the player to return to the pitch or be substituted.
 - b. A Player who is dismissed from the Field of Play for receiving a second caution in the same match will be suspended automatically from the next game.
 - c. A Player who is dismissed from the Field of Play for denying a goal or an obvious goal-scoring opportunity by physical means or by handling the ball, will be suspended automatically for the next game.
 - d. A Player who is dismissed from the Field of Play for using offensive or insulting or abusive language/gestures, whether they have previously been cautioned in the match or not, will be suspended for the remainder of the tournament.
 - e. A Player who is dismissed from the Field of Play for Violent Conduct, Serious Foul Play, whether they have previously been cautioned in the match or not, will be suspended for the remainder of the tournament.
 - f. A Player who is dismissed from the Field of Play for spitting at an opponent or any other person, whether they have previously been cautioned in the match or not, will be suspended for the remainder of the tournament.
 - g. Any cases of misconduct involving players, officials or spectators may result in immediate suspension and the team concerned taking no further part in the tournament, with the details being passed to and processed by the relevant county FA.
- 24. Any disputes or welfare concerns must be raised immediately to the tournament officials at the club house. If it is in relation to a league placing which effects a semi-final it must be raised prior to the start of the first semi-final. In the case of any dispute the decision of the tournament committee will be final.
 - 25. U7 and U8 games will be 8 minutes in length with no half time.
 - 26. U9 to U16 games will be 10 minutes in length with no half time. For smaller groups with only 7 or 8 teams, each game will be extended to 12 minutes to ensure that all teams get a comparable amount of playing time. These games will also not have a halftime break.
 - 27. If a team folds during the tournament all games already played and to be played will be void. 0-0 will be registered.
 - 28. If a team chooses to miss or forfeit a game a 1-0 win will be awarded to the opposition.





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29. If a team is later than 5 mins of when the ref is ready to start, they will incur a forfeit, at the discretion of the organisers. Refs to write the details on the score slip and advise the team they are doing so.
30. The competition shall consist of a group stage and a knock out stage:

Group Stages

Age groups will consist of one group with each team playing one another on a league basis. The first named team selects ends and the second named team starts the game and supplies the ball. 3 points are awarded for a win, 1 point for a draw and 0 points for a loss.

If a team fails to fulfil a fixture at the group stage, a 0-0 score line will be recorded, unless by their failure to appear in a particular match or matches, that team gains an advantage. In this case the tournament committee shall make a decision. Their decision will be final and not open to appeal.

Qualification for the knockout stages

The top eight teams in the group after all the league games have been completed will qualify for the next stage of the competition.

In the event of a tie on points, goal difference then goals scored will apply. If teams are still level a penalty shoot-out will take place.

The teams finishing first to fourth will enter the cup knock out stage and the teams finishing fifth to eighth will enter the shield knock out stage.

A penalty shoot out is not required to split second and third positions or sixth and seventh positions.

Knockout Stage

In the knockout stage of the competition, if the scores are level at full time extra time will be played. If a player received a caution in the last minute of the knock out stage, the first minute of extra time will be played with the player remaining in the sin bin, completing the 2 minutes dismal from the field of play.

The extra-time will be a sudden-death playoff between four players from each of the two teams for a time period of up to a maximum of four minutes with a 'golden goal' rule applying, i.e. the first team to score will be declared the winner.

Any four players from the registered squad can be selected to start in the extra-time period.

If a player or players have been sent off in normal time the team numbers will be adjusted to reflect the reduction i.e. a team with one player sent off will field three players.





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The kick-off in extra time will be taken by the first named team.

If there is no golden goal scored at the end of the four minutes, the winner will be decided by penalty kicks.

Penalty Shoot Out

Each team will take three penalties. If the scores are level at the end of this, a sudden death shoot-out takes place. Only players left on the field of play, taking part in the game, including any player that is in the sin bin at the end of extra time, are eligible for the penalty shoot-out.

Both teams will remain in an orderly manner in /around the centre circle and may be joined by one official from the team only. The team manager or captain will select the order in which his players will take the penalties and make it known to the referee. This sequence will apply throughout the shoot-out in the match.

**Any misconduct from the tournament will be reported to
County FA by the referee as normal.**

