



## **Aston Clinton Colts Tournament – 27<sup>th</sup> & 28<sup>th</sup> June 2026**

### **1. Competition Format**

1.1 This Competition is called Aston Clinton Colts Tournament and is sanctioned by the Berks & Bucks County FA

1.2. The competition is by open invitation. Applications will only be considered upon receipt of a fully completed entry form and cleared payment. Entries will be confirmed by the Tournament Organiser at least 30 days prior to the tournament.

### **2. Age Groups, Squads & Player Qualification**

2.1. Age groups will relate to the 25/26 season.

2.2. Each team shall register a squad of players on the day of the competition.

2.3. Each team may register a squad of up to 10 players.

2.4. Each registered player shall only play for one team throughout the duration of the tournament.

2.5. Each team shall appoint a manager. The manager shall be responsible for their team being registered on arrival and being available to play on the correct pitch at the correct time. The manager is also responsible for adherence to the tournament rules and communication of the rules to their squads' players and supporters.

2.6. All players must wear shin pads and appropriate footwear. No

mini shin-pads. For the U7 Dev age group, all players must have attained the age of 6 years old to be able to take part.

### 3. Duration of Matches & Balls

3.1. All group stage and knock-out stage matches will be 12 minutes in duration with no half time.

3.2. All teams are responsible for considering players' playing time does not exceed the FA's guidelines on maximum playing time for children.

3.3. In each match the first named team will provide an appropriate quality and correct sized match ball .

The referee will decide with a coin who has which end and the other side has kick off

3.4. In the event of a clash of colour, the second named team should provide alternative shirts / bibs.

### 4. Scores & Results

4.1. All knockout matches will be decided by the teams scoring the most goals during normal time. In the knock-out stages, if the score is equal after normal time, then each team will select 3 players from their squad. They will then play a 3v3 match on the pitch for 2 minutes. After this 1 player from each team is to be removed so 2v2. After a further 2 minutes then a further player is removed from each team so 1v1 which continues until a winning goal is scored.

Subs can be made once every 2 minutes unless an injury has occurred. This is golden goal so at any point a goal is scored the match ends and the team that scored are the winners.

4.2 Group positions will be decided by the following (in order): number of points; goal difference; number of goals scored; head to head. If two or more teams are tied then the team with the best Fair Play record will prevail. In the unlikely event that after these considerations there is still a tie between 2 or more teams, then a play-off (or playoff round robin, if necessary) based on rule(s) 4.1 will take place to find final group positions. If there are more than 2 teams tied, and this additional phase is a round-robin, these golden

goal matches will start as 2v2s instead of 3v3s

## 5. Playing Rules

5.1. The Laws of association football will apply except where stated otherwise. 5.2. Substitutes are roll on, roll off from those named on the registration form. A substituted player can return in the same match. Referee's must be informed of and allow substitutions. The number of substitutions made during a game is unlimited. The game will not be stopped for substitutions. The player leaving the field of play is to exit at the halfway point closest to their manager. The player entering must enter at the same point the player left and only once the player is fully off the pitch. If a player enters the field of play before the substituted player has left, they will receive a 2 minute sin bin. This can be carried into the extra time.

5.3 All sin bins are playing time. If the referee stops their watch for an injury etc then the sin bin timer is paused. If full time is blown, then the sin bin doesn't carry over to the next match however will carry into extra time.

5.4 See Appendix B for other rules not in line with normal FA rules.

## 6. Scores

6.1 Referees will input scores into Tournify app on full-time whistle.

## **Appendix A**

## 7. Reporting Results

7.1. The referee is to upload their scores on the Tournify app after each game. Their fixtures will be sent to each match official the morning of the tournament.

## 8. Protests and Appeals

8.1. All questions of eligibility, qualification of players or interpretation of Rules shall be referred to the Tournament Committee, but no objection relative to the dimensions of the playing area or other appurtenances thereon shall be entertained by the Committee unless a protest is lodged with the referee before the commencement of the game.

## 9. Referees

9.1. Referees shall be appointed by the Competition.

## 10. Medals and trophies

10.1 The following will receive a medal: Winners and runners up of the cup and shield stages. All children in age groups u6-u10.

## **Appendix B** **Match Rules**

Wherever possible, normal FA rules apply except:

- a. There are no offsides.
- b. Players are allowed into the goal area.
- c. The goalkeeper may leave the goal area.
- d. The goalkeeper may handle the ball in the goal area only.
- e. The goalkeeper cannot pick up the ball from a back pass.
- f. Should the goalkeeper pick the ball up from a back pass, then an indirect free kick is awarded from the edge of the penalty area, nearest to the place the ball was handled. U7's will be given warnings on back passes in the spirit of helping them understand the rules of the game.
- g. A team cannot score directly from kick-off, a goal kick, or a dead ball situation unless the ball is touched by another player or goalkeeper before going in the net. (with exception of direct free kicks)
- h. Goal kicks are to be taken from the goal line for age-groups U9 upwards.
- i. For U7's and U8's, opposition players shall retreat to the half-way line for goal kicks.
- j. Goalkeepers from U9 upwards cannot kick the ball into play directly from their hands, it must be thrown out either underarm or overarm or placing the ball on the floor and

playing it with their feet. Should the goalkeeper return the ball into play by kicking it, then an indirect free kick is awarded from the edge of the penalty area, nearest to the place the ball was kicked.

- k. Opposing players must stand least 5 yards from free kicks, corners and goal kicks and kick ins.
- l. Rolling substitutions are allowed in all age-groups at any time after making the referee aware. Players must leave the pitch at the halfway point closest to their coach and the oncoming sub. Once the player has left the field of play the oncoming player may enter. If the player enters before the opposition has left, then a direct free-kick (depending on advantage) from where the ball is, will be given and the offending player sin binned.
- m. There are no throw ins. When a ball goes out of play the player must place the ball on the touch line where it went out. They stand clear then can dribble on and play as normal or pass the ball direct below the referee's knee height. This is the same for corners. Players do not need to wait for the opposition to be ready and can react as quickly as possible. The player cannot score direct from the kick.
- n. Should a knockout match finish in a draw then each team must select 3 players from their squad. They then play golden goal 3v3. After 2 minutes if no goal is scored a player is removed so 2v2. 2v2 continues until a winning goal is scored. Subs can be made once every 2 minutes unless an injury has occurred.
- o. Ball sizes: U7 - u10, Size 3, U11 and above Size 4.

### **Discipline**

- p. This competition uses the yellow and red card system.
- q. An accumulation of two yellow cards in a single game in the competition will result in the player being suspended from the next match.

- r. Two yellow cards in one match equals a red card and the player will be sent off.
- s. A player who receives a yellow card will receive a two minute sin bin.
- t. A player who receives a straight red card will not be permitted to take any further part in the competition.
- u. All cautions and red cards will be dealt with on the day of the match.
- v. Any time wasting by kicking balls away or standing in front of the ball will be an instant yellow card and 2 minute sin bin.
- w. Any misconduct from the tournament will be reported to Berks & Bucks FA by the referee as normal.
- x. The Referees decision is final.
- y. We have u18 referees and volunteers. Anyone found to show threatening, abusive, or aggressive behavior will have the police called and asked to leave the park. Any coaches behaving in such away will have their team disqualified and asked to leave. The FA will be informed.
- z. Any issues please speak to the referee not officiating at that time and they will direct you towards the chairman.
- aa. Aston Clinton Colts are proud to follow the FA Respect Code. Any team or individual not abiding by the Respect guidelines may be asked to leave the tournament.



**RESPECT**