



FAVERSHAM & DISTRICT YOUTH FOOTBALL LEAGUE

FESTIVAL RULES 2025

General Rules

Only players registered in accordance with League rules are permitted to play in the festival. A player shall not play for more than one team in the same festival. Any team playing an unregistered or ineligible player will be expelled from the festival by the hosting club.

Teams must register with the hosts 30 minutes before the first game is played. Coaches will be required to produce their printed team-sheet from The Whole Game System.

Standard Mini Soccer/Youth Football Rules apply. No headers, tap-ins, retreat line, etc.

Game format as standard. U7 and U8 = 5v5. U9 and U10 = 7v7.

All matches will last for 10mins. No half time. No change of end.

Rock, Paper, Scissors, to determine who kicks off or chooses end.

3 points for a Win. 1 point for a Draw. 0 points for a loss.

Any team failing to take to the field 3 minutes after being called will forfeit the match.

First named team to provide the match ball.

In the event of a colour clash the 2nd named team shall be required to change strip, this will be at the referee's discretion.

Rolling subs when permitted by the referee.

In the event teams finish level on points during the group stages, the order will be established based on:

1. Goal Difference – Highest wins.
2. Head-to-head – Winner of the head-to head group game.
3. A penalty shoot-out – See Rules of Penalties.

If a team does not qualify for the knock-out stages, they are out of the festival. Only the finalists will receive a medal. Winners and Runners-Up.

Festival Format 8 Teams – Knock-Out Stage

If scores are level at the end of the duration of play, there will not be any extra time.

The outcome shall be decided by the taking of penalty kicks.

1st and 2nd teams in each group progress to the Cup Semi-Finals.

- Group A winner will play 2nd placed team in Group B.
- Group B winner will play 2nd placed team in Group A.

Winner of the Semi-Final progress to the Cup Final.

3rd and 4th teams in each group progress to the Shield Semi-Finals.

- Group A 3rd placed team will play 4th placed team in Group B.
- Group A 4th placed team will play 3rd placed team in Group B.

Winners of the Semi-Final progress to the Shield Final.

Festival Format 6 Teams – Knock-Out Stage

If scores are level at the end of the duration of play, there will not be any extra time.

The outcome shall be decided by the taking of penalty kicks.

1st and 2nd teams progress to the Cup Final.

3rd and 4th teams progress to the Shield Final.

Rules for Penalties

Three penalties shall be taken by each team.

The team scoring the most penalties will be adjudged the winners.

Only players on the field of play at the end of the game are permitted to take penalties.

Should the scores be level after both teams have taken three penalties each, the outcome will be determined by sudden death penalties.

Only the original three penalty takers are permitted to take penalties in the sudden death, and this must be in the same order the three previous penalties were taken in.

Penalties will be taken until a team has been determined as the winner.