



# Sat 11th & Sun 12th July



## Intersports FC Main Tournament information

### How to find us:

Address: Intersports FC, Granites Chase, CM11 2UQ

### Parking

£3 per car – cash (ideally change)

Please have this ready on arrival

Please allow extra time for parking as it will be busy but there is plenty of space.

**DO NOT PARK IN THE FARM SHOP CAR PARK**

Please follow the instructions of the volunteer parking attendants on where to park.

### IMPORTANT INFORMATION

- No dogs allowed
- No smoking pitch side
- Portaloos on site
- First aid on site
- Refreshments available - hot & cold food, drinks & ice-cream
- Football darts, kit stall & more available
- 1 gazebo per team maximum
- Please take all rubbish away with you or place in bins provided
- Once your games are finished please leave the ground promptly to help ease congestion

All teams **must** confirm their arrival at the registration tent.

**AM** - 8.30am with managers meeting at 8.45am

**PM** - 2pm with managers meeting at 2.15pm



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## Intersports FC Main Tournament information

### Expected Timings

#### **AM session:**

**8.30am** – registration by the managers.

**8.45am** – managers meeting next to the registration tent

**9am - 12.30pm** – prompt KO time for all matches

**c. 12.45pm / 1pm** - semi-finals **1.15pm** - finals

#### **PM session:**

Please do not arrive before 1.30pm to ease the traffic flow as this is a cross over period

**2pm** - registration by the managers

**2.15pm** – managers meeting next to the registration tent

**2.30pm - 6pm** – prompt KO time for all matches

**c. 6.15pm / 6.30pm** - semi-final **6.45pm** - final

### Discipline

- **The Refs say is final**
- ZERO tolerance to aggressive managers or supporters
- You will be asked to leave and team disqualified
- Encouragement & cheering only
- Please stay behind respect barriers at all times
- Only the manager / coach allowed pitch side & must have appropriate DBS / Safeguarding etc.
- Do not stand behind the goals
- Please set a good example to the children & enjoy the day!

Please report any inappropriate behaviour to the registration tent.

Child Welfare Officer - Tom Ekers - [cwo@intersportsfc.com](mailto:cwo@intersportsfc.com) - 07841125764

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# Intersports FC Main Tournament information

## Fixtures & results

Tournify website / app will have all details on groups, fixtures,  
live league tables & standings

QR code / weblink on the programme on the day

The referee will give the result slip for the game to the winning  
coach, it is your responsibility to bring this to the registration  
tent for the score to be input on the system. If it's a draw  
either manager can bring over.

## Format

Groups of 4-6 teams.

Where 4/5 teams - games will be 15 minutes

Where 6 teams - games will be 12 minutes

Straight through - no half time

Quick turnaround between matches so be prepared. We will aim  
to get ahead of schedule. Take the lead from the ref

Home team is listed first. In the event of kit clash - away team  
changes or uses bibs. Home team supplies the ball

3 points for a win / 1 point for a draw

In the event of teams being level then the following will apply:  
goal difference > goals scored > head to head score.

If still not decided then 3 penalties to be taken by each team  
then sudden death



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## Intersports FC Main Tournament information

Age groups / timings  
(25/26 season age groups)

### Saturday 11<sup>th</sup> July

#### AM session

- U7 (lower) - 5v5 - Pitch 5A & 5B - 12 min games
- U9 (lower) - 7v7 - Pitch 7A & 7B - 12 min games
- U11 (lower) - 9v9 - Pitch 9A & 9B - 12 min games
- U13 (mixed) - 9v9 - Pitch 9C & 9D - 12 min games

#### PM session

- U7 (mid & high) - 5v5 - Pitch 5A & 5B - 12 min games
- U9 (higher) - 7v7 - Pitch 7A & 7B - 12 min games
- U11 (Elite) - 9v9 - Pitch 9A & 9B - 12 min games
- U13 (Elite) - 9v9 - Pitch 9C & 9D - 15 min games

### Sunday 12<sup>th</sup> July

#### AM session

- U8 (lower) - 5v5 - Pitches 5A & 5B - 12 min games
- U10 (lower) - 7v7 - Pitch 7A & 7B - 12 min games
- U12 (lower) - 9v9 - Pitch 9A & 9B - 12 min games
- U14 (mixed) - 9v9 - Pitch 9B & 9C - 15 min games

#### PM session

- U8 (mid & higher) - 5v5 - Pitch 5A & 5B - 12 min games
- U10 (higher) - 7v7 - Pitch 7A & 7B - 12 min games
- U11 (higher) - 9v9 - Pitch 9A & 9B - 12 min games
- U12 (higher) - 9v9 - Pitch 9C & 9D - 12 min games

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# Intersports FC Main Tournament information

## Pitch map





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## Intersports FC Main Tournament information

### Non Competitive Groups Rules

Each pitch runs as a separate tournament.  
Work has been done to ensure close matches in terms of team ability.

There are no semi-finals / finals

Top team of each group receives a small trophy & gold medals  
2<sup>nd</sup> place of each group receive silver medals

All remaining teams receive participation medals

These will be handed out after completion of the final games  
(roughly 12.45pm for AM session and 6.15pm for PM session)

Please visit the registration tent

If your team needs to leave earlier, please feel free to collect your  
medals directly from the tent after your final game

### 5v5 Non Competitive Rules (U7 & U8)

- Size 3 ball
- Max of 10 players
- Roll on / Roll off subs
- Power play rules (if needed if > 4 goal difference)
- No added time
- Half way retreat line from goal kicks only
- No deliberate heading
- Normal kick ins / corners
- All free kicks direct (5 yards)
- No offside



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## Intersports FC Main Tournament information

### Competitive Group Rules

Top 2 teams from each group go to Cup Semi-final against teams from other group and Winners to Cup final

3<sup>rd</sup> & 4<sup>th</sup> place from each group go to Plate Semi-final against teams from other group and winners to Plate final

Winners receive team trophy or plate & gold medals

Runner ups in the final receive silver medals

No participation medals for competitive ages

Please visit the registration tent to receive trophy/medals

### 7v7 rules (U9 & U10)

- Size 3 ball
- Max of 12 players
- Roll on / Roll off subs
- No added time (refs discretion if necessary)
- Half way retreat line for goal kicks
- Normal kick ins / corners
- No deliberate heading
- All free kicks direct (5 yards)
- No offside
- GK cannot handle from pass back

### 9v9 rules (U11-U14)

- Size 4 ball
- Max of 15 players
- Roll on / Roll off subs
- No added time (refs discretion if necessary)
- Normal throw ins / corners
- Heading OK
- All free kicks direct (10 yards)
- No offside
- GK cannot handle from pass back

### Semi-finals / finals

- Same rules as group stage
- A drawn game will go straight to penalties
- 3 penalties then sudden death
- Each player may only take 1 penalty (unless full team have)
- Penalty retakes at ref discretion