



## **OBA Inter Batch Football Tournament, 2017** **St. Joseph's Boys' High School**

### **Dates**

Saturday, 2<sup>nd</sup> December 2017, 9:00 AM onwards

Sunday, 3<sup>rd</sup> December 2017, 1:00 PM onwards

**Venue:** St. Joseph's Boys' High School Grounds, Bangalore

**Registration Fees:** Rs. 4,000/- For Batches of 2010 and before  
Rs. 2,500/- For Batches of 2011 and after  
Rs. 250/- For individuals who play in the OBA team

### **RULES AND REGULATIONS**

Two tournaments will be conducted:

1. For Batches 2000 and below
2. For Batches 2001 and after

### **TEAMS**

- Every team member MUST be a member of the OBA
- All players must be registered under only one team
- Any number of team entries per batch
- All registered players can play only for the team he is registered in
- Each team consists of a maximum of 10 players and a minimum of 5 players
- There will be OBA team(s). Batches that do not have sufficient players can join the OBA team
- The charge for the OBA Team will be **Rs.250/-** per head
- All team registrations should be done no later than 29<sup>th</sup> November 2017
- Late entries may not be accommodated after the final draw on the 30<sup>th</sup> of November 2017
- The match schedule will be shared with all teams by 1<sup>st</sup> December 2017
- Match timings as per the schedule are sacrosanct and will not be changes / exchanged
- If a registered team wants to make changes to the players within it on the day of the tournament, they need to inform the organizing committee of the change



## **TOURNAMENT FORMAT**

The matches will be played on a League and Knockout basis

### **GROUP STAGE**

The top 2 teams from each group will advance to the knock out stage. In the event of a tie during the group stage, the following will be considered in the order below:

1. Highest points
2. Highest goal difference
3. Highest number of goals-for
4. Lowest number of goals-against
5. Penalty shout out (3 penalties each)
6. Sudden death (1 penalty each till a result is received)

### **POINT SYSTEM**

\*3 points for a win, 1 for a draw and 0 for a loss

### **FORMAT of EXTRA TIME / PENALTIES IN KNOCKOUT STAGE**

1. 5 minutes a half of extra time with no break between halves (total 10 minutes)
2. 3 penalty kicks per team
3. Sudden death – 1 penalty kick per side (including substitutes), till a result is reached
  - No player from either side can take a 2<sup>nd</sup> penalty till all the other players from his side have
  - In case the number of substitutes in each side are different, the team with the lesser number will be considered as the stipulated number of penalty takers for sudden death
4. Goalkeepers may be substituted at any time and as many times as desired, before a shootout and during regular play
5. The kicker is allowed only 1 step. Failure to comply results in a disqualified penalty
6. The kicker must wait for the referee's whistle. If a kick is taken before the whistle, a re-kick will be taken once. The penalty is forfeited if this happens a 2<sup>nd</sup> time.

### **RAIN**

1. Stopping and starting of play in the eventuality of rain is at the on-field referee's discretion
2. If play is stopped and resumed, the match will continue with the same score-line and time remaining from the point of stoppage
3. Matches partly played or not played on day 1, will be rescheduled between 8:00 am and 12:00 noon on day 2, time permitting.
4. Time not permitting, the score line at the time of stoppage will be considered the final score for a game that has already commenced.
5. If the teams are tied at the time of the stoppage, the rules under the header "**GROUP STAGE**" will be applied.
6. A draw and 1 point each will be awarded to both teams for matches that have been called off completely.
7. In the event of the finals being called off due to rain, the trophy will be shared by both teams. If the finals are partially played and the team are not tied, the score at the time of stoppage will be considered the final score.
8. Rescheduling or cancelation of a match due to rain is completely at the discretion of the refereeing body and organizing committee



## **RULES OF PLAY**

### **Kick off**

7. The referee will toss a coin. The side that wins the toss can choose which side of the field to play from or to start the game.
8. At half time, teams switch halves and the other team starts play
9. Play can be kicked off in any direction.
10. Opposition players from the team that is taking the initial kick must be at least 3 yards away

### **Duration**

#### **Group Stage**

11. Each half will be of 10 minutes duration with a 5-minute break in the group stage

#### **Knockout Stage**

12. Each half will be of 15 minutes duration with a 5-minute break in the knockout stage

**Teams must report 10 minutes before the scheduled start of their game.**

**Failure to report 5 minutes after the scheduled start time will result in a walk over.**

## **PLAY**

### **Ball Out of Play**

13. If the ball goes off an attacking player, the goalkeeper restarts play with an underarm throw
14. If the ball goes off a defending player, a corner kick is awarded to the attacking team
15. If the ball goes out of play on the sidelines a kick in is awarded

### **Ball in Play**

16. Goals can be scored from anywhere on the playing field other than the GK's throw in
17. Balls that go directly into the goal from a corner kick or sideline kick will be a goal
18. Players other than the goalkeeper deliberately handling the ball inside the 'D' will result in a direct red card and a penalty
19. For the safety of all players, slide tackles are not allowed

### **Freekicks**

20. Whether a freekick is direct or indirect will be indicated by the referee
21. During a free kick, opponents are to stand minimum 7 feet from the ball or as directed by the referee
22. Freekicks must be taken within 10 seconds of placing the ball
23. Whistle or no whistle for start of play from a free kick is the referee's decision

### **Substitution**

24. Any number of substitutions can be made during the match by informing the referee & after the substituted player leaves the field.
25. Substitution will be allowed only from the registered players of a team
26. Any player can change to the goalkeeper by informing the referee (including for a penalty / shoot out in case of a tie)



### **CARDS**

27. 1 yellow card in a game; 1<sup>st</sup> warning. 2 yellow cards in the same game, is the same as 1 red card
28. 1 Red card in a game; suspension from that game and the next.
29. 1 yellow card in 2 consecutive games, suspension from the next game
30. 2 red cards in the tournament results in suspension from that game and the rest of the tournament

### **GOALKEEPERS**

31. Goalkeepers cannot handle the ball outside the 'D'
32. There will be no GOAL KICK. Goalkeepers will roll the ball by hand (underarm only) from inside the 'D' area.
33. A goalkeeper's throw that goes **directly** into the opponent's goal will **not** be counted as a goal
34. The throw will be taken again, under arm
35. Scoring from inside the 'D' is allowed
36. Goalkeeper is not allowed to hold the ball for more than 6 seconds inside the D. If this happens, a penalty will be awarded to the opponent
37. Back pass to the goalkeeper (including by head) – no hands, violation will result in a free kick.

### **IMPORTANT**

***The decision and right to suspend a player or a team for ANY misconduct for the entire duration of the tournament lies solely with the organizing committee.***

*For questions and clarifications, please contact*

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