

BUSHFIRE AID 2020

5 - A - S I D E C U P





LINE-UP FOR THE DAY

5-A-SIDE CUP

JUNIORS

TEAM CHECK- IN : 11.30-11:45pm

KICK OFF: 12.00pm

UF5 - Teen Only 5v5

TEAM CHECK- IN : 03.30-04.00pm

KICK OFF: 4.00pm

Men's 5-a-side Cup

TEAM CHECK- IN : 5.45 -06.15pm

KICK OFF: 06.30pm

INFLATABLE FUN PARK

12.00pm – 04.00pm

Visit website to book inflatablefunpark.com/book

06.00pm– 08.00pm

\$10 gate entry proceeds go to Bushfire Disaster Fund

MUSIC

12.00pm // Masie & Josh – Bar Area

Deckdrum – Pool Area

03.00pm // Evryday Ppl

06.00pm // The Engagement

DJ ATM – Pool Area

08.00pm // Harbour the Hope

09.00pm // Rehash – Cover Band

11.00pm // DJ Craig

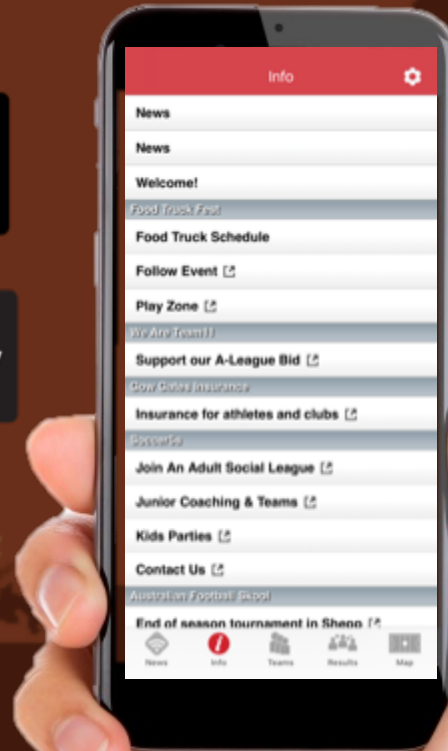
**Last orders midnight. Venue closes 1am.*





THE OFFICIAL APP - DOWNLOAD IT NOW!

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- News & Offers section
- Venue information



PLAYING RULES & FORMATS

TEAMS WILL RECEIVE TEAM PACKS AT CHECK-IN – PLEASE COME TO DESK 30 MINUTES BEFORE YOUR SCHEDULED TIME

- **SENIORS - 20 MINUTE GAMES** one way (finals are 15 minutes)
- **JUNIORS – 20 MINUTE GAMES** one way (finals are 15 minutes)
- **F5 U13-U16 – 10 MINUTE GAMES** one way (finals are 10 minutes) winner stays on

Referees will time the games, please ensure that you are on your pitch ready to go before the start of the game.

STRICTLY NO SLIDE TACKLING allowed.

- **Yellow Cards** will be given for those that slide tackle for the ball.
- There is no sliding to intercept the ball, this will be a free kick

Goalkeepers **CANNOT** come out of the area at any time & Defenders **CANNOT** enter the area at any time

- If either occur, a one step Penalty Kick will be given.

Attackers **CANNOT** enter the area to play the ball. If they do, it will be a Goalkeepers ball. The white line is deemed GK ball.

2 METRES IN THE CORNERS

You must allow the player with the ball 2 metres. He/she must be allowed space to be able to play the ball out. If you are too close, the referee will call '2 metres in the corner' and you must step away from the player. If a player doesn't look to play the ball (foot should be on the ball, referees will count down from 5)

SIN BIN RULE - Referees may choose to SIN BIN players for a selected time to cool off.

TAKE IT EASY ON THE FENCES

They are steel cages that are built to last and not built for "shoving" or "pushing" people into or shoulder barging people into to win the ball. Referees will be looking out for this and act where appropriate.

'PassBack' RULE

If the Goalkeeper has the ball and plays it to a defender, the same defender cannot pass it straight back to Goalkeeper. It must go to another player or be touched by another player.

ALL FREE KICKS - INDIRECT

This means that you cannot score directly from the free kick. It either has to be passed to someone or take a deflection from someone else. All Penalty kicks are 1 step.

If anybody has any questions, come and see a staff member at the Tournament desk

YELLOW & RED CARDS – 2 Yellow cards in Groups mean players miss next game. A red card will miss next group game or more at mgmt discretion



PLAYING RULES & FORMATS

WHAT TO WEAR

- **Players should wear matching jerseys or at least same colour. Bibs can be provided in the event of confusion and clash.**
- **Outdoor boots are recommended as its slippy when wet**
- **Shin guards are highly suggested & recommended but not compulsory**
- **Shorts (\$22.99) Socks (\$12.99) are available for purchase**

CATEGORIES

- **Seniors & U13-U16 – 5-a-side / 5v5 + 3 subs (8 total)**
- **Juniors - 6-a-side / 6v6 + 3 subs (9 total)**

MATCH BALLS

Will be provided for games

- **Seniors – Size 5**
- **Juniors U06-U08 – Size 3**
- **Juniors U09-U12 – Size 4**
- **U13-U16 - Size 5**

RESTART OF PLAY

Play is restarted from the middle of the halfway line with all players in their own half of the field of play. Opponents must be at least 2m away from the ball. The ball is in play once it moves.

INJURY TIME

No injury time is played unless of a severe nature – management discretion

FINALS

Seniors – in the event of Ties during Elimination finals, teams will play 5 minutes Golden Goal followed by 3 Penalties each and followed by sudden death

Juniors – in the event of Ties during Elimination finals, teams go straight into 3 Penalties each followed by sudden death penalties

U13-U16 – F5 format is 5v5, winner stays on, 10 min games. For each pitch, the two teams that win the most games will play Grand Final

1st Place Winner receive Trophy and Medals and 2nd Place receive medals across Junior and Senior comps.

REFEREES

- All the decisions of the match referee are final and binding as far as the result of a match is concerned, and no protest can be lodged.
- Under no circumstances are supporters allowed to approach, question or criticise referees during the tournament.
- Any misconduct towards referees will not be tolerated and may result in teams losing points or being disqualified from the tournament and may affect future participation of teams from the same club. Any serious incidents will also be reported for extra action to be taken.



PLAYER INFORMATION

- All Seniors & Juniors have been requested to add players to roster through the online registrations. Please ensure
- Please ensure all players have with them proof of identification that includes a photo and date of birth at every game of the tournament. Juniors will be required to prove this if asked.
- If you are asked to provide proof of a players age you must do so with appropriate documentation that can be in the form of FV ID card, school ID, passport or birth certificate.
- If the opposing team requests for one of your players to prove their age and you cannot produce proof, the player in question will not be allowed to participate in that game.
- Each squad has can only have a maximum of 5 players in the squad
- Changes can be made to team sheets before the tournaments kick off – but must not exceed number of registered players or be ineligible
- Any team that is found guilty of fielding an ineligible player for whatever reason shall forfeit the match. The result of the game will be awarded 3-0 in favour of the opposing team along with the resultant three points.
 - E.g. Under 12 - Born in 2008 or younger
- A player can only participate in one team during the entire tournament for their age group.
- 5-a-side Cup organisers reserves the right to use their discretion to provide dispensation to older players to play in the tournament.



JUNIORS - COACHES CODE OF CONDUCT

- This code of conduct shall apply to all coaches. Any breach thereof shall be subject to disciplinary action by 5-a-side Cup management, be expelled from the premises and not be allowed to any future events or programs
- Remember that players participate for fun and winning is only part of the fun
- Never ridicule or yell at players for making mistakes or for not winning games
- Be reasonable in your demands on a player's time, energy and enthusiasm
- Always operate within the rules and spirit of the game and teach your players to do the same
- Ensure that the time players spend with you is a positive experience. All players are deserving of equal attention and opportunities
- Avoid overplaying the talented player the less developed player need and deserve equal time
- Ensure that the equipment and facilities meet safety standards and are appropriate to the age and ability of all players
- Display control, respect and professionalism to all involved with the sport. This includes opponents, coaches, officials, administrators, the media, parents and spectators. Encourage players to do the same
- Show concern and caution towards sick and injured players. Follow the advice of a doctor when determining whether an injured player is ready to recommence training or competition games
- Obtain appropriate coaching qualifications and keep up to date with the latest coaching practices and the principles of growth development and conditioning of junior players
- Any physical contact by the coach with a player should be appropriate to the situation and necessary for the player's skill development
- Respect the rights, dignity and worth of every player regardless of their gender, ability, cultural background or religion
- Refrain from over coaching during games, let the players play and learn from their own mistakes