



Presents in partnership with Auckland Stadiums

**THE UNDER 11 NATIONAL TOURNAMENT
MT SMART STADIUM,
O'RORKE ROAD, PENROSE, AUCKLAND**

Saturday 12th and Sunday 13th December 2020

TOURNAMENT INFORMATION & REGULATIONS

Invitation

Ellerslie AFC has extended an invitation to all Under 11 teams throughout New Zealand via their federations to participate in the Ellerslie AFC U11 National Tournament.

Our aims for this event include:

- Bringing together young players and supporters from around New Zealand
- Determining the male and female Champions at Under 11 age group
- "Playing football - scoring goals, having fun through fair play"

Registration

To register a team entry, complete the registration form and email to Kelly Bolus – info@ellersliefootball.org.nz by **Monday 30th November 2020**.

One male and one female team entry per club will be accepted in the tournament, however a second team entry maybe also be accepted at the discretion of the Tournament Committee if the number of team entries allow.

If two entries from the same club in the same gender are accepted, players will be ring fenced to one team & cannot play for both teams.

All players must have been registered in Comet for your club previously to allow check on proof of age to be verified. Guest players are to have been registered for their club previously for the same reason.

Payment Details

Entry Fee is \$400.00 per team (including GST), payable by Monday 30th November 2020.

Payment can be made by online banking to:

Ellerslie AFC

ASB Bank acc # 12-3060-0187771-01

Reference – U11 Nats, your club name, your team name

Eligibility

Players must be born on or after 1st January 2009 and on or before 31st December 2010 (eligible for U10 & U11's grades) and have been registered players of a club affiliated to a Federation of New Zealand Football.

All players must have been registered with their club in the 2020 season. The Tournament Committee's preference is for all players to be registered with the same club entering the tournament but will consider up to two guest players on application. The application is to be sent to info@ellersliefootball.org.nz prior to submitting the team list and include permission from the guest player's club.

The 13 players submitted on the signed team list prior to arrival will take part in both days of the tournament.

Only in extreme circumstances will the Tournament Committee consider a replacement for any members of the 13 playing squad.

Dispensations for players outside of the above criteria to be considered by the Tournament Committee. The Committee's decision is final.

Information Packs

The Information packs will be available for collection prior to the team's first match, from Tournament HQ in Arena 2 at Mt Smart Stadium on Saturday 12th December 2020. There will be no Coaches briefing.

Referees and Match Balls

Ellerslie AFC will be responsible for organising referees for all games. Each team is to supply an assistant referee for each match they are involved in. If there is not a referee appointed, each team is to referee one half each.

If your club would like to put forward a referee with a current and recognized Community Referee or higher qualification to be included in the referee roster, please email Alejo Perez Leguizamon on alejope@hotmail.com. They would not be appointed to matches involving their team.

Ellerslie AFC will supply Size 4 match balls for all games.

Facilities

There will be a range of drinks, coffee and hot and cold food available for purchase on site from the John Walker Lounge and vending trucks. No commercially packaged food is to be brought on site to Mt Smart Stadium.

Please respect the fields and take note of the roped off areas. Please walk around the marked fields during the tournament so the fields stay in good condition for the length of the tournament.

Only players, coaches, managers and referees will be able to access the marked fields and inside Arena 2. All participants must be wearing the correct footwear. To avoid disappointment by being turned away, please make sure that everyone is wearing molded sole football boots. Boots with metal sprigs are not acceptable.

If you wish to set up a marquee for the tournament to provide your team with a base, please contact Tim Adams – chariman@ellersliefootball.org.nz to book a site.

Dogs are not allowed at the Mt Smart Stadium venue, please leave them at home 😊

Mt Smart Stadium is a smoke-free zone so no smoking is permitted at the venue.

Parking

There is plenty of parking available at Mt Smart Stadium which can be accessed via O'Rorke Road or Maurice Road entrances.

Prizes

The winners and runners-up of the Championship, Plate and Bowl finals will all receive medals recognizing their finals achievement with a trophy presented to the winning teams.

Other prizes will be awarded for Fair play team award, Sportsmanship awards for male and female players, along with spot prizes.

Postponement Date and Cancellation Notice

There is no ability to postpone the event so if games are cancelled due to extreme weather conditions, there will be a revised format provided on the day advised by the Tournament Committee.

Fair Play and NZF Code of Conduct

This is a youth tournament, and as much as winning is important, so are the values that come from playing sport in a team environment.

The Club Committee ask that all coaches, spectators and players respect the Referee and their decisions at all times. This courtesy also extends to the opposing team and supporters.

Any incidents where it is deemed that the NZF Code of Conduct has been breached will be viewed in a serious manner.

No coaching from on the field or from the team's assistant referee.

All support and encouragement must be from the side-line only on grass fields (not on-field or behind in-field goals).



U11 NATIONALS REGULATIONS

Tournament Format

Teams shall be 9 a-side, with 1 player designated as the goalkeeper, from a squad of 13.

Rolling substitutions with unlimited interchange during the match.

Field size: ½ field with 4m x 2m goals.

Match balls will be Size 4 match balls.

Pool play format (dependent on final team entry numbers which may require revised format)

BOYS – 24 teams split into 4 pools of six teams / 18 teams split into 3 pools of six teams

GIRLS – 12 teams split into 2 pools of six teams / 6 to 8 teams playing round robin format

Games will be scheduled over the two days, with Prizegiving on Sunday afternoon. All teams will play a minimum of five games over the two days.

Pool play will determine which teams qualify for the Championship, Plate or Bowl Finals.

Duration of matches if 24 male teams / 12 girls teams entered:

Pool play & up to and including semi-finals - 2 x 15 minute halves with 5 minutes for half time.

Each Final match to determine the winner – 2 x 20 minute halves with 5 minutes for half time.

Duration of matches if 18 male teams / and up to 8 girls teams entered:

All matches in the tournament – 2 x 20 minute halves with 5 minutes for half time.

In the event of a draw in any of the matches outside of pool play, extra time will be played and will begin after a 2 minute break. Extra time will consist of 5 minutes each way with straight turnaround at half-time. The golden goal rule will NOT apply.

If teams are still tied at the end of extra time, then penalty kicks will be taken in accordance with the FIFA Laws of the Game.

Qualification for Playoffs

3 points for a win, 1 point for a draw and 0 points for a loss during pool play. The total points scored over Pool Play determine the rankings.

If points are tied at the completion of the pool games, teams will be ranked in the following order

- on head to head results of the two or more tied teams
- least goals conceded (to disincentivize teams from running up the score)

If teams are still even, then a toss of a coin will be used.

Teams finishing in the following positions at the end of pool play will qualify for the finals

- 1st & 2nd from each pool – Championship
- 3rd & 4th from each pool – Plate
- 5th & 6th from each pool – Bowl

Mini Football Playing Rules (as per NRF regulations)

Start and restart of play - A game is started with a kick to a teammate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick-off as per the start of play.

Scoring goals - A goal is scored when the whole ball crosses the whole of the line – either in the air or on the ground.

Offside – The halfway line becomes the offside line.

A player is offside if they are over the retreating line at the time the ball is passed and there are no outfield defending players over the retreating line. This applies when the pass originates from anywhere in front of the retreating line the team is attacking. If the pass originates from beyond the retreating line, a player cannot be offside.

Ball crossing the sideline - The ball should be thrown in to play from behind the sideline. The player should face the field of play with both feet either behind or on the sideline. Players must use both hands to deliver the ball from behind and over their head. The thrower may not touch the ball until it has touched another player and if this occurs an indirect free kick is awarded. A goal cannot be scored directly from a throw in.

Ball crossing the goal line

- Last touched by defending team – A corner kick is awarded.
- Last touched by attacking team – Goal kick from anywhere within the penalty area. Opponents retreat to the Retreating Line.

Goalkeepers - The Goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The Goalkeeper is not allowed to kick or drop kick the ball directly from their hands. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

Fouls and misconducts - There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.

Free Kicks occur when a player:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempt to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball

- Making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 8m out with a Goalkeeper in position.

Retreating Line (as per NRF Regulations)

Playing out from the back - When a team's goalkeeper has the ball in their hands, is taking a goal kick or any player taking a Free Kick, the opposition team must drop back behind the retreating line.

Only after the goalkeeper plays the ball out and a team-mate touches the ball, can the opposition players advance over the retreating line.

If the Goalkeeper plays the ball over the Retreating Line, the game continues as normal. The teammate receiving the ball from the Goalkeeper should be encouraged to take their first touch as quickly as possible.

Infringement - If a defending player advances beyond the Retreating Line before the opponent has touched the ball (from Goalkeeper pass) or fails to drop behind the line, the referee will award an indirect free kick on the Retreating Line.

The defending team should be encouraged by their coach to drop back behind the Retreating Line when the opposition Goalkeeper has the ball or at a free kick, and to wait for the opponent's first touch before starting to press.

Dimensions - Fields are marked with the retreating lines as 30% - 40% - 30% of all half size fields.

Other match rules will follow normal FIFA Laws of the Game.

The Referee will be the timekeeper for each match and the referee's decision is FINAL.

The Referee is to submit the game result and Sportsmanship Award Nomination to the Tournament HQ in Arena 2 immediately at the end of each match.

Discipline and Misconduct

At this age group, it would be the expectation of the Tournament Committee that no cautions are issued to any players. If however in the unlikely event of a player receiving two yellow cards in two separate games, the player is to be suspended for the match immediately following the match in which the second caution was received. If this match is the final, the player is suspended for the first half of the final but eligible to take the field in the second half of the match.

If a player is sent from the field of play for violent conduct, the player is immediately suspended from the following match, including the final. The Tournament Committee will determine if there is a further suspension to be served after obtaining all relevant information about the incident.