

DANONE NATIONS CUP SOUTH AFRICA

SASFA U12 SUMMARISED RULES 2017



PREAMBULE

By participating in the Danone Nations Cup, all the teams undertake to respect the values of the event (humanism, open-mindedness, proximity and enthusiasm) and ensure that they are observed by others, whilst putting them into practice throughout the competition.

GENERIC LAWS :

Article 1

All players participating in the tournament must have been born between 01/01/2005 and 31/12/2006. All players in the team must be registered at the same school. Each player must be in possession of an unabridged birth certificate or birth certificate and be legible to apply for a South African passport. Should a team have player/s that are ineligible to obtain South African passports then the opposition team/s will all receive a 3-0 result when allocating points on the log. Teams will not be able to progress beyond the cluster level of the tournament if player/s is not able to obtain a South African passport.

Article 2

As per the International World Final Rules: A team comprises of only 12 players, of which 8 including the goalkeeper can play at the same time.

Article 3

For football shoes, **only moulded cleats are permitted.**

Article 4

A Bib number will be allocated to each player corresponding to the order on the Team Registration form, this number must be retained for all matches throughout the competition. Bibs will be worn over players team kit.

Article 5

For matches in the pool phase, teams are classified by earning points:

Match won:	3 points
Match won by forfeit:	3 points (= 3-0 victory)
Match tied:	1 point
Match lost:	0 point
Match lost by forfeit:	0 point (= 3-0 loss)

The following methods are used to decide between tied teams for ranking after the Pool phase:

- a) The head to head result between the teams concerned (in normal time or penalties)
- b) If 3 teams are equal on points and they all beat each other: goal difference in all pool matches
- c) highest goals for
- d) least goals against
- e) team with best disciplinary record
- f) coin toss

In case of a tie during the 2nd-phase matches, the declared winner will be the team that won the penalty shootout according to its rules.

Article 6

To begin a match, a team must have a minimum of 6 players. If expulsions occur during a match, a minimum of 6 players per team is required to continue the game. If a team does not have enough players to finish the game, it will lose the match by forfeit.

Article 7

For any red card violation, the player will automatically be suspended for the following match. Whatever the situation is the Competition Organisation Committee reserves the right to increase the penalty.

Article 8

All disputes will be analysed by the Competition Organisation Committee comprised of Danone & SASFA. Their decision is final and they also reserve the right to punish teams during and outside of the tournament.

Note: The penalty shootout rules are included in **THE RULES OF THE GAME**.

Please note the following changes with respect to the rules for 11-a-side football:

LAW 1 – The playing pitch

The dimensions of the pitch will be: length, between 60 and 70 meters – width, between 45 and 55 meters.

The penalty boxes will be determined by lines drawn perpendicularly to the goal line and located 10 meters from each goal post. These two lines stop 13 meters from the goal line and are linked by a line parallel to the goal one.

Goal dimensions: Width of 6 m – Height between 2m and 2.1 m.

The centre circle will have a 6-meter radius.

The penalty mark will be located 9 meters from the goal.

LAW 2 – The ball

Matches will be played with a n°4 ball.

LAW 3 – Number of players

A team will consist of **8** players, including a goalkeeper.

A team can bring **8 players plus 4 substitutes**; during each match, substitutes may enter and leave the game at any time, provided that they wait for a stop in play and present themselves to the referee. These changes are unlimited.

LAW 4 – Kick-off and resumption of play

The players on the opposing team during a kick-off may not approach within 6 metres of the ball until the kick-off has occurred.

LAW 5 – Fouls and misconduct

Identical to those for 11-a-side football, except for the following modifications:

1. Free kicks are indirect in the following cases :
 - The player played in a dangerous way
 - The player blocked the opponent play
 - The player prevented the goalkeeper from releasing the ball from his hands
2. All the faults punishable by a direct free kick in the penalty box will incur a penalty kick. If the referee considers that the fault occurred in the penalty box is punishable by an indirect free kick, the fault will be punished by an indirect free kick perpendicularly brought to the 13 meters line.
3. The goalkeeper can't strike the ball on the half volley, or on the volley. He needs to do it with his hands or with the foot, after putting the ball down. If this rule is not respected, it will be punished by an indirect free kick perpendicularly brought to the 13 meters line.
4. If the goalkeeper catches the ball in his hands from a voluntary pass from the foot of one of his team-mate, the fault will be punished by an indirect free kick perpendicularly brought to the 13 meter line.

LAW 6 – Free kicks

All free kicks are direct or indirect, at the discretion of the referee and the distance to be maintained by players on the opposing team, when the kick is made, is 6 meters.

LAW 7 – Penalty kicks

Penalty kicks will be made at a distance of 9 meters.

LAW 8 – Goal kick

Identical to that for 11-a-side football, the ball will be placed in front of the goal at a distance of 9 meters from the goal line, 1 meter to the right or to the left of the penalty mark.

LAW 9 – Corner kick

Players on the opposing team must maintain a distance of 6 meters when the kick occurs.

Penalty Shootout

The penalty shootout, is subject to the following conditions if a match is tied in normal playing time:

1. The session will take place at either of the goals. **The 3 referees go there with the players who have finished the match.** Players must not leave the field and neither are coaches or team managers allowed to get onto the field.
2. The team mentioned first on the fixture list (blue bibs) will start the penalty shootout session.
 - 3.1. Each team will shoot three times, respecting the rules stated in paragraphs 3.3 and 3.4.
 - 3.2. Teams will alternate shooting.
 - 3.3. If a winner can be declared before both teams have taken their 3 shots, the session ends.
 - 3.4. If, after both teams have shot 3 times, both have the same number of goals or misses, the session will continue in the same order until one team has scored one more goal than the other, with both teams having shot the same number of times (not necessarily three more shots will occur).
4. The team that has scored the greatest number of goals—with the number of kicks according to paragraphs 3.1, 3.3, or 3.4—is declared the winner of the penalty kick session for the group matches or winner of the game for direct elimination matches.
 - 5.1. Except as mentioned in paragraph 5.2 hereafter, **only the players on the pitch at the end of the match are permitted to participate in the penalty shootout.** This also applies to any player who may have left the pitch temporarily, without being replaced, and who is not on the pitch at the end of the match.
 - 5.2. If a goalkeeper is injured during the penalty shootout and can no longer continue as goalkeeper due to the injury, he can be replaced by a registered replacement.

6. Each shot will be taken by a different player, and no player on the same team may shoot a second time until all players on each team who are permitted to shoot, including the goalkeeper—or the registered replacement who has replaced him according to paragraph 5—have kicked once at the goal.

Note: If, during a match, a team has had one (or several) player(s) expelled or injured and therefore cannot field 8 players, and if it is necessary to take more shots than the number of players available to the team, the player(s) who will shoot at the goal in place of the absent player(s) will be the one who shot first and any others following in sequence.

7. Subject to the provisions of paragraph 5, any authorised player can change places with his goalkeeper at any time during the penalty shootout.

8.

8.1. Other than the player kicking from the penalty mark and the 2 goalkeepers, all players must remain outside the kicking area during the penalty kick session under the assistant referees' control.

8.2. The goalkeeper who is a team-mate of the kicking player must be on the pitch beyond the point from which the kicks are being made, behind the goal line and at least 9 metres from the penalty mark.

PRESENTATION OF TEAM – Danone Nations Cup 2017

FULL SCHOOL NAME: _____

DISTRICT AND PROVINCE: _____

JERSEY No.	SURNAME	FIRST NAMES	DATE OF BIRTH
1 (goalkeeper)			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			

Notes:

➔ Circle the captain's jersey number

➔ The jersey number is personal and must stay the same throughout the tournament/competition.