

# **ROUNDGLASS Football League (U13-Boys)**

## **Season 1**

## **Rules and Regulations**

### **Team Formation**

- Age Limit – U13 (1<sup>st</sup> Jan 2005)
- The team will consist of a maximum of 10 players.
- Six players on court with a maximum of 4 rolling subs
- Team manager will share the list of playing 10 before the tournament and no alteration will be allowed till the course of the tournament under any circumstances

### **Proof Required**

**(All below mentioned are mandatory)**

- Birth Certificate
- Govt. ID Card
- School ID Card

### **Ball Size**

- Use of size 4 ball.

### **Duration**

- Game will consist of two halves of 20 minutes each.
- Within the 2 halves each team can take a mini break of 1 minute.
- The half time break will consist of 10 minutes

### **Ground/During Match**

- There are no offsides.
- The ball can be shifted half a meter internally due to lack of space, but the ball must remain still while taking the kick in. If the ball touches the net above, it will be considered as a kick-in for the opponent from the line closest to where the ball touched the net. Once the ball crosses the sideline the game will start with the kick-in.

### **Goal kick**

- The keeper or player can start the game with the ball placed anywhere within the D with their feet.

## Fouls

- Indirect kick: this foul will be given in case there is an involuntary hand or a raised foot. In this case the opponents cannot directly shoot into the goal.
- Direct kick: for any other foul the shot on goal can be direct. The defensive wall must be 6m distance from the ball.
- When any foul is given during the game there is no need for the referee to stop play, unless needed to give a card or in case the team gaining the foul asks for distance. However, a distance of 1 meter must be given so that the game can start. The meter distance is an obligation and if not given there will be a first general warning for the team. If repeated at any time during the game then there will be a yellow card. If the team wants more distance then the game will need to begin only after the referee blows the whistle.
- There will be a five foul limit. The foul must be considered a direct foul (unprofessional behavior). On the sixth foul a free shot (8 m from the goal line) against the opponent goal will be given. Only the goalkeeper can save the shot, rest will wait 2 meters behind the spot kick. The game continues normally as the shot is taken. This will continue for every foul conceded until the end of the half. In the next half fouls are zeroed for both sides.
- If during the game the goal keeper collects the ball with his hands inside the D while given a back pass an indirect free kick is given just outside the D at any point and the wall will be put on the goal line. If the ball is held outside the D then the foul will be taken from where the foul was committed.
- The goalkeeper can receive a back pass only once. To receive a second back pass the ball must cross the half line or an indirect foul will be given from where the foul was committed.
- Yellow card: Player will need to stay out of the game and team will play a man short for 2 full minutes. In case a goal from the opponents is scored at any point before the 2 minutes then only can the player concerned or any player replacing him, enter the field of play. Past the 2 minutes the player or any player in place of him can join the team.
- Red card: Player will have to leave the field of play and the team will play one man short for the rest of the game.

## Point system

- 3 points for the team that wins. If the game finishes in a draw at the group stage 1 point will be shared by each and 0 for the team that loses.
- In the final phases after a draw there will be 6 shot format system for each team. One player with the ball will be allowed to attack 1v1 the goal keeper of the opponent team and must finish the action in 7 seconds. As soon as the goal keeper blocks the ball or saves the ball in any way the action is over. This includes the ball hitting the post as well. The goal keeper cannot be changed, only the goal keeper

that finishes the game can stand in goal. If the goalkeeper decides to come out of the D for a tackle it is absolutely restricted to commit a sliding tackle.

## Dress Code

- Team needs to all be in one kit.
- In case colors collide bibs will be provided.

## Team Termination Guidelines

- Any school which is caught with forged documents or created any kind of misbehavior as decided by the organizers will be immediately eliminated from the competition.

## Risk of undertaking

- RG will have a physio and masseur available during the games. We will not be responsible for any injury whatsoever, outside the playing field. We will provide with immediate care until the ambulance will be called for any injury sustained during the the game.

## Reporting Time

- Team should reach 30 mins before the schedule time.
- Teams who will be late by more than 15minutes will lose the match by 3-0

## General Rules

- Referees decision during the match will be final and irrevocable.
- RG Team holds the full right to promote any school, teams, player & management on digital platform and offline platform.
- Entry is restricted by invitation only, and RG Team holds the right to grant or deny admission to anyone.
- Players must adhere to keeping the venue clean.
- Any kind of damage to property, in and around the venue at which the games are played by the respective player of any school, will be borne by the school management.
- Visitors/Guardians are not allowed to meet players during the match: On the field of play ONLY coach and players will be allowed
- Usage of mobile phones by players are not allowed
- Ornaments for players on the ground are not allowed
- Co-operate with security & follow the security procedures

We agree to all the above rules & regulations

Full Name

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Signature