

Festival Name	42 nd Ayr International Scotland Cup Festival
	9 v 9, Soccer Sevens, Super Fives, Fun Fours Festival
Festival Organiser	Ayr International Scotland Cup Committee
Festival Host Club	Ayr Boswell Football Club
Festival Venue	Rozelle Park, Alloway, Ayr
Festival Dates	25 th & 26 th MAY 2019

Promoting:

Fair Play * Participation * Skills * Fun & Enjoyment * Friendships * Respect

Host Club: Ayr Boswell Football Club

Host Association: West of Scotland Boys AFL

FESTIVAL RULES – 9 v 9, Soccer Sevens, Super Fives and Fun Fours

In ALL matches NO scores are recorded and NO points awarded.

ALL players receive the Scotland Cup Medal memento.

A FAIR PLAY / SKILLS award will be presented at each age.

The rules for Development Football should be kept to a minimum except as provided within these rules. The laws of the game as stated by FIFA and the International FA Board shall apply subject to the following:

Match Rules for 9 V 9 - AGE 11 (2008's)

1. The Field of Play Recommendation The field of play shall be 42 to 47 metres wide and 65 to 75m metres long. Goalposts should be no more than be 4.88 metres x 1.83 metres (16ft by 6ft). These are standard 7-a-side Goalposts. The Penalty area is defined at each end of the field as follows: Within each penalty area a penalty mark is made 9 metres from the midpoint between the goalposts and equidistant to them.

2. The Ball A size 4 ball should be used

3. The Number of Players Teams will comprise 8 outfield players plus a goalkeeper. Team squads may consist of up to 16 players with rolling substitutions used throughout the match. Players who have been substituted may return to the field of play as often as necessary. All team members should receive equal playing time. In the event of an obvious mismatch, the weaker team, as jointly agreed by the respective team leaders, may field an extra player.

4 The Players' Equipment All players must wear shin-guards. Metal studs are suitable for grass fields only. Players must wear the appropriate clothing dependant on weather. Glasses may be worn provided they have safety frames and lenses.

5 The Referee A match supervisor shall be either a club official or an adult approved by the SYFA and agreed by both sides and will not be allowed to coach either team. A referee may be appointed at the League's discretion.

6 Assistant Referees Assistant referees are not required.

7 Duration of the Game – One Period of 25minutes

8 The Start and Restart of Play On scoring a goal, the team that scores will retreat to the halfway line. The team conceding the goal will restart the game with a kick off at the centre of the pitch. Opponents should be 6 metres away from the ball.

- 9 The Ball in and out of Play Normal rules apply.
- 10 The Method of Scoring Normal rules apply.
- 11 The offside rule will apply.
- 12. Fouls and Misconduct Normal rules apply.

Pass Back For age group 11 the deliberate pass to the goalkeeper does apply.

13 Free Kicks Normal rules apply except that the distance an opposing player must be is 6 metres from the ball.

14 The Penalty Kick Normal rules apply.

15 The Throw In Age group 11 should take throw-ins. In the event of the ball going out of play a throw-in will be awarded.

16 The Goal Kick Normal rules apply. Retreating Area For age group 11 there will be no retreating area

17 The Corner Kick Normal rules apply.

General Team coaches will stand on the same side of the pitch. Parents should stand on the opposite side of the pitch behind a marked area, for example, cones, pitch tapes etc. Dependant on the venue, parents should be encouraged to stand a distance away from the pitch and to only encourage players and to uphold fair play. Team coaches should encourage the rotation of players to experience different positions on the pitch. Goalkeepers are allowed to kick the ball from hand At the end of every game, team coaches should encourage both teams to shake hands with each other and the officials. Results It is unacceptable for a league and/or club to post results from development matches on to any website or publish in any newsletter or newspaper

SOCCER SEVENS Match Rules – AGE 10 (2009's) & AGE 9 (2010's)

1. The Field of Play Recommendation The field of play shall be 36 to 45 metres wide and 55 to 65 metres long. Goalposts should be no more than be 4.9 metres x 1.8 metres (16ft by 6ft). The Penalty area The penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal lines 20 metres apart from each other. These lines extend into the field of play for a distance of 10 metres and are joined by a line drawn parallel with the goal line. Within each penalty area a penalty mark is made 9 metres from the midpoint between the goalposts and equidistant to them. A centre mark at the midpoint of the halfway line

2. The Ball A size 4 ball should be used.

3. The Number of Players Teams will comprise 6 outfield players plus a goalkeeper. Team squads may consist of up to 10 players with rolling substitutions used throughout the match. Players who have been substituted may return to the field of play as often as necessary. All team members should receive equal playing time where possible. In the event of an obvious mismatch, the weaker team, as jointly agreed by the respective team leaders, may field an extra player.

4 The Players' Equipment All players must wear shin-guards. Metal studs are suitable for grass fields only. Players must wear the appropriate clothing dependant on weather. Glasses may be worn provided they have safety frames and lenses.

5 The Referee A match supervisor shall be either a club official or an adult approved by the SYFA and agreed by both sides and will not be allowed to coach either team.

6 Assistant Referees Assistant referees are not required.

7 Duration of the Game - One Period of 25 Minutes

8 The Start and Restart of Play On scoring a goal, the team that scores will retreat to the halfway line. The team conceding the goal will restart the game with a kick off at the centre of the pitch. Opponents should be 6 metres away from the ball.

9 The Ball in and out of Play 7v7 rules apply.

10 The Method of Scoring Normal rules apply.

11 Offside There is no offside rule.

12. Fouls and Misconduct Normal rules apply except in relation to a deliberate pass to the goalkeeper, commonly known as 'pass back'. Pass Back For age group 10 the deliberate pass to the goalkeeper does not apply.

13 Free Kicks Normal rules apply except that the distance an opposing player must be is 6 metres from the ball. All free kicks outside the penalty area are indirect.

14 The Penalty Kick Normal rules apply.

15 The Throw In In the event of the ball going out of play, a kick-in will be awarded. All opposition players must be 6 metres from the ball. The player taking the kick-in must use a short pass.

16 The Goal Kick Normal rules apply.

17 The Corner Kick Normal rules apply.

General Team coaches will stand on the same side of the pitch. Parents should stand on the opposite side of the pitch behind a marked area, for example, cones, pitch tapes etc. Dependant on the venue, parents should be encouraged to stand a distance away from the pitch and to only encourage players and to uphold fair play. Team coaches should encourage the rotation of players to experience different positions on the pitch. Goalkeepers must either throw the ball or make a pass from the ground to a team mate. The goalkeeper must not kick the ball from hand. At the end of every game, team coaches should encourage both teams to shake hands with each other and the officials. Results It is unacceptable for a league and/or club to post results from development matches on to any website or publish in any newsletter or newspaper.

SUPER FIVES Match Rules - AGE 8 (2011's)

1. Recommended The field of play should be 35 metres by 20 metres. Goalposts should be no more than be 4.9 metres x 1.8 metres (16ft by 6ft). There should be a centre mark at the midpoint of the halfway line.

2. The Ball A size 3 ball should be used.

3. The Number of Players Teams will comprise 4 outfield players plus a goalkeeper. Team squads may consist of up to 7 players with rolling substitutions used throughout the match. Players who have been substituted may return to the field of play as often as necessary. All team members should receive equal playing time where possible.

4. The Players' Equipment All players must wear shin-guards. Metal studs are suitable for grass fields only. Players must wear the appropriate clothing dependent on weather. Glasses may be worn provided they have safety frames and lenses.

5. The Referee A match supervisor, who must be a club official, will officiate from the side of the field and will not be allowed to coach either team.

6. Assistant Referees/Match Supervisors Assistant referees/match supervisors are not required

7. The Duration of the Match – One period of 10 minutes

8. The Start and Restart of Play On scoring a goal the team that scores will retreat to the halfway line. The team conceding the goal will restart the game from the penalty area by either dribbling directly into play or playing a short forward pass.

9. The Ball in and out of Play Normal rules apply.

10. The Method of Scoring Normal rules apply.

11. Offside There is no offside rule and there is no retreating line.

12. Fouls and Misconduct Normal rules apply. Team coaches should immediately substitute any player showing unacceptable behaviour.

13. Free Kicks Normal rules apply except that the distance an opposing player must be is 6 metres from the ball. All free kicks are indirect

14. The Penalty Kick There are no penalty kicks.

15. The Throw In In the event of the ball going out of play, a kick-in will be awarded. All opposition players must be 6 metres from the ball. The player taking the kick-in must use a short pass with the inside of the foot

16. The Goal Kick Goal kicks should be taken out from the penalty area, but without a penalty area marked, The goalkeeper must place the ball down and play a short pass out with the inside of the foot

17. The Corner Kick Normal rules apply except that opposing players to be 6 metres away.

General Team coaches will stand on the same side of the pitch. Parents should stand on the opposite side of the pitch behind a marked area, for example, cones, pitch tapes etc. Dependant on the venue, parents should be encouraged to stand a distance away from the pitch and to only encourage players and to uphold fair play. Team coaches should encourage the rotation of players to experience different positions on the pitch. Goalkeepers must pass or throw the ball to a team mate and not kick from hand. It is recommended, time permitting, that matches will finish with every player taking a penalty kick. At the end of every game team coaches should encourage both teams to shake hands with each other and the officials.

FUN FOURS - Match Rules - AGE 7 (2012's) & AGE 6 (2013's)

1. The Field of Play Recommended The field of play should be 30 metres by 20 metres. Goalposts shall be 1.8 metres by 1.2 metres (6ft by 4ft) or smaller. There should be a centre mark at the midpoint of the halfway line.

2. The Ball A size 3 ball should be used.

3. The Number of Players Teams will comprise 4 outfield players, no goalkeepers. Squads may consist of up to 6 players with rolling substitutions throughout the match. Players who have been substituted may return to the field of play as often as necessary. All team members should receive equal playing time where possible.

4. The Players' Equipment All players must wear shin-guards. Metal studs are suitable for grass fields only. Players must wear the appropriate clothing dependent on weather. Glasses may be worn provided they have safety frames and lenses.

5. The Referee A match supervisor shall be either a club official or an adult approved by both sides and will not be allowed to coach either team.

6. Assistant Referees Assistant referees are not required.

7. The Duration of the Match Matches should be organised on a round robin festival basis and be trophy free. Each match should last no more than 10 minutes. The team leaders have joint discretion to alter this in the event of poor weather conditions, pitch conditions or an obvious mismatch. There should be a minimum of 5 minutes between matches with a maximum of 4 matches.

8. The Start and Restart of Play On scoring a goal the team that scores will retreat to the halfway line. The team conceding the goal will restart the game from the penalty area by either dribbling directly into play or playing a short forward pass.

9. The Ball in and out of Play Normal rules apply

10. The Method of Scoring Normal rules apply.

11. Offside There is no offside rule and there is no retreating line.

12. Fouls and Misconduct Normal rules apply Team coaches should immediately substitute any player showing unacceptable behaviour.

13. Free Kicks Normal rules apply except that the distance an opposing player must be is 6 metres from the ball. All free kicks are indirect.

14. The Penalty Kick There are no penalty kicks.

15. The Throw In In the event of the ball going out of play a kick-in will be awarded. All opposition players must be 6 metres from the ball. The player taking the kickin must use a short pass with the inside of the foot.

16. The Goal Kick Goal kicks should be taken out from the penalty area, but without a penalty area marked. The players must place the ball down and either dribble directly into play or play a short pass with the inside of the foot

17. The Corner Kick Normal rules apply except that opposing players must be 6 metres away.

General • Team coaches will stand on the same side of the field. Parents should stand on the opposite side of the pitch behind a marked area, for example, cones, pitch tapes etc. • Depending on the venue, parents should be encouraged to stand a distance away from the pitch, to only encourage players and to uphold fair play. • Team coaches should encourage the rotation of players to experience different parts of the pitch. • At the end of every game, team coaches should encourage both teams to shake hands with each other and the officials.