

Brandesburton AFC

Summer Tournament 2026

Matchday Format & Rules

Respect the Officials:

Our referees and volunteers are here to ensure fair play and manage the games effectively. Their decisions are final, and we expect all managers, players, and spectators to always show them the utmost respect. Any abusive or aggressive behaviour towards officials, players, or other spectators will not be tolerated and may result in a team being removed from the tournament. Please remember, mistakes can happen—never on purpose—so let's appreciate that our officials are volunteers helping us out.

Pitch Locations & Timings:

Registration Opens at **8:45am**, the first matches kick off at **9:30 am**. Your specific pitch for each game is clearly visible in your fixture list. We have many teams playing, so please double-check your pitch allocations and match timings on the schedule. It's vital that your teams are ready and waiting at their designated pitch well in advance of kick-off to keep us on schedule.

First Aid:

We have qualified first-aiders on site throughout the tournament. In case of any injury, please alert the nearest tournament official or referee immediately. The first aid station is located at the tournament tent.

Tournament Structure & Gameplay Rules

Medals & Trophies:

For Under 6 & 7's, every player will receive a medal! Please make sure you visit the tournament tent to collect yours before you leave.

For all other age groups, only finalists will receive medals, and the winning teams will be awarded a trophy.

Phase 1: League Allocation All participating teams will be placed into groups of six. These groups will be populated via a random selection process to ensure fair distribution for the qualifying leagues.

All Teams Progress to Phase 2:

All teams advance! Based on league standings, teams will be split into the Champions League (Top 3 finishers) and the Europa League (Bottom 3 finishers) from each group in Phase 1.

- **Keep Your Points:** Your Round 1 points and statistic totals carries over into the next stage.
- **New Matchups:** In Round 2, you will play the three teams from the opposite league that you haven't faced yet.
- **The Road to the Final:** The top 4 teams in each league move to the semi-finals (1st v 4th and 2nd v 3rd), with the winners playing for the respective trophy.

Note for U13s: With one group of eight, the top half will play for the Champions League title and the bottom half for the Europa League title via semi-finals and a final.

Match Rules, Duration & Timings:

All matches are 12 minutes long.

There's only a 3-minute gap between games, so please be ready to go promptly to keep us on track.

Note for U6s: Your matches are 10 minutes long.

Points and Tie-Breakers

Teams will be awarded points as follows:

- **3 points** for a win
- **1 point** for a draw
- **0 points** for a loss

Tie-Breaking Criteria: If two or more teams are level on points at the end of the group stage, their final position will be determined using the following sequence:

1. **Head-to-Head:** The result of the match between the tied teams.
2. **Goals Scored:** The team with the highest number of goals scored.
3. **Goals Conceded:** The team with the fewest goals conceded.
4. **Penalty Shoot-out:** In the event that teams remain equal across all the above measures, a sudden-death penalty shoot-out will take place to determine the final standings.

Substitutions:

Substitutions are "Roll-on, roll-off" with the referee's permission.

Goalkeeper Rules:

Goalkeepers must wear a different coloured shirt from their teammates.

They are not restricted to just their penalty area.

Goalkeepers can kick the ball out of their hands at all age groups.

Back-passes to the goalkeeper are allowed, but they cannot pick the ball up if it's a deliberate back-pass from a teammate's foot.

Heading the Ball:

For ages U6 to U11, there is no heading of the football. Deliberate heading of the ball is not permitted. If deliberate heading occurs, it will result in an indirect free kick to the opposing team.

Offside Rule:

There will be no offside rule for any age group, this is to allow the games to flow and remove any contentious decisions!

Retreat Rule (Goal Kicks):

For U6 to U10's, the Retreat Rule applies for goal kicks, meaning opposition players need to be behind the halfway line until the ball is in play. For U11 upwards, normal rules apply.

In-play from Sidelines:

For U6 to U10's, you will use pass-ins or dribble-ins instead of throw-ins. All other age groups will use standard throw-ins.

Free Kicks:

All free kicks are direct, apart from when there is a deliberate header (which will be an indirect free kick). Opposing players must be a minimum distance of 8 yards away from the ball for a free kick.

Reporting Match Scores:

Winning team managers, please collect the match result card from the referee. Then, simply bring it to the registration tent, and we will log the score for you.

Squad Sizes:

Age	Format	Squad Size
U6	3 v 3	5
U7	5 v 5	10
U8	5 v 5	10
U9	7 v 7	12
U10	7 v 7	12
U11	9 v 9	14
U12	9 v 9	14
U13	9 v 9	14