## Glen Innes & District Football Association 2019 Carnival Rules



Every Player receives a Participation Medallion We hope you enjoy GIDFA's Junior Football Carnival.

- Mini Roos game rules will apply for the U6 through to U11 age groups.
- Age groups defined as per year of age.
- Each game will last 30 minutes, with 15 minute halves and a short turn around at half time. Games will start by Tone over the PA. Age 12 will be 25 minutes straight through (Coach / Ref can request a quick turn over at halftime depending on heat on the day)
- Nominations to gidfa@northerninlandfootball.net.au
- Nominations close and must be paid for by 7pm on the 19<sup>th</sup> May.
- The day's schedule will be sent out via email by Wednesday 29<sup>th</sup> May.
- Team lists to be registered before 8.45am and players can only play for that team on the day. All players must be FFA registered
- **NO** GLASS or ALCOHOL is allowed on our fields
- We will endeavour to provide Referees for U/8, U/9, U/10, U/11 and U/12. Teams may be required to provide a referee for their game. U/6 and U/7 games can be refereed by coaches.
- Referees decision is FINAL.
- Teams must be ready to take the field at the halfway line when called. Unnecessary delay
  may result in a forfeit or loss of points. To claim a forfeit, a team must appear on the field
  and referees must mark the card nominating the winning team and that a forfeit has
  occurred.
- Team numbers for each age is as follows (substitutes are unlimited during the game):

Age 6 and 7 4 players with 3 substitutes (No Goalkeepers)
Age 8 and 9 7 players (incl. Goalkeeper) with 4 substitutes
Age 10 and 11 9 players (incl. Goalkeeper) with 5 substitutes
Age 12 11 players (incl. Goalkeeper) with 5 substitutes

- Teams are to provide game ball.
- At games end, POINTS will be: 3 for a win (forfeit), 1 for a draw & 0 for a loss
- Winners will be determined by most points. In the event of equal points, Winners will be
  determined on goal difference, for and against. In the event of equal points and equal for
  and against, the team scoring the most goals will be the winner. Corners will be used for in
  the event of equal goals.
- Glen Innes & District Football Association reserves the rights to alter any of the above rules due to unforeseen circumstances.

## PLAY FAIR SHOW RESPECT HAVE FUN

Thank you to our Sponsors

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