



# 14th GRADE DRAW & SCHEDULE

All games played Sunday 15th September  
Venue: Turnbull Thomson Park

## GROUP GAMES

### ROUND ONE

**GREEN ISLAND PHOENIX v GRANTS BRAES FLAMING GROOVERS**

KO: 9:55AM, SINGLETON SIGNS - FIELD 1A

**OLD BOYS THUNDER v QUEENS PARK**

KO: 9:55AM, MCCULLOCH & PARTNERS - FIELD 1B

**GORE WANDERERS ROAR v BYE**

### ROUND TWO

**QUEENS PARK v GREEN ISLAND PHOENIX**

KO: 10:45AM, SINGLETON SIGNS - FIELD 1A

**GORE WANDERERS ROAR v OLD BOYS THUNDER**

KO: 10:45AM, MCCULLOCH & PARTNERS - FIELD 1B

**GRANTS BRAES FLAMING GROOVERS v BYE**

### ROUND THREE

**GREEN ISLAND PHOENIX v GORE WANDERERS ROAR**

KO: 11:35AM, SINGLETON SIGNS - FIELD 1A

**GRANTS BRAES FLAMING GROOVERS v QUEENS PARK**

KO: 11:35AM, MCCULLOCH & PARTNERS - FIELD 1B

**OLD BOYS THUNDER v BYE**

### ROUND FOUR

**QUEENS PARK v GORE WANDERERS ROAR**

KO: 12:25PM, SINGLETON SIGNS - FIELD 1A

**OLD BOYS THUNDER v GRANTS BRAES FLAMING GROOVERS**

KO: 12:25PM, MCCULLOCH & PARTNERS - FIELD 1B

**GREEN ISLAND PHOENIX v BYE**

### ROUND FIVE

**GRANTS BRAES FLAMING GROOVERS v GORE WANDERERS ROAR**

KO: 1:15PM, SINGLETON SIGNS - FIELD 1A

**OLD BOYS THUNDER v GREEN ISLAND PHOENIX**

KO: 1:15PM, MCCULLOCH & PARTNERS - FIELD 1B

**QUEENS PARK v BYE**

## TEAMS



**GREEN ISLAND PHOENIX**



**QUEENS PARK**



**GRANTS BRAES FLAMING GROOVERS**



**OLD BOYS THUNDER**



**GORE WANDERERS ROAR**

## PLAYOFF FINALS

### PLAYOFF A

**2nd v 3rd**

KO: 2PM

SINGLETON SIGNS - FIELD 1A

### PLAYOFF B

**4th v 5th**

KO: 2PM

MCCULLOCH & PARTNERS - FIELD 1B

### 3RD/4TH PLAYOFF

**Loser Play-off A v Winner Play-off B**

KO: 3PM

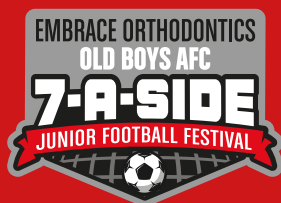
MCCULLOCH & PARTNERS - FIELD 1B

### 1ST/2ND PLAYOFF (FINAL)

**1st v Winner Play-off A**

KO: 3PM

SINGLETON SIGNS - FIELD 1A



# EMBRACE ORTHODONTICS OLD BOYS' AFC JUNIOR 7-A-SIDE FOOTBALL FESTIVAL

## Format and Rules for 14th Grade

### TEAMS ENTERED (5)

- 1) Green Island Phoenix
- 2) Queens Park
- 3) Grants Braes Flaming Groovers
- 4) Old Boys Thunder
- 5) Gore Wanderers Roar

### GROUP GAMES

All teams will play each other in a round-robin group format.

- 7-a-side
- 8-minute halves, 2-minute half-time break
- No extra time will be played in Group games in the event of any Draws.
- Timetable for games will be every 25 minutes, but groups and grades can alternate. So, games could start at 9:30am, 9:55am, 10:20am, etc. But, teams may play in every 2nd (or 3rd) time slot. eg. 9:30am, 10:20am, 11:10am.

### GROUP PLACINGS

Placings in groups will be decided on:

- Points – 3 points for a win, 1 point for a draw, 0 points for a loss.
- Head-to-head result
- Goal difference
- Goals scored
- Toss of a coin

### PLAYOFF GAMES

The playoff games are to give each team one more game against opposition that have achieved a similar placing, but it also provides an overall Final to decide the winner of the grade:

Playoff A: 2nd v 3rd

Playoff B: 4th v 5th

3rd/4th Playoff: Loser of Playoff A v Winner of Playoff B

Final (1st/2nd Playoff): 1st v Winner of Playoff A

### RULES FOR PLAYOFF GAMES

- 7-a-side
- 8-minute halves, 2-minute half-time break
- In the event of a draw at full-time, extra time will be played.
- Substitutions can be made at the end of full-time, but no more substitutions will be permitted during extra-time.
- For Extra-time, the game will re-start in extra-time as 7-a-side. But, after every 1 minute the referee will stop play where the ball is, and each team will have to remove one player from the field. Once the players from both sides have left the field, play will restart immediately with a drop ball at the same position as the game was halted. The winner will be the first team to score (a "golden goal"). If the score remains tied, the teams will continue to reduce in playing numbers until a minimum of 2 v 2. Once it reaches 2 v 2, if a goalkeeper is still on the field of play, then they can no longer use their hands to save any attempts at goal (ie. they become an outfield player).

---

PLEASE SUPPORT OUR 14TH GRADE SPONSOR





# EMBRACE ORTHODONTICS OLD BOYS' AFC JUNIOR 7-A-SIDE FOOTBALL FESTIVAL

## GENERAL RULES FOR ALL GAMES

- Normal Saturday competition rules apply for each grade in respect of the retreat line, corners and offside. So, all grades including the 8th grade (Fun Football) teams will play corners as normal 9th grade and upwards grades would play. The 8th Grade (Fun Football), 9th and 10th grades will play their normal Retreat line rule and the offside law can be applied within the attacking area of the Retreat line. For 11th and 12th grades, the normal Retreat line rule will also apply, but the offside law will be applied within the attacking half of the field. No Retreat line will be used for 13th, 14th, and 15/16th grades.
- If the penalty spot is not apparent, penalties are to be taken 6 metres from the goal line.
- Goalkeepers cannot score directly from a goal kick (placed) unless the ball first touches another player from either team.
- Goalkeepers cannot kick (punt) the ball directly from out of their hands. They can throw the ball out or place the ball on the ground and pass out with their feet.
- It will be important that teams are at their correct ground and ready to play on time. Games need to kick-off on time in order for there to be no delays to the festival.

## GENERAL RULES FOR ALL TEAMS

- There is no limit to the number of substitutes who may be used at any time during play. The substituted player must be off the field before the new player commences.
- The goalkeeper may be substituted once during the game by another member of the playing team so long as the referee is notified, and that this substitution does not cause any significant delay to the game.
- If any substitutions are causing a delay to the game, it can be up to the discretion of the referee to just recommence the game. Please be mindful that the games are only 8-minute halves.
- Teams and Players must not play in a lower grade than in which they are registered with Football South for their regular Saturday junior competition.

- It is expected that no player shall be registered with any other grade or club, other than the one in which they are registered to play for in their regular Saturday competition.
- It is expected that players may only play in one team during the tournament.
- However, the tournament aims to be an inclusive Festival whereas many players as possible get the opportunity to participate. So, players that are not previously registered with that club maybe brought into a team if the player's normal club team are not themselves entering the festival, or this player is required for a team to have sufficient playing numbers to be able to compete. In the occurrence of injury causing a team to have less than 7 fit players able to play, then it may also be possible to bring in a player to that team that was not originally registered to play in the tournament. In this event, this must be brought to the attention of and approved by the Old Boys' Junior Football Festival committee prior to the game(s) commencing.

## REFEREES

Independent referees will be appointed for all matches. These will mainly be experienced senior players. Please be mindful that all referees will be volunteers and that all games in the tournament must be played in an enjoyable and respectful manner. Referees will do their best and be impartial. Please help them, and do not hinder them.

**JUST REMEMBER THAT OUR CHILDREN COME FIRST. FOR MANY OF OUR JUNIOR PLAYERS, THIS WILL BE THEIR FIRST EXPERIENCE OF PLAYING IN A FESTIVAL OR TOURNAMENT SITUATION. PLEASE LET THEM HAVE FUN AND MAKE THIS AN ENJOYABLE EXPERIENCE FOR ALL OF US.**

## PLEASE SUPPORT OUR TOURNAMENT SPONSOR



# FIELD PLAN

