



12th GRADE DRAW & SCHEDULE

All games played Saturday 11th October

Venue: Turnbull Thomson Park

GROUP A



ROUND ONE

GORE WANDERERS JETS v QUEENS PARK

KO: 9:30AM, TGC HOMES - FIELD 2

WINTON FC v OLD BOYS DYNAMITE

KO: 9:30AM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

DC ROYALS FLAMINGOS v BALCLUTHA RED

KO: 9:30AM, INTER FOOTBALL - FIELD 5

ROUND TWO

DC ROYALS FLAMINGOS v GORE WANDERERS JETS

KO: 10:20AM, TGC HOMES - FIELD 2

OLD BOYS DYNAMITE v QUEENS PARK

KO: 10:20AM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

WINTON FC v BALCLUTHA RED

KO: 10:20AM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

ROUND THREE

GORE WANDERERS JETS v OLD BOYS DYNAMITE

KO: 11:10AM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

DC ROYALS FLAMINGOS v WINTON FC

KO: 11:10AM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

QUEENS PARK v BALCLUTHA RED

KO: 11:10AM, TGC HOMES - FIELD 2

ROUND FOUR

WINTON FC v GORE WANDERERS JETS

KO: 12:00PM, TGC HOMES - FIELD 2

DC ROYALS FLAMINGOS v QUEENS PARK

KO: 12:00PM, INTER FOOTBALL - FIELD 5

OLD BOYS DYNAMITE v BALCLUTHA REDS

KO: 12:00PM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

ROUND FIVE

WINTON FC v QUEENS PARK

KO: 12:50PM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

OLD BOYS DYNAMITE v DC ROYALS FLAMINGOS

KO: 12:50PM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

GORE WANDERERS JETS v BALCLUTHA RED

KO: 12:50PM, TGC HOMES - FIELD 2

GROUP B



ROUND ONE

OLD BOYS COMETS v QUEENSTOWN AFC

KO: 9:55AM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

OLD BOYS ALL STARS v BALCLUTHA BLUE

KO: 9:55AM, INTER FOOTBALL - FIELD 5

GREEN ISLAND HORNETS v SOUTHEND UNITED

KO: 9:55AM, TGC HOMES - FIELD 2

ROUND TWO

GREEN ISLAND HORNETS v OLD BOYS COMETS

KO: 10:45AM, TGC HOMES - FIELD 2

BALCLUTHA BLUE v QUEENSTOWN AFC

KO: 10:45AM, TEAM HANNAH, JAMES & BRIDGET - RAY WHITE - FIELD 3

OLD BOYS ALL STARS v SOUTHEND UNITED

KO: 10:45AM, INTER FOOTBALL - FIELD 5

ROUND THREE

OLD BOYS COMETS v BALCLUTHA BLUE

KO: 11:35AM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

GREEN ISLAND HORNETS v OLD BOYS ALL STARS

KO: 11:35AM, INTER FOOTBALL - FIELD 5

QUEENSTOWN AFC v SOUTHEND UNITED

KO: 11:35AM, TGC HOMES - FIELD 2

ROUND FOUR

OLD BOYS ALL STARS v OLD BOYS COMETS

KO: 12:25AM, TGC HOMES - FIELD 2

QUEENSTOWN AFC v GREEN ISLAND HORNETS

KO: 12:25AM, CRUICKSHANK PRYDE LAWYERS - FIELD 4

SOUTHEND UNITED v BALCLUTHA BLUE

KO: 12:25AM, INTER FOOTBALL - FIELD 5

ROUND FIVE

OLD BOYS ALL STARS v QUEENSTOWN AFC

KO: 1:15PM, TGC HOMES - FIELD 2

BALCLUTHA BLUE v GREEN ISLAND HORNETS

KO: 1:15PM, INTER FOOTBALL - FIELD 5

OLD BOYS COMETS v SOUTHEND UNITED

KO: 1:15PM, CRUICKSHANK PRYDE LAW - FIELD 4

PLAYOFFS

PLAYOFF A

6TH GROUP A

v

6TH GROUP B

KO: 2:30PM
MIKE PERO REAL ESTATE
FIELD 5

PLAYOFF B

5TH GROUP A

v

5TH GROUP B

KO: 2:30PM
CRUICKSHANK
PRYDE LAW
FIELD 4

PLAYOFF C

4TH GROUP A

v

4TH GROUP B

KO: 2:30PM
TEAM JAMES & BRIDGET
- RAY WHITE
FIELD 3

PLAYOFF D

3RD GROUP A

v

3RD GROUP B

KO: 2:30PM
TGC HOMES
FIELD 2

3RD/4TH

2ND GROUP A

v

2ND GROUP B

KO: 3PM
TEAM JAMES & BRIDGET
- RAY WHITE
FIELD 3

1ST/2ND

1ST GROUP A

v

1ST GROUP B

KO: 3PM
TGC HOMES
FIELD 2



EMBRACE ORTHODONTICS OLD BOYS' AFC JUNIOR FOOTBALL FESTIVAL

Format and Rules for 12th Grade

TEAMS ENTERED (12)

- 1) Queens Park
- 2) Queenstown AFC
- 3) DC Royals Flamingos
- 4) Green Island Hornets
- 5) Winton FC
- 6) Old Boys All Stars
- 7) Gore Wanderers Jets
- 8) Old Boys Comets
- 9) Old Boys Dynamite
- 10) Balclutha Blue
- 11) Balclutha Red
- 12) Southend United

GROUP GAMES

Teams will be split into 2 groups – both groups will consist of 6 teams each. Teams in each group 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 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 in the opposite group, but it also provides an overall Final to decide the winner of the grade:

Playoff A: 5th in Group A v 6th in Group B

Playoff B: 5th in Group A v 5th in Group B

Playoff C: 4th in Group A v 4th in Group B

Playoff D: 3rd in Group A v 3rd in Group B

3rd/4th Playoff: 2nd in Group A v 2nd in Group B

Final (1st/2nd Playoff): 1st in Group A v 1st in Group B

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 12TH GRADE SPONSOR





EMBRACE ORTHODONTICS OLD BOYS' AFC JUNIOR 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.

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FIELD PLAN

