



Kingfisher Corporate 5's Rules & Regulations

1. The Field:

- Field Dimension: 70 ft x 130 ft
- Goal Post: 10 ft x 6 ft
- Penalty or 'D' Area: 12 ft radius quarter circles outside each goal post and joined by a straight line parallel to goal line.
- Penalty Mark: 20 ft from mid point between goal post.

2. Players:

- Team of 5 players including the goalkeeper plus 3 substitutes.
- Number of substitutions can be unlimited.
- Goalkeeper can change within the team members.
- Only executives of participating companies are eligible.
- Any player who is playing or played in any division team or represented in any division match in the last two years (including current playing season) is not eligible to participate in the tournament. In case of detection, the team will be disqualified.
- No team will be allowed with fewer than 3 players (incl. goalkeeper). In case if it does happen, the game will be awarded to the opponent irrespective of the number of goals scored.

3. Players Equipment:

- Players must dress in proper football attire **provided exclusively by the organisers** – Jersey & Shorts.
- Shin guards and stockings are compulsory. Referees have the right to ask any player to leave the ground at any time during the match in case not properly kitted.
- Footwear – Boots with moulded rubber studs or sports shoes only.
- The use of footwear is compulsory.
- Goal Keeper - Allowed to wear long trousers (track pants)
 - Wears colour distinguishable from other players (provided by the organisers)
 - Can be replaced within team players but must change the Jersey.

Note: If entry fee is received 14 days before the last date, "company name" can be printed on the T-shirts. Organisers will try to give the colours selected, but can change the colour depending on availability.

4. Duration of Match:

- Total duration of 30 minutes – each half of 15 minutes with half time interval of 5 minutes.
- The team must report 30 minutes prior to the scheduled match time to sign the register and for briefing.
- *In case a team does not report 5 minutes after the schedule start time, a **penalty kick will be awarded** against the defaulting team. In case of further delay (of 15 mins), a walkover will be awarded to the opponent.*

5. The ball in and out of play:

- The ball is always in play as long as it is in the playing field.
- The ball is out of play if it goes over the sideline. A kick-in is taken from the nearest point from where the ball crosses the sideline.
- Players are allowed to enter any 'D' during play.
- No goal kick, instead the goalkeeper will roll the ball by hand (underhand) from inside the 'D' area.
- During a free kick, opponents to stand minimum 3 mt/10 ft away from the ball.

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6. Goalkeeper

- Goalkeeper cannot touch the ball by hand outside the 'D', if he does, free kick is awarded.
- Goalkeeper not to hold the ball for more than 6 seconds. In doing so, a free kick being awarded to the opponent.
- Back pass to goalkeeper is allowed only twice continuously, after which the ball must be played. Failure to comply free kick is allowed to the opponent.
- Goalkeeper cannot bring the ball back into the 'D'. If this happens, a free kick will be awarded.
- For all infringements by goalkeeper, the free kick will be 10 ft from top of the 'D'.

7. Scoring:

- Players can enter the 'D' and score a goal.
- A goal is scored when the whole ball passes over the goal line between the posts.
- A goal is not awarded if the ball is played from the striker's half (i.e. ball should be played from inside opponent's half only).

8. Points Tabulation and walkover:

- Winner – 3 points; Draw – 1 point; Loss – 0 point.
- Walk Over – 3 points to team reporting for play with 2 goals in their favour.
- *In case a team does not report 10 minutes after the schedule start time, a penalty kick will be awarded against the defaulting team. In case of further delay (of 15 mins), a walkover will be awarded to the opponent.*

9. Grouping and Qualification:

- Each group will consist of max. 4 teams.
- Topper of each group qualifies for “**The Cup**” (depending upon the number of teams)
- Runner Up of each group qualifies for “**The Plate**” (depending upon the number of teams)
- In case in a group, 2 or more teams are with equal points qualification will be based as following: first “*goal difference*” shall be considered, in case of a tie “*goals for*” and then “*goals against*” will be taken into account. If this also results in a tie, the tiebreaker rule will apply between the two contending teams.

10. Tie Breaker:

- Each side will be allowed 3 penalty kicks from penalty mark. In case of a tie sudden death rule will be applied with penalty kick and the team scoring first will be awarded the match.
- For qualifying rounds, in case of a draw, no extra time is given after normal playtime.
- In Quarter Final matches, in case of a draw after regular playtime, the referee will call for the tiebreaker rule.
- For Semi Finals and Finals with a tie after normal playtime, extra time of 5–5 minutes will be played. If still undecided, tiebreaker will apply.

11. Infringement:

- If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament
- If a player is found playing rough and using foul language on the ground or misbehaving with the referee, a red card will be shown, which will lead to suspension of the player for 1 minute or more. If further offence committed by the same player, the player will be debarred from the current match and/or suspended from future games (based on the referees decision). There will be no replacement allowed for this suspension during the match.
- Except the players and officials, no one can enter the field during the match.
- If any player who is identified as not employed with the respective company, the team will be disqualified from the tournament.
- Any player employed with the company but not permanently based in town is not allowed to participate in this tournament.
- The decision of the referee will be final in all matters during the match. *No protest will be entertained against referee's decision.*

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12. General:

- In case the schedule is not completed on any day due to unavoidable reasons, matches will be played the next day or as decided by the event managers.
- **It is mandatory for all participants to carry their company ID cards as proof of employment in their respective companies. On failing to do so the team is liable to be disqualified.**
- Teams may have to play 3 or more matches in a day.
- Penalty or Free kick to be taken with no more than 2 steps run-up.
- All infringements/kicks are direct kicks.
- Any request for postponement or change of match timing will not be entertained.
- No player will be allowed to enter the ground wearing any jewellery like ring, chain, watch, even specs.
- T-shirts are to be tucked in during play.
- The organisers have the right to reject any entry without assigning any reason whatsoever.
- The organisers have the right to disqualify any team or participant without assigning any reason for the duration of the tournament.
- The decision of the Referee will be final in all respects of the game.
- In case of a protest, the team has to lodge a formal written protest signed by the Team/Captain with a non-refundable fee of Rs 500/- within one hour of match.
- In matters of doubt not covered in the tournament rules, the decision of the Tournament Committee (SPT Sports) shall be final and binding on all concerned.
- Other laws/rules as per FIFA regulations.
- Only executives are allowed to be member of the team and are to produce original company ID card on request of the organisers.
- ***The Organisers, Sponsor, associates and all others involved with the event will not be held responsible/liable in case of any injuries directly or indirectly to the participants during the course of the event/tournament. However, first aid kit will be available at the venue during matches. On signing the registration form, it will be explicitly understood that the participating company and/or player have relinquished any or all claims.***

National Finals at Bangalore:

- Each winning team of the respective cities will be invited for an all expense paid national finals at Bangalore in November, 2009.
- Matches will be played on round robin or knock-out basis.
- Teams may have to play 2 or more matches in a day.
- In case any zonal winner is unable to confirm participation for national finals, Runner-up team will be invited. Failing their confirmation, loosing semi- finalists with greater “goals difference” will be invited.
- Corporates will not be allowed to change players for the National Finals at Bangalore. Only original list players will have to participate.

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Trophies and Prizes

Regional Event

The Cup

- 1] Winner – Trophies + Other exciting prizes
- 2] Runner up – Trophies + Other exciting prizes

The Plate

- 1] Winner - Trophies + Other exciting prizes
 - 2] Runner up – Trophies + Other exciting prizes
- Plus
- > Highest Goal Scorer
 - > Best Goal Keeper
 - > Fair Play Team

plus other give-aways.

National Finals

- 1] Winner – International Trip
 - 2] Runner up – Trophies + other attractive prizes
- Plus
- > Highest Goal Scorer - Trophies + other attractive prizes
 - > Best Goal Keeper - Trophies + other attractive prizes

P.S.

- No one player will be given two prizes. In case of such an eventuality, the next eligible player will be given the prize.
- Prizes are subjected to change if situation demands.

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<u>Kingfisher National Corporate 5's</u>			
<u>Schedule</u>			
<u>City</u>	<u>Dates</u>	<u>Last Date - Entries</u>	<u>Captains' Meet</u>
Hyderabad	August 1st - 2nd	July 29th	July 29th
Bangalore	August 8th - 9th	August 5th	August 5th
Chennai	August 29th - 30th	August 26th	August 27th
Delhi	September 12th - 13th	September 9th	September 10th
Pune	October 3rd - 4th	September 30th	October 1st
Mumbai	October 10th - 11th	October 7th	October 7th
Kolkatta	October 24th - 25th	October 21st	October 21st
Bangalore	November 7th - 8th	National Finals	

Participation:

- Event is only open to executives of respective corporate.
- If a corporate enters two or more teams they will be entitled to a 10% discount on the second team.
- Entry Fee – Rs 12,500/- per Team (Cheque/ DD (par at Bangalore) to be issued in favour of *SPT Sports Management Pvt. Ltd.*)
Inclusive of jersey, shorts and stockings + goal keeper glove.
Food and beverages

For details:

Log on to www.sptindia.com or; e-mail: info@sptindia.com

or write to;

SPT Sports Management Pvt. Ltd.

10, Sports House,

1st Main, 1st Block,

Koramangla,

Bangalore – 560 034.

TeleFax: +91-80-4147 5441/42

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