

COEJ MAMT OCT 1st 2022 - BIRMINGHAM

GIRLS U16

As the tournament date approaches we would like to remind all the participants to ensure they are:

- √ **Dressed ready to play as games will begin at 9am promptly**
- √ **Have appropriate hijab as the venue may have men present. Please ensure you wear hijabs that are free of pins and accessories as these may be disallowed by refs as a hazard to others. Ideally wear makhnas/sports hijabs.**
- √ **Ensure that all football players have shin pads**
- √ **All teams to bring their own gloves**
- √ **Netball will be 9am – 12pm and Football from 2pm – 5pm**
- √ **Netball players to ensure they have their own bibs**
- √ **Nails should be cut short and no jewellery is permitted**
- √ **Correct footwear (astros or trainers) for football players**

HOTELS IN BIRMINGHAM

- Premier Inn Birmingham – Hall Green – 2.5 miles from venue
Stratford Road, Solihull
Birmingham, B28 9ES
0871 527 8092
- Hotel Ibis Budget – Birmingham City Centre
1 Great Colmore Street
Birmingham, B15 2AP
0121 622 7575
- Holiday Inn – Birmingham City Centre
Smallbrook Queensway
Birmingham, B5 4EW
0121 634 6200
- Best Western Westley Hotel
Westley Road
Birmingham, B27 7UJ
0121 706 4312

Football Rules (5-a-side)

Kick-off

- All players are required to wear shin guards.
- Surface of pitches: Astro and Indoor Sports Hall for U9 teams.
- Footwear; Moulded boots or Astro turf trainers, no metal studs are permitted.
- Ball size 3
- 2 halves of 8 mins each with a 1 min break in between. U9 will play 7 min halves with a 1 min break in between.
- 3 points for a win, 1 point for a draw, 0 for a loss
- In the event of a tie break in the knockout stages, total goal difference will decide who progresses.
- Have appropriate hijab as the venue may have men present. Please ensure you wear hijabs that are free of pins and accessories as these may be disallowed by refs as a hazard to others. Ideally wear makhnas/sports hijabs.
- No jewellery should be worn to avoid injury to participants.
- Teams must bring their own goalkeeper gloves to the tournament.
- Teams will have a maximum of 8 players. 5 on the pitch at any given time.
- The referee will determine who takes the initial kick-off, either by coin toss or by a pre-determined schedule. If halves are played, the other team will kick-off the second half.
- All players must be inside their own half for kick-off with the non-kicking players at least 2m from the ball. The ball must be played forward and may not be touched again by the taker until kicked by another player. Players **may shoot, and score, directly from the kick-off.**
- After a goal has been scored, play will be restarted by the opposing team taking a kick-off from the centre spot.

Goalkeeper

- The goalkeeper is the only player on the field permitted to handle the ball and may do so, **only within the area (D).**
- The goalkeeper is **not permitted to leave the D** and, if found doing so in order to gain an advantage, a penalty kick will be awarded to the opposition.

Pass backs

- A player who has received the ball from the goalkeeper **cannot pass it straight back to that player.** The ball must touch another player (which may be an opponent) before being passed back. Breach of this rule will result in an indirect free kick being awarded to the attacking team.

Penalties

- In absence of there being a penalty spot, penalty kicks will be taken in the centre of the pitch, 1 yard back from the edge of the D.
- The **goalkeeper must be standing on the line** when a penalty is taken.
- The penalty taker must be identified to the referee before the penalty is taken. The penalty taker is allowed **one step before striking** the ball.
- Where either side has breached these rules to their advantage, the penalty will be re-taken.

Area

- Outfield players are **not allowed to enter either D**.
- If an attacking player enters the opponent's area, seeking to gain an advantage, the referee will stop the game and restart play with the goalkeeper. When shooting, the kick must start and finish outside the D; if the player's momentum then carries them forward into the area this will not be penalised unless the player is found to be interfering with the play from a position inside the area.
- If a defending player enters their own area, seeking to gain an advantage, a **free kick** will be awarded to the opposition team 2m from the D. Referee to first caution both teams if this happens, before awarding a free kick.

Substitutions

- Roll on – roll off substitutions are allowed during the game. Substitutions require the consent of the referee who will allow the substitution to take place at an appropriate stoppage in the game. The oncoming player must not enter the field until the other player has left.
- The referee must be notified before any change of goalkeeper takes place. **Goalkeepers may only be substituted once during the game**, except in the case where a goalkeeper incurs an injury and does not return to the game.
- All substitutes must stand outside the field of play, or behind their goals if there are no barriers.

Ball out of play

- Whilst within the perimeter of the court, the ball is not out of bounds. In the event that the ball leaves the perimeter, play shall be restarted with a throw in awarded to the appropriate team.

Fair Play

- For the safety of all players, **slide tackles are not allowed.**
- Referees decision is final.

Free Kicks/Corners

- Players must retreat at least **2m** away from where the ball is kicked, for any free-kick or corner kick

If a free-kick is awarded within 2m of the edge of the area, it should be moved back so that it is 2m from the edge of the area, allowing a defensive wall to form in front.

- Free kicks can be direct.

Football Rules (7-a-side)

- All players are required to wear shin guards.
- Surface of pitches: Astro
- Footwear; Moulded boots or Astro turf trainers, no metal studs are permitted.
- 2 halves of 8 mins each with a 1 min break in between. 3 points for a win, 1 point for a draw, 0 for a loss
- In the event of a tie break in the knockout stages, total goal difference will decide who progresses.
- **Have appropriate hijab as the venue may have men present. Please ensure you wear hijabs that are free of pins and accessories as these may be disallowed by refs as a hazard to others. Ideally wear makhnas/sports hijabs.**
- No jewellery should be worn to avoid injury to participants.
- Teams must bring their own goalkeeper gloves to the tournament.
- Ball size 5
- Teams will have a maximum of 10 players; 7 on the pitch at any time.
- There are NO OFFSIDES or HEAD HEIGHT restrictions

Referees

- Please respect the referee, remember the cause you are playing for. Rude/Bad behaviour will not be tolerated. All refereeing decisions are final.

Substitutes

- Unlimited substitutions are allowed as long as the referee is made aware of the changes.
- Substitutes must enter and leave the field of play at the referees discretion.
- Substitutions can only be made when play has stopped.

Borrowing Players

- There is a minimum amount of players required for a game to go ahead. 7 a side = minimum of 5. If a team has 7 players they are not allowed to borrow players to be substitutes.
- If a team does not have enough players they may wish to borrow a player from another team. In this case the team must get permission from the opposition. This must be witnessed by the referee.
- If a team has 7 players of their own, they cannot borrow players to be substitutes.

Penalties

- In absence of there being a penalty spot, penalty kicks will be taken in the centre of the pitch, 1 yard back from the edge of the D.
- The **goalkeeper must be standing on the line** when a penalty is taken.
- The penalty taker must be identified to the referee before the penalty is taken. The penalty taker is allowed **one step before striking** the ball.
- Where either side has breached these rules to their advantage, the penalty will be re-taken.

Fouls & Misconduct

- The referee will deal with all fouls and misconduct which will be punished accordingly.
- Slide tackles are not allowed.

- Any free kick is direct and the defending team must retreat at least 5 yards from the ball (where possible).

Discipline

- All caution details are reported to the coordinator at the end of each game.
- Referees decision is final.

Verbal Warning

- 1st offence, Yellow Card
- 2nd Yellow Card in a game = Red Card - player will play no further part in the game
- Straight Red Cards – Result in a 2 match suspension.

Spectators

- Spectators are to be supportive to their team and responsible for the way they engage with other supporters.
- We expect supporters to support in an inclusive manner, create a positive atmosphere and to never engage in, or tolerate offensive, insulting or abusive language or behaviour.
- Spectators who are unable to adhere to this may be asked to leave.

Penalty Area

Any player is allowed in the penalty area. An offence by a defending player in the penalty area will result in a penalty kick (2 steps).

Lateness:

At the scheduled start of a game, should any one of the teams not have the minimum 5 players required to start the match, the umpire's/referee's timer will commence and we will allow a 5 minute grace period. If the team arrives within this given grace period, there will be no penalties and the game will start when both teams are ready on court/pitch.

If a team does not arrive within the above grace period, they will forfeit the match and a score of 3-0 will be awarded to the opposition for football. Failure by both teams to arrive on time will result in a nil draw however; no points will be carried forward towards their total.

General Playing Area

Goalkeeper distribution and area rules are as in 11 a side.

- The back pass rule applies – A player who has received the ball from the goalkeeper **cannot pass it straight back to that player**. The ball must touch another player (which may be an opponent) before being passed back. Breach of this rule will result in an indirect free kick being awarded to the attacking team.

Free Kicks/Corners

- Players must retreat at least **2m** away from where the ball is kicked, for any free-kick or corner kick
- A goal can be scored directly from any kick off.

Netball Rules

GAME START

Games will be played indoors

Have appropriate hijab as the venue may have men present. Please ensure you wear hijabs that are free of pins and accessories as these may be disallowed by refs as a hazard to others. Ideally wear makhnas/sports hijabs.

A netball match starts with a coin toss.

The winning team starts with the ball. All players must be in their proper positions when the game starts.

2 halves of 7 mins each with a 1 min break in between.

3 points for a win, 1 point for a draw, 0 for a loss

In the event of a tie break in the knockout stages, total goal difference will decide who progresses.

To start the play, the center attempts to throw the ball from the center circle to another teammate. This is called a center pass and takes place any time a goal is scored or a new quarter starts.

Teams will have a maximum of 10 players; 7 on the court at any given time.

PASSING

Players are only allowed to hold the ball for 3 seconds before they must either pass or shoot the ball. Failure to do so will result in the opposing team getting a free shot.

The ball also must not skip a third of the court. So, for example, if a player passes from the defensive third of the court to the offensive third, the player must first pass the ball to a player in the center third.

SCORING

Only the goal attack and goal shooter are allowed to shoot the ball. These players must shoot the ball from within the goal circle. For the goal to be considered legal, the ball must go through the ring from above.

OBSTRUCTION

Blocking a player in netball is referred to as marking. When a defensive player marks a player who has possession of the ball, they must stand 3 feet away. If a player breaks this rule, an obstruction is called. The defender must stand out of play, and the ball carrier gets to make a free pass or a free shot if they are a scoring player.

ADVANTAGE

An advantage is called when a penalty has occurred, but the player that has been obstructed decides to carry on with play rather than stop and take a free pass or shot. If a goal is scored during the infringement, the umpire will allow the obstruction to go without a penalty, but if a goal is not scored, the referee will give the obstructed player a free pass or shot.

THROW INS

When the ball goes past the side line or the goal line, it is thrown back into play by the team that did not touch the ball last. The ball is thrown back in from roughly the same spot it went out of play.

LATENESS:

At the scheduled start of a game, should any one of the teams not have the minimum 5 players required to start the match, the umpire's/referee's timer will commence and we will allow a 5 minute grace period. If the team arrives within this given grace period, there will be no penalties and the game will start when both teams are ready on court/pitch.

If a team does not arrive within the above grace period, they will forfeit the match and a score 15-0. Failure by both teams to arrive on time will result in a nil draw however; no points will be carried forward towards their total.

DELAYING PLAY

All players must quickly get onside following the netball centre pass. The Centre player in possession of the ball must hurry back to the centre circle and step straight inside.

Waiting for other players to get back onside is called 'delaying play' and the referee can penalise if this occurs after 1 caution to both teams.

Borrowing Players

- There is a minimum amount of players required for a game to go ahead. If a team has 7 players they are not allowed to borrow players to be substitutes.
- If a team member suffers an injury rendering them unable to play, they may wish to borrow a player from their **own** jamaat (either the same tier or another age tier). In this case the team must get permission from the organisers and must be witnessed by the referee.
- If a team has 7 players of their own, they cannot borrow players to be substitutes.

END OF GAME

The team with the most points after 2 halves is the winner. If a netball game is tied after 12 halves, the game goes into sudden death. A coin is tossed again to determine the team that makes the first center pass; only 1 half of 5 mins will be played to determine the winner.

**ANY RULES NOT MENTIONED HERE WOULD BE DECIDED AT THE
DISCRETION OF THE COORDINATORS AND MANAGEMENT COMMITTEE**