

WorldNET 10 rules

WorldNET10 THE IFA CUP 23/24/25/ July 2010

University Of Leeds Bodington Hall Otley Rd Leeds LS16 5PT

1. format

Friday night will see a number of curtain raiser matches including the IFA Challenge Cup 09/10 final. Saturday will see a series of games between sixteen groups of competing teams; the winners and runners-up from all groups, will automatically qualify for day two of the Cup. The 3rd and 4th placed teams from all groups will go in to the Plate Competition. The tournament on day two, will adopt an FA Cup style format i.e. a sudden death knock-out competition. The first round of **ALL** day two tournaments will be drawn on the Saturday evening of WorldNET10 teams will then progress through their section of the draw. All entries **must** be accompanied by a completed entry form and full payment of the entry fee as advertised to IFA members via the WorldNET2002 yahoo group. Entry fees are non refundable. The organisers reserve the right to refuse entries which they deem not to be competent.

2. veterans

The veterans competition will consists of four groups of four and will follow the established WorldNET format. Draw details for Sunday are listed below. N.B. Veterans teams must have at least ten players over the age of 30 on the pitch at all times– be prepared to prove your age!

3. tied groups

In the event of teams being tied on points at the end of the Group stages on day one the following procedure will be used:

- i) Winner of the game between tied teams (in case of a 3 or 4 way tie-breaker this criterion does not apply)
- ii) Goals difference (goals scored minus goal against)
- iii) Most goals scored
- iv) Least disciplinary points accrued (1 point for a yellow card, 2 points for a red card)
- v) If this fails to resolve the tie then it will be settled by the toss of a coin.

N.B. In the event of one team qualifying as a result of the above tie-breakers, but where this leaves two or three teams still tied, we return to point ii) again to split the remaining tied teams, and repeat the process until all league positions are settled.

4. draw

a) The Saturday night draw for the Cup competition is as follows:

- * The 16 group winners will be placed in one hat
- * The 16 group runners up will be placed in one hat
- * A random draw from each hat will take place until all teams are matched
- * No team will be drawn against a team it played in the group stages

b) The Saturday night draw for the Plate competition is as follows:

- * The 16 3rd place teams will be placed in one hat
- * The 16 4th place teams will be placed in one hat
- * A random draw from each hat will take place until all teams are matched
- * No team will be drawn against a team it played in the group stages

c) The draw for day two of the veterans competition is pre-determined by group finishing position on day one – ***please see day two match schedule for further details.***

5. exceptions

All rules for both events will be as per the Football Association, with the following exceptions:

- * Games will be 15 minutes each way with a two minute break between halves.
- * In the event of a draw in the knock-out stages, a ten-minute “Golden Goal” period will be played (no half time).
- * If the teams are still level at the end of this period the tie will be decided on penalties.
- * Teams will be allowed a maximum of five substitutions per game.
- * Players who have previously been taken off can be brought back on during the same game, although this will count towards the maximum of five substitutions.
- * Players may only play in the tournament they commence playing in on Saturday 24th July. Where there is an "A" and a "B" team players may only play for the team they commence playing in on Saturday 24th July. Any team failing to abide by this rule will be excluded from the tournament.

6. disciplinary measures

In the unlikely event of any player receiving a sending off or two bookings, they will miss their teams' next game. Bookings or sendings-off from the first day are not carried forward to the next day.

7. squad registrations

All squads, including individual email addresses for each member (Maximum size - 22 players), should be registered with the following contacts no later than Friday 16th July 2010. Your email header should read:

WorldNET 10 Squad Registration – Team Name.

and be sent to: **R.Goodair@brad.ac.uk** and **C.Thacker@brad.ac.uk**

Squad replacements will be allowed in the event of late injuries or other unforeseen circumstances. If you need to change your squad, email the details to the two addresses above immediately; do not expect to be able to turn up on the day with half your squad having miraculously metamorphosed into the local Sunday League Champions!! Team Managers should also be aware; that there would be little point in using more than 22 players, as there will only be 22 medals available should you win the tournament! Even more importantly, the use of ‘Ringers’ i.e. non-list members, is strictly forbidden at WorldNET10, and will be punishable with a ban from next year's tournament if discovered. Please note, the IFA will be checking your list membership during the run up to the tournament; if any members of your squad will not have a

valid email address (subbed to your list/message board) at the time of the tournament, we will require a very plausible excuse as to why this is so. Please include all fairy tales in your registration email! This does NOT apply where teams are using "sluts" from other bona fide IFA teams.

8. administration

Each group on the first day of the tournament will have a 'Group Co-ordinator'. During the knock-out stages on day two their job title will suddenly change to 'Pitch Co-ordinator'! They will be expected to fulfil the following duties:

- * Make sure that both teams and the officials for each match are ready to start games on time.
- * You will be provided with a full match schedule and the names of officials for all your games.
- * Liaise with the referee at the end of each game, to confirm the score, and take note of any bookings or sendings off.
- * Report scores, bookings and sendings off, to the IFA Central Admin Desk at the first available opportunity.
- * Inform Sunday's Knock-out stage winners where and when their next match is being played
- * Liaise with the Senior Group Co-ordinator on all other matters.

9. disclaimer

As per official IFA policy, WorldNET10 has not been registered with the FA at Lancaster Gate and hence is not an FA sanctioned tournament. We, the IFA, must make it clear that all players compete in the tournament at their own risk. Football can result in injuries, sometimes serious, but the organisers of WorldNET10 cannot be held responsible for any injuries incurred during the tournament. Likewise, they cannot be held responsible for any theft or damage to belongings or motor vehicles whilst at the venue.

Teams who reach their respective finals could end up playing a total of five to six hours football, and because the tournament is in July it could be in relatively high temperatures. It is the responsibility of each player to ensure that they are fit and well enough to participate and do not enter the tournament with any medical condition, which could endanger their health. All matches will be played on grass; it is up to players to decide on suitable footwear.

10. it's only a game

Certain supporters have old rivalries with other teams supporters. If anyone wishes to display their feelings towards another team, they should do this by scoring a spectacular hat trick rather than a Cantonaesque flying drop kick! Likewise, with the increase in the number of competing teams and the advent of the second day Plate and Vets competition, even the most competitive of sides will have little or no excuse for not giving **ALL** their players, a fair "crack of the whip" in terms of playing time. We all know don't we boys and girls, that it's not the winning that counts, but the taking part!!

11. officials

Since the emphasis of the tournament is on fun, players shall respect ALL decisions made by officials even though they may be obviously wrong! Referees and Assistant Referees will be instructed to punish acts of dissent severely, and those teams that persistently offend in this manner will face an immediate IFA Disciplinary Hearing.

Physical and persistent verbal abuse of officials by players or members of a team's organisation will not be tolerated under any circumstances, and will result in the offending team's instant expulsion from the tournament .

12. racism, racist abuse and pro-diversity

Any incidence of racism or racist abuse will not be tolerated under any circumstances. It is EVERY participant's duty to ensure that the tournament and its participants are not subject to any form of racism or racist abuse. We gladly welcome all participants regardless of race, religion, gender or sexual orientation. Any participant or team that fails to extend this welcome to their fellow participants is not welcome at this tournament or any of our other activities.

13. circulation of rules

N.B. Would Team Managers/Organisers please make sure that these rules are circulated promptly to all potential participants at WorldNET 10 and reply to me, R.Goodair@brad.ac.uk, stating that this has been done. Your email header should read:

WorldNET 10 – Rules Circulated - Team Name.

14. website and email group

i) The tournament website will be www.worldnet.org.uk Full results will be displayed there as quickly as possible after the event. All relevant tournament announcements will be displayed there in the run up to the event as well as on the WorldNET2002 yahoo group.

ii) All teams must have at least 1 participating member at all times on the WordInet2002 group which is accessible via:

<http://groups.yahoo.com/group/worldnet2002/>

15. addendum

The official entry form and the notes attached to it will form an integral part of these rules.

Barbaraville Sept 9th 2010