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# WorldNET10 Competition Rules & Format

## ver 10.04 9<sup>th</sup> July 2010

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### 1. format

- i 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 15 groups of competing teams; for a detailed explanation of the draw process for Day Two [see Appendix 1](#).
- ii The first round of day two tournaments will be drawn on the Saturday evening of WorldNET10 (excepting for the IFA Veteran's tournament which is predetermined [see Appendix 1](#)). Teams will then progress through their section of the draw.
- iii All entries must be accompanied by a completed entry form and full payment of the entry fee as advertised to IFA members via the IFAWorldNET yahoo group. Entry fees are non refundable.
- iv The organisers reserve the right to refuse entries which they deem not to be competent.

### 2. veterans

- i. The veterans competition will consists of four groups of four and one group of five and will follow the established WorldNET format.
- ii. Draw details for Sunday are listed in [Appendix I](#).

**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. Goal difference (goals scored minus goal against)
- ii. Most goals scored
- iii. Least disciplinary points accrued (1 point for a yellow card, 2 points for a red card.
- iv. 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 i. again to split the remaining tied teams, and repeat the process until all league positions are settled.**

### 4. draw for day two

- i Saturday night draw details for the Cup competition are in [Appendix I](#).
- ii Saturday night draw details for the Plate competition are in [Appendix I](#).
- iii The draw for day two of the veterans competition is pre-determined by group finishing position on day one, [full details are here](#).

### 5. exceptions

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

- i Games will be 15 minutes each way with a two minute break between halves.
- ii In the event of a draw in the knock-out stages, a ten-minute "Golden Goal" period will be

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- played (no half time).
  - iii If the teams are still level at the end of this period the tie will be decided on penalties.
  - iv Teams will be allowed a maximum of five substitutions per game.
  - v 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.
  - vi 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

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

## 7. squad registrations

Squad registration is on line at [worldnet.org.uk](http://worldnet.org.uk) (under the rules and registration tab). Managers must complete the online registration of their team by filling in the names of their players. **NB names only not email addresses. The registration sheet will be passed back to managers when they collect their managers pack from the WorldNET control desk for any final amendments.**

## 8. administration

The tournament control desk will be in the main foyer of Bodington hall (next to the bar). All managers must report to the Control desk on arrival unless arrangements have been made for "out of hours arrivals". 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 change to 'Pitch Co-ordinator'! They will be expected to fulfil the following duties:

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

## 9. disclaimer

- i. 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.
- ii. 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.
- iii. 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.
- iv. It is the responsibility of each player to ensure that they are fit and well enough to

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participate and do not enter the tournament with any medical condition which could endanger their health.

- v. All matches will be played on grass; it is up to players to decide on suitable footwear.

## **10. it's only a game**

- i. 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!
- ii. 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.
- iii. We all know don't we boys and girls, that it's not the winning that counts, but the taking part!!

## **11. officials**

- i. 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.
- ii. 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**

- i. Any incidence of racism or racist abuse will not be tolerated under any circumstances.
- ii. 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, disability or sexual orientation.
- iii. 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**

Would Team Managers/Organisers please make sure that these rules are circulated promptly to all potential participants at WorldNET10 **NB this is confirmed when you register online (see rule 7.)**

## **14. website and email group**

- i. The tournament website will be [www.worldnet.org.uk](http://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 [IFAWorldNET yahoo group](#).
- ii. All teams must have at least 1 participating member at all times on the [IFAWorldNET yahoo group](#) which is accessible by [clicking here](#)

## **15. addendum**

The official entry form and the notes attached to it will form an integral part of these rules as will the Tournament Format Memorandum which is [detailed here](#).

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## Appendix I

# IFA Memorandum Tournament Format 2010

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- 1.) Day one will take the form of a group competition for both the Main IFA Cup and IFA Plate tournament and the IFA Veterans' tournament. The day one timetable is as per the Day One Match Day Schedule which is included in each Team's Management Pack.
- 2.) The **Main Tournament** will have 60 teams who will play in 15 groups of 4. They will utilise the 8 pitches on the main playing field.
- 3.) The **Veterans Tournament** will have 21 teams and will play in 4 groups of four and 1 group of 5. They will utilise the 3 pitches on the lower playing field.
- 4.) Day two of the Cup Competition will take the form of a knock-out competition and will be drawn on Saturday evening. The day two Cup timetable is as per the IFA Cup Competition Match Day Schedule which is included in each Team's Management Pack.
- 5.) The **Cup draw** will contain all 30 teams who came first and second in the group stage. One of the second placed teams will be randomly selected to join the group of 15 first placed teams. The remaining 14 second placed teams will be joined by two randomly drawn third placed teams. This will place 32 teams in the IFA Cup.
- 6.) Day two of the Plate Competition will take the form of a knock-out competition and will be drawn on Saturday evening. The day two Plate timetable is as per the IFA Plate Competition Match Day Schedule which is included in each Team's Management Pack.
- 7.) The **Plate draw** will contain all the remaining 13 teams who came 3rd in their groups, all 15 teams which came 4th in their groups plus four "byes". Three of the fourth place teams will be randomly selected to join the group of 13 third placed teams. Four "byes" will be added to the remaining 12 fourth placed teams. This will allow for only 28 teams in the IFA Plate competition.
- 8.) **Day two of the Veterans competition** has a predetermined draw in 5 stages: i.e. the Qualifying Round, Round 1, Quarter Finals, Semi Finals and the Final itself.
- 9.) The first team from each group, the second team from each group and the third team from the group of five will go straight to round 1. The 3rd and 4th from each 4 team group and the 4th and 5th from the group of five will each play in the qualifying round. The winners of the Qualifying Round matches will go into the first round proper. ([see figures 1 and 2](#)).
- 10.) The Veterans' draw is predetermined as per the IFA Veterans Competition Match Day Schedule which is included in each Team's Management Pack. ([see figures 1 and 2](#)).
- 11.) This memorandum shall form part of the Tournament Rules

**Barbaraville 9<sup>th</sup> July 2010**  
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**Figure 1: Veterans Day Two Matches**

1 pitch 2 teams	2 pitches 4 teams	2 pitches 8 teams	2 pitches 16 teams	3 pitches 10 teams
			6	
			v	
			15	
		Quarter Final 1		
			1	
			v	13
	Semi Final 1			v
				19
			7	
			v	
			10	
		Quarter Final2		
			2	
			v	20
				v
<b>Final</b>				16
			3	
			v	14
				v
				17
		Quarter Final 3		
			4	11
				v
			v	21
	Semi Final 2		5	12
				v
			v	16
		Quarter Final 4		
			8	
			v	
			9	

**Figure 2: Veterans Day Two Draw**

Day Two Vets	Group	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
	<b>Group A</b>	1	6	11	16	none
<b>Straight to Round 2</b>	<b>Group B</b>	2	7	12	17	none
1 <sup>st</sup> team from each group	<b>Group C</b>	3	8	13	18	none
2 <sup>nd</sup> Team from each group	<b>Group D</b>	4	9	14	19	none
3 <sup>rd</sup> team from Group E	<b>Group E</b>	5	10	15	20	21
<b>Round 1</b>						
3 <sup>rd</sup> and 4 <sup>th</sup> from each 4 team group plus 4 <sup>th</sup> and 5 <sup>th</sup> from Group E					<b>Qualifying Round Teams</b>	