



LMFM Minor Football 7-A-Side Tournament - Rules

1. Competition Format:

Day One: 4 or 5 team groups at each venue on Monday June 10th with each team playing one another. The top two teams progress to the Cup section and the remaining teams progressing to the Shield section.

Day Two: Cup and Shield sections take place on Monday, June 14th consisting of five groups of 4 to 5 teams at each venue with each team playing on a round robin basis.

In the Cup competition four teams will progress to the Cup Semi-finals, being the winner of each group plus the best second place team from Groups A and B. Best second place team will be first decided on highest league points scored, and if equal by the highest average scores for (total scored in the group divided by games played in that group). If still equal a draw will be made by Coiste Mionuir.

In the Shield competition four teams progress to Quarter Finals (2nd Place Group A and Winners Group C, D, & E) and two teams direct to Semi-Finals (Winners group A and B).

Day Three: Cup (Semi-finals & Final) and Shield (Quarter-finals, Semi-finals and Finals) on Monday June 24th.

2. 7-a-side pitch size to be 80/90m long x 60/70m wide, depending on area available. Either:

- Crossways on the regular pitch with goalposts on side-lines (2 pitches on a full-size pitch) or,
- Lengthways along regular pitch with goalposts on the 20m lines (1 pitch on a full-size pitch).

Note: Pitches should be marked out appropriately with flags or cones.

3. Juvenile goals to be used. Ensure they are stabilised.

4. Teamsheet and €20 referee expenses per club to be presented to referee before your first game. Player numbers stay the same for all games. Coiste Mionúir to appoint referees to officiate at each venue.

5. Unlimited substitutions allowed during break in play, no slips needed. Subs must enter playing area at the half-way line.

6. Playing Time:

- 5 Team Groups: 16 minutes in duration (Two 8-minute halves).
- 4 Team Groups: 20 minutes in duration (Two 10-minute halves).
- Quarter-Finals/Semi-Finals/Finals: 28 minutes in duration (Four 7-minute quarters). Change ends after each quarter.
- Half time break 3 minutes, quarter time break 1 minute.

7. Panel sizes to be provided with correct numbers to referee before game. List also given to Host Club organizer before start of 1st game.

8. Games to be two touch football (one hop, one solo or two solos)

9. Goals and points are counted as equal scores.

10. There are no penalties.

11. Black card sin-bin time is 3 minutes. Red carded players miss remainder of game plus the next game.

12. All kick outs from goal-line (from hands or ground). Ball can also be carried out once it is taken from the middle of the goals.

13. 45's can be taken from hands or ground.

14. Frees or 45's kicked off the ground count as two points.

15. Points kicked directly from side-line count as two points.

16. Goalkeeper jersey is not necessary due to last man back being in operation.

17. In the event of teams finishing on level points in their group, placings will be determined in the following order: 1) Head-to-Head. 2) Score Difference. 3) Scores For. 4) Coin-toss.

18. In the event of a draw in semi-finals and finals, there shall be extra time of 5 minutes each half. If teams are still tied, a penalty shootout will take place. Each club nominates 3 players and a goalkeeper. Player solos the ball in from halfway and can shoot for goal from no closer than 10 metres out. Goalkeeper can come off the line as far as he wishes once the player leaves the halfway line.