

Under 6's

General Non-Competitive Rules

All coaches/volunteers involved with a team at the festival must have a valid unexpired FAW Number. The organisers reserve the right to require coaches/volunteers to show their FAW Numbers. Any coach/volunteer unable to show a valid FAW Number will be regarded as not having an FAW Number and the coach/volunteer will not be permitted to continue to be involved with his or her team or any other team at the festival.

- All players must wear shin guards.
- NO jewellery to be worn during a game.
- All players must have a period of play in every game, as per FAW Mini Football Rules.
- 4 a side (maximum of 2 subs)
- 8 minutes per game
- Game managers throw the ball in to start, and restart the game after a goal.
- All free kicks are INDIRECT. Any opposing player must be at least 3 yards away.
- Goal kicks off the floor. The opposing team must retreat beyond the halfway line.
- No corners.
- 'Kick ins', no throw ins.
- No goalkeepers.
- Substitutes are on a roll-on roll-off basis.
- Game manager's decision is final.
- Any abuse of match or event officials will result in disqualification.
- A medal will be presented to each player at the end of the day.

ANY QUERIES PLEASE CONTACT MATCH CONTROL

Under 8's

General Non-competitive Rules

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- All players must wear shin guards.
- NO jewellery to be worn during a game.
- All players must have a period of play in every game, as per FAW Mini Football Rules.
- 5 aside (maximum of 3 substitutes)
- 8 minutes per game.
- No offside.
- One way - no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks **must** be taken from the floor and must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT. Any opposing player must be at least 3 yards away.
- No penalties to be awarded.
- Pass back to goalkeeper is allowed.
- Goalkeeper not allowed to handle the ball outside the area.
- Substitutes are on a roll-on roll-off basis.
- A medal will be presented to each player at the end of the day.

ANY QUERIES PLEASE CONTACT MATCH CONTROL

Under 10's

General Non-competitive Rules

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- ALL players must wear shin guards.
- NO jewellery to be worn during a game.
- ALL players must have a period of play in every game, as per FAW Mini Football Rules.
- 7 aside (maximum of 3 substitutes).
- 10 minutes per game.
- No offside.
- One way - no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks **must** be taken from the floor and must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT. Any opposing player must be at least 5 yards away.
- No penalties to be awarded.
- Pass back to goalkeeper is allowed.
- Goalkeeper not allowed to handle the ball outside the area.
- Substitutes are on a roll-on roll-off basis.
- The referee's decision is final.
- Any abuse of match or event officials will result in disqualification.
- A medal will be presented to each player at the end of the day.

ANY QUERIES PLEASE CONTACT MATCH CONTROL

Under 11's

General Non-competitive Rules

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- NO jewellery to be worn during a game.
- ALL players must have a period of play in every game, as per FAW Mini Football Rules.
- 7 aside (maximum of 3 substitutes).
- 8 minutes per game.
- No offside.
- One way - no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks **must** be taken from the floor and must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT. Any opposing player must be at least 5 yards away.
- No penalties to be awarded.
- Pass back to goalkeeper is allowed.
- Goalkeeper not allowed to handle the ball outside the area.
- Substitutes are on a roll-on roll-off basis.
- The referee's decision is final.
- Any abuse of match or event officials will result in disqualification.
- A medal will be presented to each player at the end of the day.

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Under 12's - General Rules

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- ALL players must wear shin guards.
- NO jewellery to be worn during a game.
- ALL players must have a period of play in every game, as per FAW Mini Football Rules.
- 7 aside (maximum of 3 substitutes).
- 10 minutes per game.
- No offside.
- One way – no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks **must** be taken from the floor and must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT. Any opposing player must be at least 5 yards away.
- No penalties to be awarded.
- Pass back to goalkeeper is allowed.
- Goalkeeper not allowed to handle the ball outside the area.
- Substitutes are on a roll-on roll-off basis.
- Games played on round robin basis – top 2 teams qualify as of right from each group.
- With 3 groups there will be 2 places, for the best 2 third placed teams, in the group stage. They will be awarded to the teams with the highest average points per game.
- In the event of a tie, goal difference will be the decider.
- If still tied, Winner of Head to Head in group stages will decide.
i.e. Team * v Team # = Group stage winner will qualify
- Two yellow cards = Miss the next game.
- One red card = Miss the next game.
- The referee's decision is final.
- Any abuse of match or event officials will result in disqualification.

KNOCK OUT STAGES

- 10 minutes per game.
Extra time – Golden goal applies.
- 5 minutes extra time.
- If not resolved a player from each team will be removed and the game restarted. Every 3 minutes thereafter, if the game is still tied, a player from each team will be removed until only 3 players from each team remain.

ANY QUERIES PLEASE CONTACT MATCH CONTROL

Under 14's - General Rules

All coaches/volunteers involved with a team at the festival must have a valid unexpired FAW Number. The organisers reserve the right to require coaches/volunteers to show their FAW Numbers. Any coach/volunteer unable to show a valid FAW Number will be regarded as not having an FAW Number and the coach/volunteer will not be permitted to continue to be involved with his or her team or any other team at the festival.

- All players must wear shin guards.
- NO jewellery to be worn during a game.
- 5 aside (maximum of 3 substitutes).
- 8 minutes per game.
- No offside.
- One way – no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks must be taken from the floor and must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT – opposing players must be at least 8 yards away.
- Pass back to goalkeeper is allowed, but goalkeeper is NOT allowed to pick the ball up.
- Goalkeeper not allowed to handle the ball outside the area.
- Games played on round robin basis – top 2 teams qualify as of right from each group.
- With 3 groups there will be 2 places, for the best 2 third placed teams, in the group stage. They will be awarded to the teams with the highest average points per game.
i.e. $\frac{\text{Number of game}}{\text{Number of points}} = \text{Average points per game}$
- Substitutes are on a roll-on roll-off basis.
- In the event of a tie, goal difference will be the decider.
- If still tied, Winner of Head to Head in group stages will decide.
i.e. Team * v Team # = Group stage winner will qualify
- Two yellow cards = Miss the next game.
- One red card = Miss the next 2 games.
- The referee's decision is final.
- Any abuse of match or event officials will result in disqualification.

KNOCK OUT STAGES

- 10 minutes per game.
Extra time – Golden goal applies.
- 5 minutes extra time.
- In the event of a tie, five penalties per team.
- If still tied, one penalty per team until resolved.

ANY QUERIES PLEASE CONTACT MATCH CONTROL

Under 16's - General Rules

All coaches/volunteers involved with a team at the festival must have a valid unexpired FAW Number. The organisers reserve the right to require coaches/volunteers to show their FAW Numbers. Any coach/volunteer unable to show a valid FAW Number will be regarded as not having an FAW Number and the coach/volunteer will not be permitted to continue to be involved with his or her team or any other team at the festival.

- All players must wear shin guards.
- NO jewellery to be worn during a game.
- 5 aside (maximum of 3 substitutes).
- 8 minutes per game.
- No offside.
- One way – no half time.
- Toss of a coin before kick off - winner to decide direction of play and start the game.
- Goalkeeper must throw the ball out.
- Once the goalkeeper gathers the ball in hand, they must throw the ball out, they cannot drop the ball and play it with their feet.
- Goal kicks. The game is restarted by a throw from the goalkeeper, which must travel outside the goalkeeper's area for the ball to be in play.
- All free kicks are INDIRECT – opposing players must be at least 8 yards away.
- Pass back to goalkeeper is allowed, but goalkeeper is NOT allowed to pick the ball up.
- Goalkeeper not allowed to handle the ball outside the area.
- Games played on round robin basis – top 2 teams qualify as of right from each group.
- With 3 groups there will be 2 places, for the best 2 third placed teams, in the group stage. They will be awarded to the teams with the highest average points per game.
- Substitutes are on a roll-on roll-off basis.
- In the event of a tie, goal difference will be the decider.
- If still tied, Winner of Head to Head in group stages will decide.
i.e. Team * v Team # = Group stage winner will qualify
- Two yellow cards = Miss the next game.
- One red card = Miss the next 2 games.
- The referee's decision is final.
- Any abuse of match or event officials will result in disqualification.

KNOCK OUT STAGES

- 10 minutes per game.
Extra time – Golden goal applies.
- 5 minutes extra time.
- In the event of a tie, five penalties per team.
- If still tied, one penalty per team until resolved.

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