

5-A-SIDE TOURNAMENT



SATURDAY 13th JUNE 2026

Thank you for entering our 5-a-Side tournament which takes place on Saturday 13th June at our Elm Farm football ground.

I have set out below details of registration times for the morning and afternoon sessions and directions to the ground. Competition rules are enclosed.

I have also attached a team sheet **which must be completed and handed in at registration on arrival.**

Please note that:-

- The maximum squad size is 8 players for the **Under 7's** and **8's** age groups only (reflecting the usual weekly league squad size of teams in those age groups).
- The maximum squad size remains at **7 players for all other age groups**

On the day there will be BBQ, drinks and cakes stands.

If you have any further questions or are unsure of any of the arrangements, please don't hesitate to call me on 07768 005378.

<u>REGISTRATION TIMES</u>	
AM	PM
<u>No later than 9.00am (for 9.30 start)</u>	<u>No later than 1.15pm (for approx 1.45 start)</u>
UNDER 7's UNDER 10's UNDER 12's UNDER 15's	UNDER 8's UNDER 8-Girls UNDER 9's UNDER 11's UNDER 13's UNDER 14's

Andrew Booth
Feering Falcon Y.F.C.

DIRECTIONS TO ELM FARM:

**Feering Falcons Youth Football Club
Elm Farm
Elm Lane
Marks Tey
Essex CO6 1HU**

FROM COLCHESTER:

Leave A12 at Junction 25 (Marks Tey) and join A120 (signposted Stansted, Bishops Stortford).
Continue along A120, passing Poplar Nurseries Garden Centre (on your left).
In approx 0.5 miles turn left into Elm Lane.
Continue along Elm Lane for approx 0.5 miles.
Turn right into Elm Farm at the two 'Public Footpath' signs.

FROM BRAINTREE:

Join the A120 at Marks Farm Roundabout, heading towards Colchester.
Continue along A120 using the Coggeshall Bypass.
Ignore the signs for Feering & Kelvedon, stay on the A120, passing the Kings Head pub on your left.
Just after the Kings Arms the ground should be visible on your right from the A120.
Turn right into Elm Lane.
Continue along Elm Lane for approx 0.5 miles.
Turn right into Elm Lane at the two 'Public Footpath' signs.

FROM CHELMSFORD:

Take the A12 towards Colchester, leaving at Junction 23 (Kelvedon).
Continue through Kelvedon and enter Feering by the Railway Tavern pub.
Continue ahead passing the Blue Anchor on your right, then turn left into Coggeshall Road (opposite the former Police Station).
Continue along Coggeshall Road, passing the Community Centre and under the railway bridge.
In approx 100 yards turn right passing the Bell pub on your left.
Continue forward for approx 1.5 miles (the road is quite narrow).
Elm Farm is on your left at the two 'Public Footpath' signs.

REGISTRATION FOR FEERING FALCONS FIVE-A-SIDE

Please: Complete this form and hand in to the Registration Tent on arrival

AGE GROUP Under

TEAM NAME

(Please indicate if this is an 'A' or 'B' etc team)

MANAGERS NAME

	PLAYERS NAME
1	
2	
3	
4	
5	
6	
7	
8 (U7 & U8 Only)	

TEAM NAME

(Please indicate if this is an 'A' or 'B' etc team)

MANAGERS NAME

	PLAYERS NAME
1	
2	
3	
4	
5	
6	
7	
8 (U7 & U8 Only)	

FEERING FALCONS YOUTH FOOTBALL CLUB

FIVE-A-SIDE RULES.

REGISTRATION TIMES

Morning – registration no later than **9.00 a.m. for 9.30 a.m. start.**

Afternoon – registration no later than **1.15 p.m. for approx. 1.45 p.m. start.**

COMPETITION FORMAT

This may vary depending on the number of teams entered in each age group. It is the aim of this competition to choose a format for each age group to give them the maximum number of games possible depending on the number of entrants.

NUMBER OF PLAYERS

The players' names must be entered on the tournament registration form and be submitted to the organisers **on arrival.**

It is expressly forbidden for a player to play for more than one team in the tournament. In the event a player is found to have played for more than one team, all teams to have used that player will take no further part in the competition.

Under 7's and Under 8's

A squad of up to 8 players can be used to select each team. Each team shall consist of 5 players (one of whom shall be the goalkeeper). The 3 substitutes may be allowed at anytime during the game.

Under 9's to Under 15's

A squad of up to 7 players can be used to select each team. Each team shall consist of 5 players (one of whom shall be the goalkeeper). The 2 substitutes may be allowed at anytime during the game.

FOOTWEAR

All players required to bring football boots and trainers.

Wet weather will be FOOTBALL BOOTS ONLY and in dry weather will be own choice of boots or trainers.

DISCIPLINARY

Players will take no further part in the competition if they are either dismissed from the field of play during a game or receive 2 cautionable bookings during the course of the tournament. The organisers reserve the right to exclude any team / club from the tournament as a result of bad sportsmanship, foul and abusive language or violent conduct on behalf of any players, managers, parents and spectators associated with a particular team / club.

All Disciplinary matters will be reported to the Essex County Football Association.

SHINGUARDS & JEWELLERY

Every player MUST wear shinguards. All Jewellery and watches to be removed.

THE BALL

The first named team in each game shall supply the match ball.

Size 3 for U7, U8, U9 & U10. Size 4 for U11, U12, U13, U14.

Size 5 for U15.

POINTS & SCORING SYSTEM

1. Three points are awarded for a win and one point for a draw.
2. If teams are level on points then League position will be determined on goal difference.
3. If goal differences are also identical then goals scored will be taken into account.
4. Should teams still be level then a play-off will be arranged with extra time and penalties if necessary.

Any team failing to turn up for a match will, at the discretion of the organisers, forfeit the points awarding a 3-0 win to the opposing team.

THE PLAY – Under 7 to Under 10

Normal C&DYL league Mini-Soccer rules will apply but for avoidance of doubt, please note the following

- Play will start at the beginning of each half with a kick-off. When a goal is scored the game will restart with a kick off. All players must retreat to their own half
- Kick-ins or dribble-ins will be taken following C&DYL league rules.
 - Goals can be scored from a kick / dribble-in PROVIDED the player has taken a touch to move the ball first
 - Kick-ins or dribble-ins can go straight to the goalkeeper
- Corner kicks will be taken. Goals can be scored direct from a corner.
- Goal kicks can be taken from anywhere within the goalkeeper's area. The opponents must retreat to their own half until the ball is in play.
- During normal play:-
 - the goalkeeper may introduce the ball into play either by throwing (over or under arm) or by kicking the ball.
 - a back-pass to the goalkeeper is allowed, but the goalkeeper cannot pick the ball up and must play it with their feet (normal back pass rule).
- All players are allowed in the goalkeeper's area. The goalkeeper is allowed out of this area.
- The offside rule does not apply in this competition.
- The ball does not need to stay below the referee's head height.
- All free kicks are direct other than, the following which are indirect:-
 - free-kicks for deliberate headers; or
 - where a goalkeeper picks up a deliberate back-pass or a throw-in from their own teammate.All opposing players must be at least 5 yards from the ball
- If a player makes a deliberate header in their own goalkeeper area, an indirect free-kick is awarded on the side of the area as in league games.
- Substitutions may be used at any time during the match with the referee's permission.
- A player who has been substituted, becomes a substitute and may replace another player at any time subject to the substitution being carried out in accordance with law 3 of the Laws of Association Football.

THE PLAY – Under 11 to Under 15

- Play will start at the beginning of each half with a kick-off. When a goal is scored the game will restart with a kick-off. All players must retreat to their own half
- Throw-ins will be taken with an underarm action.
 - Goals **cannot** be scored direct from a throw-in.
 - Throw-ins **can** go straight to the goalkeeper
- Corner kicks will be taken. Goals can be scored direct from a corner.
- The goalkeeper may only introduce the ball into play using an underarm throw. If the goalkeeper throws the ball overarm or kicks the ball into play, a free kick will be awarded 2 metres from the point where the ball left the semi-circle.
- Only the goalkeeper is allowed in the goalkeeper's area. The goalkeeper is not allowed out of this area at any time. If they do then a free kick will be awarded 2 metres from the point where they left the area.
- A defender entering the goalkeeper's area will result in a penalty kick being awarded.
- An attacking player entering the goalkeeper's area will result in a free kick being awarded to the defending team.
- A player receiving the ball from their goalkeeper cannot return the ball until it has been played by another player. A pass-back straight to the goalkeeper will result in a free kick from where the pass-back was played.
- The offside rule does not apply in this competition.
- Sliding tackles are **not** permitted and will be penalised
- The ball must stay below the referee's head height. **Exceptions to this rule are :**
 - When the ball rebounds from the goalkeeper making a save; OR
 - When the ball rebounds from the goal post or crossbar. On these occasions play will continue.A free kick will be awarded against the last player to touch the ball should it exceed this height limit.
- All free kicks are direct. All opposing players must be at least 2 metres from the ball.
- Substitutions may be used at any time during the match with the Referee's Permission.
- A player who has been substituted, becomes a substitute and may replace another player at any time subject to the substitution being carried out in accordance with law 3 of the Laws of Association Football.

DURATION OF PLAY

Unless otherwise specifically stated within the fixture sheet,

Preliminary Rounds Matches - will be 5 minutes each way.

Quarter-Finals - will be 5 minutes each way. *(The draw will depend on the number of groups in each particular age section).*

- If scores are level at the end of the match, extra time of 2 minutes each way will be played.
- If scores remain level, all players including the goalkeeper competing on the field at the end of extra time shall take penalties.
- If still level at the end of penalties, a sudden death penalty shoot-out will apply.

Semi-Finals - will be 6 minutes each way. *(The draw will depend on the number of groups in each particular age section).*

- If scores are level at the end of the match, extra time of 2 minutes each way will be played.
- If scores remain level, all players including the goalkeeper competing on the field at the end of extra time shall take penalties.
- If still level at the end of penalties, a sudden death penalty shoot-out will apply.

Finals - will be 7 minutes each way.

- If scores are level at the end of the match, extra time of 2 minutes each way will be played.
- If scores remain level, all players including the goalkeeper competing on the field at the end of extra time shall take penalties.
- If still level at the end of penalties, a sudden death penalty shoot-out will apply.

REFEREES

The referees shall be the sole judges of time for duration of all games.

Separate timekeepers will not be allowed.

THE REFEREE'S DECISION IS FINAL IN ALL GAMES.

Any other disputes arising will be settled by the tournament organisers whose decision will be absolutely final.