

TAYLOR TURF

ONE SPIRIT. ONE CHURCH. ONE VICTORY.

RINK FOOTBALL

TOURNAMENT INFORMATION



PRIZE MONEY
₹15,000



TEAM MEMBERS
5 + 2



REGISTRATION
₹1,500



ELIGIBILITY
16+

TOURNAMENT OVERVIEW

- The tournament consists of **16 teams**.
- There will be **4 groups of 4 teams**; each team will play every team in its respective group.
- Each team has **7 players**: 5 playing and 2 substitutes.
- The **top 2 teams from each group** qualify for the knockout stage.
- Knockouts consist of **Quarter-Finals, Semi-Finals and Final**.

TOURNAMENT SCHEDULE

LEAGUE STAGE

RINK	GROUP	10:00	10:30	11:00	11:30	12:00	12:30	1:00	1:30	2:00	2:30	3:00	3:30
RINK 1	1	1 v 2	3 v 4	1 v 3	2 v 4	1 v 4	2 v 3						
	2							5 v 6	7 v 8	5 v 7	6 v 8	5 v 8	6 v 7
RINK 2	3	9 v 10	11 v 12	9 v 11	10 v 12	9 v 12	10 v 11						
	4							13 v 14	15 v 16	13 v 15	14 v 16	13 v 16	14 v 15

QUARTER-FINALS • 4:00-5:00 PM

SEMI-FINALS • 5:00-5:30 PM

FINAL • 5:30-6:00 PM

QTR 1 • RINK 1
GROUP 1 WINNERS

QTR 2 • RINK 1
GROUP 2 WINNERS

RINK 1
QTR 1 VS QTR 2 WINNERS

CHAMPIONSHIP MATCH

QTR 1 • RINK 2
GROUP 3 WINNERS

QTR 2 • RINK 2
GROUP 4 WINNERS

RINK 2
QTR 1 VS QTR 2 WINNERS

RINK 1 VS RINK 2
WINNERS



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GENERAL RULES

- All games will be played in accordance with standard football rules.
- All teams will play a 5-a-side match. The league stage matches will be two halves of 10 minutes each with a 2-minute halftime, and the knockouts will be two halves of 10 minutes each with a 2-minute halftime.
- There will be a maximum of 2 minutes of added time, as determined by the referee.
- Each team must have a minimum of 2 players on the field to play the match. A maximum of 7 registered players are allowed per game.
- Start of play from sidelines will be done via a "carpet roll" instead of a throw-in.
- The offside law will not apply.
- The ball should remain under waist height (as interpreted by the referee) at all times of play. The team responsible for raising the ball above waist height will be awarded a foul, with an indirect free kick given to the opponent.
- If the ball is sent out of play from the goal line by the defending team, the team will be awarded a corner, but play will resume from a "goal kick".
- At every 3 corners, the opponent team is awarded a penalty kick.
- No player is allowed to use hands in or out of the penalty area.
- All free kicks will be "indirect". The referee will determine the distance of the "wall" from the ball.
- Substitutions will be unlimited and will occur without stoppage of play (rolling). However, all players must have the referee's permission before entering the field and must wait for the substituted player to leave.
- Rules of play are subject to change only at the discretion of referees on the day of the tournament.
- Teams must be on the field and ready to play for the scheduled kick-off time. If a team is late, it will be penalized as seen fit by the organizing committee.
- The referee's word in all cases is final. Referees have been instructed to issue cards to any player who shows dissent.
- If a player receives two yellow cards in a match, this will result in a red card and a one-match ban.
- A straight red will result in the player being dismissed for the remainder of the active game without replacement, as well as a one-match ban for the following game. Bans may be increased with the approval of the organizing committee and referees.
- Any act of intentional violence may result in a team being disqualified from the tournament, based on the organizer's decision.
- All games follow a fixed schedule. Teams are expected to be ready for their scheduled game time.
- Team supporters will not question the referee's decision. Sideline coaching or instructions by supporters are not allowed. Continued bad language, sideline coaching, or attempts to distract the referee may result in the team's disqualification, based on the organizer's decision.
- No protest shall be entertained. The decisions of the referees and the organizer are final.



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TOURNAMENT INFORMATION

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TOURNAMENT RULES

- The tournament consists of 16 teams. There will be 4 groups of 4 teams each and each team will play against everyone in their respective groups.
- Each team consists of 7 players (5 playing, 2 substitutes)
- Teams will be awarded 3 points for a win, 1 point for a draw, and 0 points for a loss.
- The top 2 teams from each group qualify for the knockouts which consists of Quarter-Finals, Semi-Finals and Final.
- If two or more teams finish the group stage with the same number of points, the standings will be determined in the following order: Goal Difference (GD) → Goals Scored (GF) → Fewest Goals Conceded (GA) → Fair Play Record → Penalty Shootout → Drawing of Lots.
- All teams must register their players along with 2 additional substitutes to replace each player prior to close of registration.
- Any doubts regarding the game rules should be made clear before the game only.
- Any objection should be made before the match starts and no objection in any case would be entertained after the match.
- Referee's decision will be the final decision and no argument with the referee will be entertained.
- The organizing committee will have nothing to do with the referee's decision and no argument will be entertained.
- The organizing committee's decision will be final and no argument will be entertained under any circumstances.
- The organizing committee reserves the right to award a game or match penalty to any player hampering the proceedings of the tournament, at their own discretion.



TIE BREAKERS

- At the end of regulation time, in the event of a tie, the winner of the match will be determined via a penalty shootout.
- Penalty kicks will be from goal to goal, without a keeper, either directly or with exactly one bounce. Each team has 3 shots which must be taken by different kickers; the team that makes more successful kicks is declared the victor.
- Penalty shots may only be taken by players on the field at the end of regulation time.
- If the scores are level after 3 pairs of shots, the shootout progresses into additional 'sudden death' rounds.
- The referee tosses a coin to determine which team will take the first kick.