

EUROPEAN 7's FOOTBALL COMPETITION - FORMAT & RULES

The competition will comprise of a group of seven teams. Each team will play six matches in the group. The top four teams in the group will qualify for the Cup Competition knockout stages. The next three teams in the group will qualify for the Shield Competition knockout stages.

General Rules (Standard GAA rules apply except for the following):

Squads

- Teams are Seven-a-side, panel of up to 10 players may be registered. Players must be registered by jersey number.
- Only 10 players may be toggled out, no replacements allowed during the competition
- Players jersey's must be numbered from 1-10 and a player shall wear the same jersey throughout the day (unless there are blood stains etc, when a replacement jersey will be allowed providing the pitch co-ordinator is advised).

Games

- All group games will be 12 minutes (2 x 6 mins); semi-finals and finals will be 15 minutes (7.5 minutes per half)

Group Tables, Qualification, Draws etc

- In the event of teams finishing on level points on the group league table, the "head-to-head" result of the match between them (if applicable) will decide on who is placed highest.
- If no such result exists aggregate highest **scores for** and **against** will decide (e.g. one goal is equal to one score and three points are equal to *three scores for the purpose of arriving at an aggregate*).
- In the event of a draw in the semi-final stages, the game will then be decided on sudden death penalties, where only the first kick shall count (*i.e. no rebounds etc*). Penalties shall be taken 11m from goals.
- In the event of a drawn final, extra time of five minutes each way will be played. If at the end of this period the teams are still on equal scores, play will continue until one team scores.

Substitutions

- Unlimited substitutions are allowed but oncoming substitute must possess BATON to exchange with player leaving field of play – the player holding the BATON is not in play
- Substitutes must enter from the technical area (half-way line) - Double substitutions are permitted.
- Substitutions may be made at any time without notifying referee providing the oncoming/departing player makes no attempt to play the ball or interfere with play. (*Penalty: free to opposition*)
- BATONS shall be collected from referee before start of game and returned afterwards.

Discipline

- Players receiving a yellow card are "sin-binned" for duration of game BUT sin-binned player can be replaced.
- Players receiving a red card cannot be replaced & are banned for one game

Playing Rules

- All kick-outs to be taken from the small square – not 13m line. The ball may be rolling or stationary but must be struck from the ground within the small square. All players other than kicker must be 13m away from kicker or not interfering with play. (*Penalty: if defender is within 13m at time of kick-out – free to opposition from position where offence occurred or 13m line as appropriate; if attacker, free out from where offence occurred*).
- Once a team enters the oppositions half the ball cannot be played back into their own half of the field. (*penalty: throw ball on half-way line*)
- Substitutions – see above

THE DECISION OF THE SEVENS COMMITTEE WILL BE FINAL .