



JHB TEAM ANNOUNCEMENT

The following teams have been selected for the tournaments in JHB:

FRIDAY 29TH APRIL – TEAMS TO REGISTER AT 16H00 AT DISCOVERY SOCCER PARK

No	Team Name	Venue Representing
1	Chat Sh1t, Get Banged	Urban Soccer Pretoria
2	C-Sonke	Italian Club
3	Destroyers	Township Tournaments
4	Elahly	Discovery Soccer Park Premier League
5	Football Flava	Discovery Soccer Park Premier League
6	Game Over	Edenvale Action Soccer
7	Glamour boys	Picolinos Fourways
8	Kingston Kings	Old Parks
9	Letshego Holdings	Stanbic Bank Super5s Football Centre, Botswana
10	Mercedes-Benz	Discovery Soccer Park Premier League
11	Naledi Rangers	Protea, Soweto
12	OBC Wits	National Futsal League
13	Orlando Pirates FC	Only Tournaments
14	Prowlers	Zoo Lake League
15	Slick	Zoo Lake League
16	Stefanutti Stocks	Discovery Soccer Park Premier League

SATURDAY 30TH APRIL – TEAMS TO REGISTER AT 16H00 AT DISCOVERY SOCCER PARK

No	Team Name	Venue Representing
1	Artilleros	Morninghill Arena
2	Baruch Yisrael FC	Discovery Soccer Park Premier
3	Berlin Thunder	Discovery Soccer Park Premier
4	Braga FC	Kyalami on Main
5	Cincinnati Bow Ties	Discovery Soccer Park Premier
6	Classico	Discovery Soccer Park Premier
7	Eeazy Boys	Discovery Soccer Park Premier
8	FIS	Zoo Lake Premier
9	Galacticos	Rietvlei, Monday nights
10	High 5s	Morninghill Arena
11	MHA 6	Morninghill Arena
12	Rebels FC	Discovery Soccer Park Premier
13	Sao Paulo	Discovery Soccer Park Premier
14	Soul of Lyon	Morninghill Arena
15	Sporting Lyon	Mayfair Premier
16	Zaka Boys Money Team	Stanbic Bank Super5s Football Centre, Botswana

FIXTURES WILL BE HANDED OUT AT REGISTRATION ON THE DAY OF THE TOURNAMENT



TOURNAMENT RULES 2016

1. TOURNAMENT FORMAT

a. Regional Tournament:

- There will be 4 Groups of 4 Teams per day;
- Each team will play a round robin in their group, i.e. 3 matches;
- Matches will be 20 minutes ONE WAY;
- All matches will run according to the schedule and teams are expected to be ready for their matches at least 10 minutes prior to kick off;
- Any team not ready when the referee starts the matches, will lose 1 goal for every minute late, up until 5 minutes have elapsed when they will forfeit the game 5-0;
- Points will be awarded as follows: Win = 3, Draw = 1, Loss = 0;
- Should inclement weather prevent a match from being completed the result after 12 minutes will stand, otherwise the result will be a 0-0 draw for any matches under 12 minutes;
- The winners of each group will progress to the Semi Finals;
- If there is a Tie for places the following ranking order will be enforced;
 - I. Goal Difference;
 - II. Head to Head Result;
 - III. Most Goals Scored;
 - IV. Least Goals Against;
 - V. If teams are still tied, a sudden death penalty shootout will take place;
- There will be no extra time after the Semi Finals and Finals – teams that are tied will go straight to a sudden death penalty shootout;
- The winner of the Finals will progress to the National Final.

b. National Finals:

- The National Final will be contested by 6 teams, the winners of each of the Regional Tournaments;
- There will be 1 Group of 6 Teams;
- Matches will be two equal halves of 15 minutes each way;
- All matches will run according to the schedule and teams are expected to be ready for their matches at least 10 minutes prior to kick off;
- Any team not ready when the referee starts the matches, will lose 1 goal for every minute late, up until 5 minutes have elapsed when they will forfeit the game 5-0;;
- Points will be awarded as follows: Win = 3, Draw = 1, Loss = 0;
- Should inclement weather prevent a match from being completed the result after 12 minutes will stand, otherwise the result will be a 0-0 draw for any matches under 12 minutes;
- The top 4 Teams in the group will progress to the Semi Finals;
- If there is a Tie for places the following ranking order will be enforced;
 - Goal Difference;
 - Head to Head Result;
 - Most Goals Scored;
 - Least Goals Against;
 - If teams are still tied, a sudden death penalty shootout will take place;
- There will be no extra time after the Semi Finals and Finals – teams that are tied will go straight to a sudden death penalty shootout;
- The winner of the Finals will progress to the World Final.



2. BOTH ON FIELD AND OFF FIELD BEHAVIOUR

All games are to be played in a sportsmanlike manner. Any of the event organisers reserves the right to dismiss any team or team member thereof for threatening, offensive, abusive or unsportsmanlike behaviour. The team manager of each shall be held responsible for the actions of its players and spectators both on and off the field. All players should assist the referee in ensuring the “spirit of the game” is maintained. There is a “zero tolerance” to undesirable behaviour and any racist, intimidating, threatening or other like conduct towards any referee, player, spectator or staff member, which could result in a player, team or spectator being disqualified from the tournament and removed permanently from the venue.

3. DISCIPLINARY PROCEDURES:

Written reports from all parties involved are to be given on the night of any infringement. This will lead to an internal investigation by DSP officials which may result in disciplinary hearings with all the parties involved.

ANY TOURNAMENT STAFF MEMBER HAS THE RIGHT TO CALL OFF ANY FIXTURE SHOULD THEY DEEM SUCH CANCELLATION NECESSARY TO PREVENT ANY FORM OF VIOLENT CONDUCT WHATSOEVER.

4. BACKGROUND AND ELIGIBILITY TO PARTICIPATE IN THE TOURNAMENT

- a) All players must possess a valid passport to be eligible to play. Said passport must be valid for at least 6 months after the 19th June 2016, and have at least 3 empty pages;
- b) Unless otherwise stated in the Tournament Terms and Conditions (“Terms”), entrants for the Regional Tournaments must be of 18 years and older;
- c) Participants must be amateur footballers. The Tournament shall not be open to semi- or professional footballers. Anyone who currently holds, or has held, a contract from a team in anyone of the SAFA footballing structures in the past 12 months, is deemed ineligible. The onus is on the player themselves to prove otherwise, should their eligibility be questioned;
- d) The Tournament shall not be open to persons employed by the associated, affiliated or subsidiary companies of Kia Motors SA (Pty) Limited (“Kia SA”) and their families, agents, or anyone connected with the Qualifying Round, including the third party promotional partners. (For avoidance of doubt this does not include any Kia Franchisees and their families);
- e) Previous winners (teams and all players) of the Kia Champ into the Arena National Finals Tournament are not allowed to participate in the tournament.;
- f) Only the 6 players who are registered for the Regional Tournament, may participate in the National Tournament;

5. PARTICIPATION IN THE TOURNAMENT

- a) Each team will consist of 5 starting players, including a Goalkeeper, and 1 substitute.
- b) Rolling substitutions are allowed;
- c) There must be at least 3 players on the field per team to start a match;
- d) The decisions of the Tournament referees, including as to any application of the Laws, will be final and KIA SA will not enter into any correspondence;
- e) Each team must have a manager who is responsible for liaising with the tournament officials prior to and during the tournament. The tournament officials will only deal with the team managers for the respective teams and not with the players;

6. OTHER IMPORTANT VENUE RULES:

- a) No metal and/or metal capped studs and/or takkies to be used on the pitches;
- b) No playing barefoot or in socks;
- c) No eating, chewing of gum or drinking allowed on the pitches;
- d) No jewellery, including rubber bands, bracelets, rings, etc to be worn while playing;
- e) We recommend the use of approved artificial grass soccer boots;
- f) All venues are licensed and therefore no outside food or drinks are allowed to be brought in;



7. GENERAL RULES:

a) REFEREE

- a. The referee's decision is final!!;
- b. If the ball rebounds off the referee, play will continue as normal;
- c. Players are to play to the referee's whistle only;
- d. Any verbal/physical abuse towards a referee will not be tolerated and will lead to severe suspensions and even a permanent ban from the tournament;
- e. The referee will ensure that players are removed from the fields immediately who are presenting with blood injuries;

b) NO SLIDE TACKLING, SLIDING/PLAYING ON THE FLOOR;

c) NO TACKLES FROM BEHIND;

d) NO 2 ON 1'S;

e) FREE KICKS

- a. Any action deemed an offense by the referee will result in a free kick;
- b. There may only be a 1 man wall;
- c. Defending players must be at least 2 meters from where the free kick is being taken;
 - i. Failure to move 2 meters back can result in a bookable offense;
 - ii. Whilst taking a quick free kick this rule will not be enforced if the attacking team mate kicks the ball into the defending player;
- d. Please note that bicycle or scissor kicks are not allowed and will result in a free kick;
- e. A player may not hold onto the net or support himself while playing the ball. A free kick shall apply (JHB&DBN Only);
- f. A free kick in the attacking half of play will mean a direct clear shot at goal without any defenders in the path to the attacking goal, the same rule as in beach soccer;

f) PENALTIES

- a. To be taken from the edge of the D, or marked penalty spot;
- b. No run up is allowed. The penalty taker's non kicking foot is not allowed to leave the line of the D;
- c. All defending players are to be 2 meters away from the ball, and behind the ball;
- d. Keeper is not allowed off his goal line until the penalty is taken;
- e. The penalty taker may not score off a saved/missed penalty. However, any other player may do so;
- f. Can be awarded for:
 - i. Goal keeper drop kicking the ball;
 - ii. Goal keeper picking up a back pass;
 - iii. Foul/infringement inside the D;

g) GOAL KEEPER

- a. MAY NOT:
 - i. Drop kick the ball;
 - ii. Pick up an intentional back pass even if passed off the side boards (unless from the knee up);
 - iii. Put the ball down and then pick it up again;
 - iv. Hold onto the ball for more than 5 seconds;
 - v. Lead with one's feet when making a save;



- b. MAY:
 - i. Place the ball on the ground before kicking it;
 - ii. Throw the ball over the half way line;
 - iii. Score with a throw from his own box;
- c. NB: please note that the 10 finger rule does not apply, meaning that even if the keeper has only one hand on the ball and is deemed by the referee to be in control of it, no player may kick it out;

h) CORNER RULE

- a. Once the player in possession enters the corner circle (JHB & DBN ONLY) the defending player must move beyond the dotted white lines or 1m away from the circle. Failure to do so will result in a direct free kick;
- b. The player in possession has 5 seconds to release the ball and cannot re-enter the corner circle once the ball has been taken out;

i) OFFSIDE RULE DOES NOT APPLY

j) BALL MAY NOT HIT THE ROOF OR BUILDING WALLS (DBN & CPT)

k) CARDS

- a. YELLOW – 3 minutes off the field of play;
 - a) Can be issued for:
 - o Slide tackles;
 - o Deliberate handball;
 - o Unsportsmanlike behaviour;
 - o Tackles from behind;
 - o Dissent;
 - o Time Wasting;
 - o Persistent infringement of the rules;
 - b) Any player who receives 2 yellow cards during the course of the tournament will be automatically suspended for the next match;
 - c) If a player receives two yellow cards, serves his suspension and then obtains another caution in the next match he shall be suspended for the remainder of the tournament;
- b. RED – Player is banished off the field of play and sent into the club house;
 - a) Will be issued for:
 - o Receiving a second yellow card – results in a 1 match suspension;
 - o Verbal abuse towards a player or referee – results in a 1 match suspension;
 - o Aggressive play – results in a 2 match suspension;
 - o Violent conduct – results in tournament disqualification;
 - b) If 3 players from the same team are red carded and there are only 3 players remaining on the field, the match will automatically end and the non-offending team will receive a 5-0 walkover result in their favour, unless the score is greater.
If this happens in the finals, the non-offending team will be crowned champions;
 - c) If a player receives 2 red cards he shall automatically be suspended for the remainder of the tournament;

8. UNIFORMS

- a. All team members must have matching shirts or at least shirts of the same colour;
- b. Goalkeepers should be wearing a different colour shirt to the rest of the team;
- c. Teams playing in the tournament are not permitted to wear uniforms with sponsors' logos that conflict with the tournament;
- d. Bibs will be supplied by the event organisers and will be worn by the teams for the duration of the match, if required;



9. SCORE-SHEETS AND TIME-KEEPING

The referee will be responsible for recording and submitting the results of each match.

If after a match has been completed, a discrepancy is found, the matter will be resolved with officials and managers only.

Timing will be controlled centrally and matches will begin and end at the sound of a siren

10. RIGHT OF ADMISSION

The event organisers reserve the right of admission to all players and spectators at all times. Any player or spectator found guilty of misconduct either on or off the court may be suspended or banned from attendance or participation at the "Tournament/s".