



## 26th ANNUAL SUNSHINE COAST MASTERS FOOTBALL TOURNAMENT INFORMATION SHEET 1

### Team Managers,

Welcome to the 26<sup>th</sup> SCSOS Masters Football Tournament!

Thank you for all your efforts in organising your team to take part. We hope that you and your team have a great weekend.

The following information is provided to help the weekend go smoothly for all. However, there will always be the unexpected, so if you have an issue, seek out one of the SCSOS committee who will be easy to find in these Tournament Shirts.



**ON ARRIVAL.....TEAM MANAGERS...YOU MUST** go into the Buderim Wanderers Clubhouse to the Registration Desk and “Check In” and receive your Teams Squad list.

At Maroochydore, the Rego desk is outside the Clubhouse!

### NOTE:

- Please only go to the “Competition Desk” with Football related issues.
- All other issues see the “Information desk”.

## **Venue and Pitch Maps:**

Again, this year we have 2 different Venues, Buderim Wanderers FC and Maroochydore FC.

The Men's Games will be at both Buderim Wanderers FC & Maroochydore FC. All semis and Grand Finals will be played at Buderim Wanderers FC.

The Women's Games will be played at Maroochydore FC except for the Semi's and Grand Finals which will be played at Buderim Wanderers FC.

When the Draw comes out (about 1-2 weeks before the Tournament) it will show the different Venues and kick off times etc. (Click the tabs at bottom of Draw to show each Venue's Draw.)

A copy of the Buderim Wanderers FC grounds displaying the pitch numbering, and the location of parking, and all the facilities that are available is inserted at the end of this sheet. Copies of this map are on display around the Clubhouse as well.

A copy of the Maroochydore FC grounds location is also included at the end of this sheet.

## **Parking**

The Buderim Wanderers FC car park can get full at times, so look for the overflow parking areas. Immediately right on entrance is an area suitable for all vehicles. At the back of the grounds are areas suitable for 4-wheel drives and larger cars. Please park outside the tape, and facing the playing fields in orderly lines, to maximize the area available.

Maroochydore FC has plenty of parking and will also have overflow areas, if required.

## **Changing facilities, showers, and toilets**

These are available at the rear of the Buderim Wanderers FC Clubhouse, but are quite limited. Maroochydore FC also has numerous change rooms, showers and toilets. You are welcome to use these facilities, but please consider the other many other teams at each venue by vacating quickly once changed.

There are dedicated, signed, change rooms for women at both venues.

## **Food and Drink**

Both the Buderim Wanderers FC Bar, Canteen and Café and the Maroochydore FC Bar and canteen will be open throughout the weekend. Whatever profit they make is put straight back into supporting junior and senior football on the Sunshine Coast, so please support both Clubs by using the Canteen for your refreshments. The bar at both venues will be open from 10am each day until 1 hour after the last game has finished.

**Please note: Both Clubs are licensed, and NO alcohol is to be brought on to the premises or consumed away from the immediate Clubhouse area.**

## OPENING NIGHT: FRIDAY 27<sup>TH</sup> NOVEMBER 2020

The official opening of the Tournament will be at 6.50pm on Friday at Buderim Wanderers FC.

### Tournament Rules and Procedures:

The Tournament is organised by the Sunshine Coast Supa Oldies Soccer Association (SCSOS) and will be played in accordance with FIFA laws of the Game except as amended below.

### Registration of Players

*REMINDER: ALL PLAYERS must have registered online and **the Squad Sheet** (Given to the Team Manager on Check-In) with correct Shirt Numbers ...**must be presented to the Competition Desk before your 1<sup>st</sup> Game.***

### Squad Numbers and Team Sheets:

Each Team is allowed a maximum of 20 players. There are no team sheets for each game – **only players on the registered Squad Sheets can play in the competition.**

### Eligibility

All players must reach the respective age for their Competition by 31 December 2020 in order to be eligible to play. **Goalkeepers can be up to 5 years younger in the Men's Over 45's and 50's age division and the Women's Over 40's age division.**

In the Women's Over 40's age division up to 25% of players may be under age 40 (but must be at least age 30 by 31 December 2020), this includes the goalkeeper.

Photographic ID may be requested (e.g. driver's license) to verify a player's age at any time during the Tournament.

Players may register for more than one team but cannot play for another team in the same age division. Unauthorised breach of this rule will involve loss of points or disqualification.

If a team is found to have fielded a non-registered player or an under-age player, the **player** shall be banned from the tournament and the **team** shall forfeit the game, and 4 match points with a 3-0 score will be awarded to the opposing team.

## The Games

Each game will kick off promptly on the hour as programmed. Therefore, it is advisable to warm up and arrive at the allocated pitch at least 5 minutes prior to kick off.

Team Managers are responsible for getting teams on the field in time for the programmed start. A minimum of **7** registered players must be on the field for a match to commence. A maximum of **5 minutes** grace may be permitted. After this time has lapsed, the team that is on the field ready to play, will receive a walkover with 4 match points and a 3-0 score.

All games are **25 minutes** each way with a **3-minute turnaround** time.

A siren will signal kick-off, half-time and full-time for each match.

There is **NO** injury time. There is **NO** extra time.

Match balls are supplied and will be given to the Referees prior to each match.

If there is a clash of colours, the second named team will be required to change shirts. **Please make sure you bring a second strip as bibs will not be provided this year due to COVID regulations.**

There is **unlimited interchange** for all matches. Interchange must take place when the ball is out of play and having notified the match officials. ALL subs in Squad can be used

**Slide Tackles, Aggressive or violent play will not be tolerated.** In challenging for the ball, players other than the goalkeeper must remain on their feet. If a player, other than the goalkeeper, challenges for the ball and, in executing such challenge, goes to ground in a sliding or lunging motion or, if while on the ground, whether stationary or in motion, a player attempts to challenge for possession of the ball (*this is subject to the discretion of the Referee*), the Referee shall stop play and award an indirect free kick to the opposing team.

### **SIN BIN RULE:**

A player shall be sent to the Sin Bin for 5 minutes for any dissent to the Referee. The player shall be issued with a Yellow card for the dissent. The player may be replaced and can return with the Referees approval. If the player already has been issued with a Yellow card for a previous offence, the player shall be issued with a Red card and sent off.

At their discretion, Referees may send a player to the Sin Bin players for 5 minutes following an episode of aggressive play. The player may be issued with a Yellow card for the aggressive play (*this is subject to the discretion of the Referee*). The player may be replaced and can return with the Referees approval.

Referees may also issue Yellow and Red cards in accordance with FIFA rules. Two Yellow cards will result in a sending-off and missing the next game. A Red card will result in sending off and missing the next game. If a player is sent off, they cannot be replaced in that game.

There is no difference between a Yellow card issued for a Sin Bin offence and a Yellow card issued during the game which does not result in time in the Sin Bin.

### **MATCH CARDS:**

Referees will complete a match card for every game, recording the result and any disciplinary action. **The Referee will return the match card to the Winning team, or in the event of a draw, to either Manager, who must then return the Match Card to the Competition Desk as soon as possible at the conclusion of the game. – This is important to keep “live” scores and tables updated.**

POINTS will be awarded as follows:

|                      |                 |
|----------------------|-----------------|
| <b>WIN</b>           | <b>4 POINTS</b> |
| <b>SCORE DRAW</b>    | <b>2 POINTS</b> |
| <b>NO SCORE DRAW</b> | <b>1 POINT</b>  |

### **ROUND ROBIN SERIES**

The number of teams in each group is still being finalised. Further information will follow in the next update.

### **FINAL SERIES:**

The format of the final series will depend on the number of teams in the Round Robin Series. Further information will follow in the next update.

### **Change of Format**

The Organising Committee reserves the right to alter the format of the tournament due to unusual weather conditions or other unforeseen circumstances, including the application of drink breaks if the weather is too hot.

### **Responsibility**

SCSOS and the Organising Committee accept no responsibility for any damage, loss or injury to participants, players or spectators during the duration of the tournament. Clubs/Teams are strongly advised to ensure that their players are adequately insured.

**MAROOCHYDORE FC GROUNDS LOCATION:**

<https://goo.gl/maps/TB4PtHvud1i77WsVA>

The Ground is located at the end of the service road that runs parallel to Maroochydore Road.

Enter via the traffic lights at Pike street and turn right and go past the Puma petrol outlet and continue to the end of the road where the ground is located.

Pitch maps will also be at the ground.

**BUDERIM WANDERERS FC – BALLINGER ROAD, BUDERIM.**

<https://goo.gl/maps/AiTcdVFccQcBRxpi6>

