

PURPLE SHIN RULES 2017

Rules can be found here: <http://www.purpleshin.phy.cam.ac.uk/rules.php>

IMPORTANT: CHURCHILL COLLEGE GROUNDS



CHURCHILL COLLEGE
CAMBRIDGE

No bikes are allowed on the Churchill College (<http://www.chu.cam.ac.uk/>) grounds. The groundsmen take a lot of pride in their work and are very protective of their pitches. Please respect this rule.

TOURNAMENT RULES:

1. Entry to the tournament will close on **30th June 2017**. Entries received after the Closing Date will not be accepted.
2. Maximum of 10 teams can enter (first come, first served bases).
3. Each team entered into the tournament must be made up of at least five (5) and no more than eight (8) team players and must nominate a captain.
4. The Team Captain will act as the primary point of contact.
5. A team name must be chosen by each team at the start of the tournament.
6. Three (3) points for a win and one (1) point for a draw.

MATCH RULES:

1. Five (5) a side
2. Rolling subs- maximum of three (3) subs per game
3. No slide tackles (free kick awarded)
4. Throw-ins from the side (no under-arm)
5. Corners permitted
6. **IMPORTANT:** Pass back's to the goalkeeper are allowed. However, goalkeepers cannot pass the ball back to the player who originally passed the ball back. A free-kick will be awarded to the opposition team (from the point the player receives the ball).
7. All free kicks awarded are indirect
8. No player allowed inside the penalty box apart from the goalkeeper – a penalty will be awarded for an outfield player entering the penalty box (with a bit of latitude). Penalties to be taken a metre from the edge of the penalty box.
9. Goalkeepers are not allowed outside of their penalty box during active play (penalty awarded)
10. No off-sides

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11. Overhead height allowed
12. Home teams are responsible for time-keeping (20 minutes per half).
13. Teams that cannot make a fixture lose 5-0.
14. Teams that are not ready to play 10 minutes after the scheduled kick-off time forfeit the match (please be on time).
15. Both team captains to promptly email the result to the tournament organiser after each game – the results will be posted on the Purple Shin Website.

TIMES:

20 minute halves (5 to 10 mins for half time)

REFEREE:

The games are 'self-refed'. Therefore, a player who feels they have been fouled should say so (within reason). A bit more discretion should be shown in the attacking half of the pitch.

TABLE:

All teams play each other once.

The team that finishes top wins the Purple Shin.