



## **Home & Away Football Tournament 2025 Rules and Regulations**

### **1. Player Eligibility**

- a. A player needs to be at least 15 years old on the day of the tournament
- b. Teams may register a minimum of 7 players and a maximum of 15 players
- c. The player registration form needs to be filled and signed by all players before the start of the tournament
- d. The team captain must hold responsibility for handling team registrations

### **2. Competition Format**

- a. Group draws will be conducted on 25 October (details to be announced)
- b. The competition will start in a single round group stage, three (3) points will be awarded for a win, zero (0) point for a loss, there will be no draw
- c. Teams will enter knockout stage base on their accumulated points after group stage. If there is a tie in points, the following criteria will be used (in order):
  - I. Highest Goal Difference (GD);
  - II. Highest Number of Goals Scored (GS);
  - III. Lowest Number of Red Cards;
  - IV. Lowest Number of Yellow Cards, and
  - V. Coin Toss

### **3. General Rules**

- a. Offside will not be applicable
- b. Each match will have one main referee and an assistant referee
- c. Each match must be played with the official match ball

### **4. Ball In and Out of Play**

- a. Ball over the sideline results in a throw in
- b. Ball over the end line results in a goal kick or a corner kick
- c. Throw ins and goal kicks must be taken within 5 seconds

### **5. Free Kick**

- a. Opposing players must retire at least 5 meters from the ball for all free kicks
- b. Minimum distance from goal line for indirect free kicks will be 5 meters (e.g. for violation of pass backs to goalkeeper)

### **6. Penalty Kick**

- a. A penalty kick is taken from the 5-meter mark
- b. All players except the kicker and the goalkeeper must retire outside the penalty area
- c. The goalkeeper must stand on his/her goal line until the penalty kick is taken
- d. No run up while taking the penalty

## **7. Duration of Match and Target Score**

- a. Each match shall consist of a ten (10) minute Regular Time, followed by a one (1) minute break, then the game will enter into a maximum of eight (8) minutes Comeback Period, where the match will end immediately when one team reaches the **Target Score (the winning score in regular time +1, or if it is a draw, that score +1)**. Examples:
  - The game ends at 3-1 in regular time, then the target score will be 4
  - The game ends at 2-2 in regular time, then the target score will be 3
  - The game ends at 1-5 in regular time, then the target score will be 6
- b. During the comeback period, one (1) player of each team is to leave the field of play every minute, until there are only two (2) per team left on the field of play. And the game will end one (1) minute after this point
- c. If the target score is not reached when time is up, and there is a winner, the score will stay
- d. If the game is still a draw, the game will be decided with a sudden death penalty kick (1 kick per team until there is a winner)

## **8. Substitutions**

- a. Teams are allowed to make unlimited substitutions
- b. Players are to enter and leave in the designated substitution zone
- c. A player must have stepped out of the field of play before another player entering
- d. If player enters play of field without player leaving, it will result in a yellow card
- e. Substitutions during the Comeback Period are NOT allowed, the keeper must stay on for the entire Comeback Period

## **9. Injury and Replacement Games**

- a. If there is a serious injury on the field of play, the referee will allow up to three (3) minutes of medical timeout for the injured to receive treatment from medical staff
- b. If the game cannot resume after three (3) minutes, the game will be replayed on the standby pitch (Pitch 5)

## **10. Uniform and Equipment**

- a. On field players must wear a unified jersey (as submitted via the player registration form), including shirt, shorts and socks
- b. Goalkeeper jersey (only the shirt) must be of a different colour than the field players
- c. All playing jerseys must have a number on the back
- d. A player cannot switch jersey during the competition
- e. Players must wear shin guards
- f. Players shall not wear any excess equipment, including jewellery and watches
- g. Teams that do not wear a unified jersey will result in a deduction of 3 points in the group stage

## **11. Player and Uniform Check**

- a. Teams must arrive at their designated pitch warm up zone twenty (20) minutes before their kick off time for uniform check, number check and be ready to start the game sharp at kick off time

- b. Any late players must conduct a uniform check with the referee or game commissioner before entering the field of play

## **12. Abandonment and Walkover**

- a. At the kick off time, if a team does not show up, or there are fewer than 5 players present at the field of play, the other team will be awarded with a 3-0 win

## **13. Yellow Card, Red Card and Suspension**

- b. A player who receives two (2) yellow cards in one game will be sent off and a new player may come in as a substitute
- c. If a player receives a direct red card, the player must leave the field of play, and no substitution will be allowed
- d. A player who receives a red card will be suspended for one game

## **14. Conduct of Players**

- a. Any display of the following behaviour will be cautioned or expelled from the competition; any dispute will be dealt directly by Branches of Hope:
  - Using abusive language towards the referee or an opponent
  - Match interruption such as entering or leaving the field of play without permission
  - Violent Conduct such as punching, elbowing, tackling with excessive force, spitting, racist language against any staff, referee, or player.
- b. Extreme cases may result in a penalty of up to HK\$20,000 or criminal charge

## **15. Media**

- a. For the purposes of documentation and promotion of the competition, photos and videos will be taken and recorded of players, staff, referees, and any bystanders.
- b. A consent form has been sent to all team captains

## **16. Medical and Security**

- a. The organizer will arrange sufficient standby first aid staff at the location of competition
- b. Event staff, security and volunteers will maintain appropriate security and safety during the competition

## **17. Discipline**

- a. Branches of Hope encourages all supporters to observe matches in a well-mannered behaviour and encourage all competition players
- b. There is no tolerance on any bullying or harassment behaviour
- c. Anyone who show antisocial or discriminatory behaviour will be expelled from the venue

## **18. Any other matters**

- a. Any other matters shall be dealt by the organize, Branches of Hope, where their decisions will be final