



Interfaculty Football Tournament Application

Name:		Surname:	
ID No:		E-mail:	

Squad Details

Faculty/Institute Name:

Kit Colour (1): Shirt _____ Shorts _____ Socks _____

Kit Colour (2): Shirt _____ Shorts _____ Socks _____

Squad Players (Min 7 players)

Name	Surname	ID Card No	E-mail
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Malta University Sports Club
Students House
University of Malta
Msida MSD 2080

Tick here if you are not willing to receive information from MUSC

Signature of applicant: _____

Date: _____

Please note that...

The organisers reserve the right to cancel the event, whereas in such case money will be duly reimbursed.



Rules & Regulations

- 5-a-side (5 players including goalkeeper) Football Tournament organized MUSC.
- Each team will have a maximum of 10 registered players.
- The Venue is confirmed as University Synthetic Grounds, or any other premises as the organizers might decide.
- Teams should arrive at the indicated premises not later than 15 minutes before the start of the match.
- Teams will receive 3 points for a win, 1 point for a draw and no points for a loss.
- Group placings will be decided by points gained, followed by goal difference (goals scored subtracted by goals against), followed by goals scored, followed by head to head, followed by a penalty shootout.
- Drawn games in the knockout stages will be decided by 5-penalty kicks to each team followed by sudden death. In the final, if the game ends in a tie after the completion of the two halves, a 10 minute extension of extra time follow. If there is no winner after the extra time, the teams follow a 5-penalty kick procedure followed by sudden death.
- The decision of the referee in all matters pertaining to the playing rules of an individual game is final. The referees along with the organizers also decide on the winners of the prizes available and this decision is final.
- The organizers reserve the right to forfeit games or disqualify teams from the Competition as a whole in front of incidences of indiscipline, poor sportsmanship or behaviors threatening the continuation of the tournament from either players or supporters.



Playing Rules

- Teams should wear matching shirts, or some other form of identification such as Bips.
- Players can only play for one team and will not be allowed to switch teams once they have registered for a team. If an unregistered player is found playing with a team, the team may be disqualified.
- The number of substitutions is unlimited, the process of substitutions and the change of a goalkeeper must be agreed upon with the referee.
- No moulded studs or blades are permitted for any player in any match.
- Duration of matches will be 30 minutes each, separated with a 2 minute break after 15 minutes, if a team is late or a match, a 7 min waiting time will be given before awarding a 3-0 result to the present team. The game will be separated into two halves.
- Normal rules of the soccer game apply however the offside and 'back-pass' rules will not be valid (meaning the goalie can catch the ball with his hands at any time)
- A goal may be scored from any point within the field of play. The only exception is that goalkeepers may not score in their opponent's goal from a goal kick i.e. unless the ball is touched by any other player in the game.
- No harsh slide tackles are allowed. An indirect free kick will be awarded against the offending player's team.
- Free kicks for fouls are direct. All other free kicks are indirect. Opposition players must be at least eight feet from where any free kick is taken.



Disciplinary Regulations

- A player Red carded during a match will be suspended for the entire current match, but will be allowed to play the following matches.
- A player sent off for serious foul play, foul and abusive language or repeated serious offences to the game may be suspended for the rest of the tournament.
- If a team is permanently reduced to three players, then the game will end. The match will be awarded 5-0 to their opponents. If the score at that time produces a goal difference greater than 5-0 then that score will stand.

The Usage of Yellow and Red Cards

Yellow card

The referee shows the yellow card to a player who demonstrates unsportsmanlike behavior, reacts in a bad way with words or gestures, violates the rule of the game, delays the recommencement of the game or abandons or enters the ground without the referee's permission.

Red card

The referee shows a red card and subsequently expels an athlete from the competition ground if he is playing in an unsportsmanlike manner, is demonstrating unbecoming behavior, hits an opponent outside the scope of play, stops the ball with his hands and obstructs the opposing team or gets a second yellow card in the same game.

By signing the Application form and entering the tournament you are agreeing to abide by the above rules and regulations.

Thank You for your Co-operation