

2026
RYGERSDAL

JUNIOR
TOURNAMENT

app.rygersdal.co.za/tournament



VENUE RULES

Our tournament will be hosted on the property of St Joseph's Marist, a school with whom Rygersdal Football Club has had a long standing relationship spanning over 20+ years.

We insist that all participants, parents and spectators adhere to the basic principles of respect and follow the rules to ensure an incident-free, fun and exciting grassroots tournament.

Organisers will not hesitate to evict parents, players, coaches and spectators who do not adhere to these rules.

1. No Alcohol
2. No Fires
3. No Braais / Gas Skottels
4. No Food Distribution / Preparation
5. No Foul / Abusive Language
6. No Bad Attitudes
7. No Negativity
8. No Bullsh1t
9. No Gazebos

PARKING

Parking will be available on a first-come-first served basis and will be easily accessible via the entrance on Erin Road.

Parking facilities will be hosted at the Rygersdal Football Club clubhouse and field area as per the demarcated areas on the parking plan.

A fee of R20.00 per vehicle will be charged.



 Parking Entrance

 Paid Parking
R20.00

R10 per person



U 7 / 8

U 9 / 10

U 11 / 12





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U 7 / 8

U 9 / 10

U 11 / 12

Rules: Under 7 & 8

1. Unlimited rolling substitutions may be made during breaks or play. Players may be brought on and off the field throughout the game provided the referee is notified and acknowledges.
2. Where the ball goes out, kick ins will take place, and the ball must be passed to another player - no shooting from kick ins.
3. Opposition players must be at least 3 meters away from the kick-in to allow play to restart, to allow the ball to be passed successfully to a teammate. The team kicking in may be as close to the kick-in as they like.
4. A penalty awarded will be taken 6 meters away from the goal line.
5. A goalkeeper can only throw/roll the ball back into play or drop the ball and pass the ball. The goalkeeper cannot kick out of hand. Opposing players must be 3 meters away from the box to allow the keeper to restart.
6. A goalkeeper can play as a sweeper as well.
7. No offside rule in the game but players and team coaches will be cautioned for consistent “camping” at the discretion of the referee.
8. Full corners apply where applicable when the ball goes out of play behind the goal line - opponents 3 meters away
9. The goalkeeper is allowed to pick up a back pass from his own player.

Rules: Under 9, 10, 11 & 12

1. Unlimited rolling substitutions may be made during breaks or play. Players may be brought on and off the field throughout the game provided the referee is notified and acknowledges.
2. At the start and restart of play - normal rules, but with opponents at least 10 meters away from the ball.
3. Where the ball goes out, throw ins will take place - Normal rules apply, In the event of a “foul throw” the referee will stop play and give one opportunity for a retake. If the retake is a foul throw again, the referee will award a throw to the opposition team.
4. full corners- normal rules.
5. In the case of Free Kicks - opponents to be 10 meters away and the referee to instruct direct or indirect. An indirect free kick occurs when play is stopped due when infringements are irregular (i.e a goalkeeper picks up a back pass or a ball hits the legs of a substitute or player who has mistakenly stood in the field of play). Direct free kicks are in the instance of any stoppage caused due to a foul (tackle, penalties, etc).
6. A penalty will be taken 8 meters from the goal line.
7. Goal kicks and and general goalkeeping distribution - the goalkeeper may throw, roll or kick the ball into the field of play.
8. Goalkeeper can play as sweeper as well.
9. There will be no offside rule in the game, but players must be made aware of the offside rule to avoid “camping” in front of opponents goal. Match officials shall not allow any goals scored from camping and decisions will be made at the discretion of the referee.

General Rules

Players **without valid 2025/6 SAFA cards** will not be eligible to play.

Teams must register their full squad (with cards) 1-hour prior to their first match kick-off.

Teams who do not field their team at the time of their fixture will forfeit the game.

The tournament organisers have the right to amend or rectify rules at any time during the competition

Teams do not have to supply team sheets per match. The assumption is that all players registered to the squad are eligible to play. The scores as recorded by the Match Officials will be final unless queried within a one-hour period after each fixture.

General Rules

Only Players on the registration team sheet will be eligible throughout the duration of the tournament. Players may only be added if the team sheet is not full and in this case must be done through the Organising Committee.

A team replacing a squad player due to injury **may only do so** with approval of the Organising Committee and the injured player shall no longer be eligible to participate in the tournament.

Any team fielding a suspended / ineligible player will be disqualified from the game in which that player(s) participated and the result awarded 3-0 to their opposition.

Unless otherwise stated, the general rules applied by CTTFA and FIFA apply.

General Rules

RAIN / WATERLOGGED PITCHES

In the event of rain, or any other factor which brings a stop to the original structure of the tournament, the organisers have the right to reschedule games or change the format of the tournament entirely.

In the event a game is called off (prior/during the fixture) due to bad weather and/or bad field conditions; and the game is unable to be replayed; the organisers reserve the right to consider the game as a “no-result” meaning that no points will be accumulated by either team.

The tournament organisers cannot be held responsible for the effects of mother nature and will do everything in their power to ensure the tournament goes ahead as scheduled and planned; entrants are reminded that their entry fee is non-refundable should the tournament – or team’s participation – be affected in any way whatsoever.

General Rules

PARTICIPATING GIRLS IN BOYS AGE GROUPS

Girls wishing to play in an age below their current year may do so on the basis that the majority of the team – on the field at any given time - consists of the correct aged players.
(i.e 3 out of 5 players must be correctly aged).

Referees

Rygersdal Football Club will be supplying all the referees.

The referees are all considered to be eligible to referee as they are all card-carrying members of SAFA Cape Town.

In the event of any dispute, the referee's score-sheet will override any dispute. It is in the interest of every team to check the referee has recorded the correct score at the end of every match.

Complaints [and compliments] about referees are to be directed toward the Organising Committee however no complaint shall be entertained based on subjectivity.

Referees

The referees will not tolerate any abuse from parents, spectators, players or coaches. The referee has the right to ask any spectator, parent, player or coach to leave the field – in such a case the referee will report the events to the Organising Committee who in turn have the right to suspend such a person from either entering the facility or partaking within the tournament.

The referee reserves the right to report any incident, at any time, to the Organising Committee who in turn holds the right to take any necessary measures – which may include suspension or expulsion.

Any matters of a serious nature shall be reported to the relevant LFA and SAFA Cape Town.

Suspensions

Yellow Card

Any player who receives two yellow cards in the same match shall not be suspended from participating in their next fixture.

Any player who receives three yellow cards shall be deemed suspended for the fixture following the one in which they received their third yellow card of the competition, regardless of whether it is in a group or knock-out stage.

Suspensions

Red Card

Any player who receives a straight red-card shall be automatically suspended from their next fixture regardless of whether it is in a group or knock-out stage.

Any player who receives two red-cards in the tournament shall be considered for permanent expulsion from the tournament by the Organising Committee taking into account the circumstances of the offence as well as the referee's report.

Tournament Format

5 v 5	7 v 7	9 v 9
Under 7	Under 9	Under 11
Under 8	Under 10	Under 12
Squad Size: 10	Squad Size: 12	Squad Size: 14
Size 3 Ball	Size 4 Ball	Size 4 Ball

Tournament Format

SATURDAY

All group games per fixture list

SUNDAY

Quarter Finals > Top two teams from each group

Cup Semi Finals > Winners of Quarter Finals

Cup Final > Winners of Semi Final

Plate Semi Finals > Losers of Quarter Finals

Plate Final > Winners of Plate Semi Finals

Minimum 3 tournament games
Teams who **finish third or fourth in their group** will be **knocked out** of the tournament.

Match Duration

First Half: 12 mins

Second Half: 12 mins

Half-time Break: 03 mins

A 05 minute period for change-over between each match will occur.

All matches will kick off simultaneously. There is no grace period and teams are expected to be ready on their own accord, waiting at their designated field at least 10-mins before kick off.

All matches in knockout stages will be determined by a **penalty shootout** directly after full time should there be a need to separate teams after a draw.

The Kairos Cup x Under 8

In memory of former Rygersdal member, **Kairos Erasmus**. Kairos was a long-standing junior player who returned to the club this year to play in the senior social team.

This memorial cup will feature the Under 8 teams who are knocked out of the Quarter Finals.

They will play a Semi Final and then a Final.

Tied on points after group games

The following permutations will be taken into account to separate teams:

(a) Goal Difference (b) Goals Scored

If two or more teams cannot be separated after the above is taken into account then only the result between the affected sides will be considered (i.e. the winning team will progress).

If teams can still not be separated, then a penalty shoot-out will ensue in a sudden death format.

In the event, teams cannot be separated – or there are more than two teams tied after all permutations are taken into account – all qualifying teams will be subjected to a sudden death penalty shoot-out where the team who misses first will immediately be removed from the equation. The last team standing will progress, even if that team has not yet taken a penalty (i.e. the first two penalties are a miss).

The order of teams taking penalties will be decided by a simple “coin toss” conducted by the referee on the field of play.

GOOD LUCK
AND HAVE FUN!