

# **WALKER CRICKET GROUND TRUST**

(Registered Charity No. 303006)

\* \* \* \*

Waterfall Road, Southgate, London, N14 7JZ

Tel: 020 8886 8381 Fax: 020 8886 9724

[www.thewalkerground.org.uk](http://www.thewalkerground.org.uk)



## **WALKER FOOTBALL TOURNAMENTS**

**TUESDAY 13<sup>TH</sup> JULY, WEDNESDAY 14<sup>TH</sup> JULY  
AND THURSDAY 15<sup>TH</sup> JULY 2010  
@SOUTHGATE, LONDON, N14**

Following another successful tournament in 2009, the Walker Cup, Ladies/Juniors Trophy and Walker Trophy will be held over three separate days in 2010. I am sure Old Minchendenians will be keen to retain the cup this year.

You are invited to enter a Team in this years Football Competition at the Walker Ground the Tournaments will take place between 6pm and 9pm.

Entry fee is £60 per team for each competition

### **WALKER CUP THURSDAY 15<sup>TH</sup> JULY**

12 teams will contest the Walker Cup, which is aimed at regular/serious footballers. A squad of 7 players is recommended and each Team will play a minimum of 5x10 minute matches.

### **WALKER LADIES/JUNIOR TROPY WEDNESDAY 14<sup>TH</sup> JULY**

This year we hope to run Ladies and Juniors tournaments provided we receive enough interest.

### **WALKER TROPHY TUESDAY 13<sup>TH</sup> JULY**

This competition is aimed at the less serious competitors and any player displaying talent or significant levels of fitness will be sent off immediately. A squad of 10 players is recommended with unlimited substitutions. Ideal contestants will not have played football seriously for many years and a "physical" approach to the game will be frowned upon.

### **WALKER GROUND**

The Walker Ground is a beautiful sporting oasis in Southgate, close to Arnos Grove Tube Station. It is home to Southgate Cricket Club and hosts Middlesex CC for first class matches. Post match food will be available from the Walker Café and we hope teams will enjoy a post-match beer or two from our selection of cask conditioned ales and chilled lagers. This part of the evening is as important as the football itself. See [www.thewalkerground.org.uk](http://www.thewalkerground.org.uk) and "Pictures".

### **WALKER TRUST**

The Walker Cricket Ground Trust is a registered charity dedicated to maintaining the ground for the benefit of the people of Southgate. This event will raise much needed finance for the Trust and your support would be appreciated.

**For further details, contact Richard Heighton on 020 7413 2703  
or email [richard.HEIGHTON@lucasfettes.co.uk](mailto:richard.HEIGHTON@lucasfettes.co.uk)**

# ENTRY FORM

Team name :

Captain:

Entry date: Tue 13<sup>th</sup>

Wed 14<sup>th</sup>

Thur 15<sup>th</sup> (please circle)

Telephone No.:

Email:

I enclose entry fee of £60 (cheques payable to Walker Cricket Ground Trust) (send to *ground f.a.o. Lynda Colt*).

Signature

## WALKER CRICKET GROUND TRUST

(Registered Charity No. 303006)

\* \* \* \*

Waterfall Road, Southgate, London, N14 7JZ

Tel: 020 8886 8381 Fax: 020 8886 9724

[www.thewalkerground.org.uk](http://www.thewalkerground.org.uk)



**General**

### USUAL FA RULES APPLY APART FROM THE FOLLOWING:

1. Teams consist of a minimum of five and a maximum of ten players, five of which may be on the pitch at any time. Mixed teams are permitted but are not a requirement.
2. Substitutes are interchangeable at any time when there is a dead ball situation, with the permission of the referee.
3. No player may play for more than one team.
4. Kit: All players must wear training shoes or Astroturf boots – or boots with molded studs - blade or screw-in studs are not allowed. Teams are required to wear matching shirts. Shin-pads are compulsory for all players. Any player found by the referee not complying will be substituted.

**Play**

5. No physical contact is permitted (referee's discretion). Slide tackles are not permitted.
6. Play will start with a kick-off by the "home" team, and restart after goals with a kick-off by the conceding team. Where white lines mark the field of play, play will re-start from throw-ins with the ball rolled in underarm. Corners may be kicked.
7. Outfield players may not enter the goal arc. If an attacker enters the arc, a free kick will be awarded to the opposing team 2 meters outside the arc. If a defender enters the ark, a penalty kick will be awarded against them.

8. Goalkeepers may not leave the goal arc. If they do so, a penalty will be awarded against them. The exception is where the goalkeeper moves outside the arc in the act of saving the ball.
9. The ball must not rise above head height as adjudged by the Referee and no heading is permitted at any time.
10. Players can only score from outside the goal arc. If a player scores a goal and his impetus then carries him into the arc, the goal stands.
11. All free kicks are direct. Defending players must stand 2 meters from the ball at free kicks, including goal kicks.
12. All throwing shall be underarm. If a goalkeeper infringes this rule, a free kick will be given to the opposition 2 meters outside the area.
13. Goalkeepers – back pass rule, as usual. Goalkeepers may throw, underarm, or kick out from open play.
14. A player who has received the ball from his keeper may not pass to the keeper before another player touches the ball. Infringement will result in a free kick being awarded from where the back pass was made.

### **Disciplinary**

15. All referees' decisions are final.
16. Disciplinary action (a) caution – player is “sin-binned” for two minutes; (b) sending off – player misses a minimum of two matches.
17. The organizers reserve the right to ban or expel any player or team from the tournament or take any other disciplinary action as it deems appropriate. There is no opportunity to appeal.
18. The organisers reserve the right to ban or expel any player or team from the league or take any other disciplinary action as it deems appropriate. There is no opportunity to appeal.

### **Timekeeping & Fixture Changes**

19. Teams must be at the pitch and ready to play at least five minutes before their match. Teams late or defaulting will lose the game 3-0.

### **Points System**

20. Three points will be awarded for a win and one for a draw. Teams equal on points will be separated by goal difference, followed by goals scored, followed by the aggregate result between the two teams in question, followed by a play-off.

### **Semis & Final**

21. If level after 12 minutes penalties by 5 players on pitch, then sudden death by squad players followed by first penalty taker.