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**VERSATILITY TOURNAMENT**

**Rules**

The tournament will be played according to the AENA rules with the following adjustments:

Rotations are to take place after each round, using the following cycle:

**7 Players GK ⇒ GD ⇒ WD ⇒ C ⇒ WA ⇒ GA ⇒ GS**

**8 Players GK ⇒ GD ⇒ WD ⇒ C ⇒ WA ⇒ GA ⇒ GS ⇒ OFF**

**9 Players GK ⇒ GD ⇒ WD ⇒ OFF ⇒ C ⇒ WA ⇒ GA ⇒ GS ⇒ OFF**

**10 Players GK ⇒ GD ⇒ OFF ⇒ WD ⇒ C ⇒ WA ⇒ OFF ⇒ GA ⇒ GS ⇒ OFF**

**11 Players GK ⇒ GD ⇒ OFF ⇒ WD ⇒ C ⇒ OFF ⇒ WA ⇒ GA ⇒ OFF ⇒ GS ⇒ OFF**

**12 Players GK ⇒ GD ⇒ OFF ⇒ WD ⇒ OFF ⇒ C ⇒ OFF ⇒ WA ⇒ GA ⇒ OFF ⇒ GS ⇒ OFF**

All Captains MUST complete a starting Line Up sheet and return to the Scoring Table prior to the start of the Tournament.

**TIMING/SCORING**

* Matches are 8 minutes ONE WAY, with a straight turn around at half time and 3 minutes between each game. – **THIS MAY CHANGE DEPENDING ON NUMBER OF TEAMS ENTERED.**
* Game will begin and end on the Umpires whistle after the central bell.
* Teams late on court will forfeit the points.
* No extra time will be played for injury.
* Goal difference will decide an overall position if total points result in a draw.
* If a Semi or a Final is a draw at full time, a further 4 minutes will be played. If at the end of extra time there is still a draw, play will continue until the next goal is scored and this will decide the winner.
* Scoring
  + 5 Points WIN
  + 3 Points DRAW
  + 2 Points To the losers if there is only 1 goal difference at the end of the match
  + 1 Point Losing – scoring ½ or more of the opponents score
  + 0 Points Losing – scoring less than ½ of the opponents score

**UMPIRING**

* Umpires will officiate for games in the opposing section to their own team (where possible) but must be ready to umpire a **Semi** or **Final** if asked.
* Umpires for **Finals** will be neutral (where possible).
* Umpires must hand the completed Score Cards to the Captains at the end of each match.

**CAPTAINS**

* Toss before matches are due to start and inform umpires of the result.
* Teams may consist of a squad of up to 12 players.
* The rotation cycle above must be adhered to.
* Any injured player must withdraw from the match immediately to allow play to continue.
* If a substitute is brought on for an injury, the injured player must remain off court for the rest of that game. The substitute may only fill the position of the injured player.
* Rotations of positions can only take place between rounds.
* Check Score Cards at the end of a game and return to scoring table after the match.

**VERSATILITY TOURNAMENT**

**TEAM LIST / STARTING LINE-UP**

|  |  |  |
| --- | --- | --- |
| **Team Name:** |  | |
| **Positions:** | **GK** |  |
| **GD** |  |
| **WD** |  |
| **C** |  |
| **WA** |  |
| **GA** |  |
| **GS** |  |
| **Player 8** |  |
| **Player 9** |  |
| **Player 10** |  |
| **Player 11** |  |
| **Player 12** |  |