

**NCR Pre-season Tournament - 2018**

The entire control and management of the Tournament shall be vested in the Napier City Rovers Football Club.

The preliminary rounds shall be played on a championship basis with three points for a win and one point for a draw.

1. Group winners and runners-up will progress to the Knockout rounds e.g semi-finals(this may vary depending on the number of entries). In both divisions, criteria for placings will be firstly; points, then goal difference, then goals for, then the winner of the round robin game between the two sides.
2. During the Knockout rounds the duration of play will be 25 minutes each way, with a 5 minute break at half time. No allowance will be made for injuries or the making of substitutions. In the semi-finals, which will be of 30 minutes each way duration (5 minutes at half time), if there is a draw at the end of normal time, teams will go straight into a penalty shoot-out. The final will be 40 minutes each way (10 minutes at half time) with a penalty shootout to decide the winner if the teams are tied at the end of normal time.
3. a) Guest players may participate on the condition that they play only with the written consent of the Club with which they are registered, such consent to be on that clubs’ letterhead or in an email from that clubs’ official contact and made available to the Tournament organiser on request.

b) No player may play for more than one club during the Tournament. No more than three players may move from a clubs’ A team to its B team, and vice versa, for each round of games during the Tournament, provided that no player may play (take the field) for a clubs’ B team having played for its A team in the same round of the Tournament.

1. In the event of a clash of colours, the second named team in the draw shall be the “away” team and shall be required to change.
2. Teams are allowed to use five rolling substitutes during a game.
3. In the event of a preliminary round being unable to be completed, for whatever reason, the game shall be treated as a 2 – 2 draw.
4. A player receiving two yellow cards in the group play will be suspended for the next Tournament match, including the semi-final.
5. A player receiving a red card will automatically miss the next match (including the semi-final and final)