

Application form for Team/ Player's Registration

YENUE : _____

DATE : _____

✓ The organizer, have the right to cancel/ postpone the event for reason not required to be made public. No candidate can challenge the decision in that regard.

✓ Team registration charge is free of charge.

✓ This registration form should be submitted by the deadline provided on the website for the relevant event you are applying for.

✓ All team names submitted and Team crests created will belong to Soccer2uos limited.

I.Player/ Name in full _____

2. Date of birth ___ /___ /___

3. Addre*ss*

4. Team Name _____

5.Team Badge

6. Team Member | POSITION : ShotBaller/ MagicMaker

7.Team Membe	r 2 NAME :	
	POSITION : ShotBaller/ MagicMaker	
	Date Of Birth ://	
	ADDRESS	
7. Team Contac	t No :	
8. Team Contac	t E-mail :	

Declaration

✓ I hereby declare that my parent, are aware of my participation in this event/ competition and have no objection of whatvoever. I have informed my parents of the rules/Terms & Conditions and they endorse my signing on their behalf as well

🖌 I hereby indemnify the organizerz (and all azzociatez of the organizerz) for any cazualty/mizhap/any lozz to me/my property during the process of attending the event and participating in the competition.

✓ I hereby give my convent for emergency medical care prevaribed by authorived doctor and that this care maybe given under whatever conditions to preserve our lives. The cost shall be borne by us/ our families.

 \checkmark I hereby give convent for the organizers to take photov. video recording and/or sounds recordings of my participation in documenting the competition/event.

 \checkmark I hereby declare the information given above on the registration form are true and correct to the best of my knowledge & belief. In the event that any of the information We provided is false. Our team can be removed from the competition/event at any time without notice.

Signature : _____ Date : _____

Rules & Regulations

- Ballers' Handshake to start One member from each team required (Fist stacked and the referee shouts before every game 'hip hip' players finish with hooray' ref 'let's play')
- 7 minute games, then straight to the freestyle shoot out if 4 pairs have not already qualified.
- Freestyle shout out consists of 2 stages; standard penalty and freestyle penalty,
- Magicman only gets to take the freestyle penalty when the standard penalty is scored by the Shotballer.
- Penalties continue until a team/teams wins to make up the four teams through to the next round of the main competition
- After first penalty is taken by the ShotBaller and scored, once the SB touches the ball to run it back. The MagicMaker has 20 seconds to score.
- For the freestyle penalty goal keeper are 'Rush' (free to engage the penalty taker anywhere on the pitch).
- Fouls will be given and a bounce up between the player fouled and the player who committed the foul will take place to restart play. (Play is stopped during this period till the bounce up takes place)

- Referees at their discretion can send off a player/team for repeated fouls or ungentlemanly behaviour.
- Up to 8 pairs start each game: Only 4 pairs qualify. (Remaining 4 go into the plate comp if said event has one)
- No goals allowed from inside the area by the players.
- Goal kicks or throw outs by the goalie will be taken with his/her back to the players.
- Each round starts with the following goals to qualify:

Heats-**1 Goal** Last 32/16 -**1 Goal**

1¼Finals -1 Goal

1/2 Finals -2 Goals

Final -3 Goals

- Winner is the team that wins the final.
- If a prize is on offer a 'Twist option' can be offered whereby the duo are offered a 'winner takes all' game of 1 goal between them if they do not want to split the prize. Contestant are free to accept or decline.
- Games played outdoors, on grass or artificial may be played with inflatable or hard material borders (depending on the venue used for the game).
- Background music to be played during all games (but at the discretion of the venue/pitch owner but this generally advised and preferred').