

Application form for Team/ Player's Registration

YENUE :		_ DATE :	
•	re the right to cancel/ postpone t the decision in that regard.	he event for reason not required to be m	nade public. No
√Team regi/tration	charge is $\frac{1}{8}$ $\frac{1}{9}$ per leam.		
√This registration fo	orm should be submitted by the d	eadline provided on the web/ite for the	relevant event you ar
	bmitted and Team cre <i>r</i> ts created	will belong to Soccer2vo <i>r</i> limited.	
I.Playett Name i	n full		
2. Date of birth	/		
S. Addre <i>n</i>			
1. Team Name			
5.Team Badae			

6. Team Member | POSITION: ShotBaller/ MagicMaker

7.Team Member 2 NAME :				
POSITION: ShotBal	ION: ShotBaller/ MagicMaker Of Birth://			
Date Of Birth:/				
ADDRESS				
7. Team Contact No :				
8. Team Contact E-mail :				
Declaration				
whatsoever. I have informed my parents of the rules/Term I hereby indemnify the organisers (and all associ property during the process of attending the event and pe I hereby give my consent for emergency medica given under whatever conditions to preserve our lives. The I hereby give consent for the organisers to take p participation in documenting the competition/event. I hereby declare the information given above on	I care prescribed by authorised doctor and that this care maybe			
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

11/4 Finals -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').