

THE BOYS'
BRIGADE
> the adventure begins here



National Competitions Regulations

2026/2027

If you have any questions in the first instance please contact the Programme Team at BB Headquarters at:

programme@boys-brigade.org.uk

0300 303 4454

Guidance on Timings

As a guide for hosting competitions, venues should be booked for the following periods, although this assumes prompt arrival and a quick turnaround between matches.

Sport	Time
Badminton	1 court for 3 hours (for tournaments 2/3 courts for 3/4 hours)
Chess	1 room for 3 hours
Football	4 teams – 1 pitch for 2 hours 5 teams – 1 pitch for 3 hours 6 teams – 1 pitch for 4 hours
Masterteam	1 hall for 2 hours plus setting and clearing up hall
Table Tennis	1 table for 3 hours

NATIONAL COMPETITIONS 2026/2027

- 1 A warm welcome is extended to all Companies taking part in this session's competitions. It is hoped that everybody will gain pleasure and enjoyment from their meetings with fellow members of The Boys' Brigade. Winning is the obvious goal for all competitors but having taken part and given of your best is an achievement in itself.
- 2 Members of the Company, Seniors, and Amicus age groups (including members of Girls' Association) who are within the age groupings as detailed below can take part in the National Competitions. These are in school years in line with Brigade Regulations. Staff Sergeants are not permitted to play in any competitions.

AGE GROUPINGS

FOOTBALL (Senior)	Members in the following school years: England (Year 10 to Year 13). Scotland (Secondary 3 to Secondary 6), Northern Ireland (Year 11 to Year 14), Wales (Year 10 to Year 13), Republic of Ireland (3rd Year to 6th Year).
FOOTBALL (Company)	Members in the following school years: England (Year 7 to Year 9). Scotland (Primary 7 to Secondary 2), Northern Ireland (Year 8 to Year 10), Wales (Year 7 to Year 9), Republic of Ireland (6th Class to 2nd Year).
	For clarity, in addition to being in school years stated above, all players MUST be under 15 years old to play in this competition.
BADMINTON FIFA MASTERTEAM CHESS TABLE TENNIS	Members in at least school year: England Year 7, Scotland Primary 7, Northern Ireland Year 8, Wales Year 7, Republic of Ireland 6th Class

References to school or academic years in these Regulations shall mean the year group appropriate to a young person's age. Where a young person is placed in a different year group for academic or educational reasons, their age-appropriate year group shall apply for the purposes of these Regulations.

The maximum age for participating in any competition is based on the session in which a member attains their 18th birthday (unless stated otherwise for a specific competition).

Any person outside these age groups is **NOT** allowed to take part in the respective competition. Any breach of this regulation will entail automatic disqualification of the offending Company from that particular competition.

GENERAL RULES

- 1 A Company can enter more than one team in each event. No allowance can be made to avoid clashes and integrity of each Company is assumed in non-interchange of team personnel.
- 2 Teams must consist of members within the prescribed age limits from the Company they represent.
- 3 No Anchors, Juniors or any Leader (including Staff Sergeants) are allowed to take part in the competitions.
- 4 Entry to all competitions, except five-a-side football, implies a readiness to host another team, or to visit the meeting place of another Company.
- 5 Submission of an entry form confirms that all teams will compete in **ALL** rounds including National Finals of the selected competition(s) if team should progress
- 6 Companies must ensure adequate supervision by registered leaders, and that all safeguarding policies are adhered to whilst participating in the competitions. Leaders will be responsible for the conduct and behaviour of the team and everything that is in keeping with the values of The Boys' Brigade.
- 7 If necessary, it is permissible for matches/games, in the qualifying rounds, to be played on a Sunday afternoon/evening. No Company, however, should be disadvantaged if they elect not to play at this time.
- 9 The team drawn at home or the host team shall be responsible for all the arrangements including:
 - a. **Badminton, Fifa, Chess, Table Tennis:** The team shown in **bold** and with **(H)** next to their Company name is to contact the other team within three days of receipt of the draw to arrange a mutually agreeable date and time for the contest. If unable mutually to reach agreement, the host team shall offer a choice of dates, days of the week and times. If contact has not been made within three days of receiving the draw the other team should make the contact.

The host team is responsible for officials unless both teams in badminton and table tennis agree to alternate umpires.
 - b. **Football:** contacting all the away teams in their group promptly *and not less than 14 days before the arranged date*, giving details of the venue, date, time, shared cost of expenses and instructions how to reach the proposed venue.
Host team is responsible for appointing necessary officials. A Company which has entered either or both football tournaments shall remain liable for its share of expenses incurred by the host Company in hiring the hall etc. whether it PLAYS or NOT unless written notice of withdrawal is given to the host Company as soon as the draw is received.
 - c. **Masterteam:** ensuring that premises have been booked and sending confirmation of date, time and venue with map to visiting teams.
 - d. **General:** All host teams **MUST CONFIRM** arrangements **VERBALLY** at least seven days before arranged date in all events.

- 10 Any team that is unable to fulfil its contest **MUST** notify its opponents, except in Football and Masterteam when the host Company **MUST** be notified at the earliest opportunity. The Programme Team **MUST** also be notified in all cases of withdrawal by email to programme@boys-brigade.org.uk.
- 11 The closing date for each round **MUST** be strictly adhered to unless an extension has been authorised by the Programme Team. **Failure to comply** with this rule may result in the disqualification of both teams from the contest.

In Masterteam the fixed date **MUST** be adhered to at all times.

Masterteam Dates	
Round	Date
First	7 th November 2026
Second	5 th December 2026
Regional Finals	16 th January 2027
Final	13 th March 2027

- 12 The WINNING TEAM shall notify the result by completing the online **Result Notification Form** (available on the competition progress page on the website) within three days of the contest (in the case of football the result shall be sent by the HOST Company and in Masterteam by the Question Master).
- 13 All persons in charge of teams as in Rule 5 above and all officials are expected to familiarise themselves with these general rules, the rules of the particular contest and the rules/laws of the relevant game.

Officials required:

Badminton	Umpires and line judges
Football	Referees and time-keepers
Masterteam	Question Masters/Scorers
Table Tennis	Umpires

- 14 Detailed instructions for conducting a contest in each event are given in the succeeding pages under the appropriate heading.
- 15 The deciding authority in any dispute in National Competitions under these Regulations shall be the Programme Team in consultation with the National Competitions Group (a sub-group of the Programme Group). Appeals will be dealt with by the Brigade Executive Programme Group.
- 16 **Finals:** regional finals for each event should be completed not later than four weeks **BEFORE** the date of the relevant National Final.
- 17 Host Companies are responsible for ensuring that premises used for events are safe and appropriate prior to commencement of play e.g. all loose items of furniture etc should be stored out with the immediate vicinity of likely play.
- 18 Where external referees/umpires are used the Host Company **MUST** provide a copy of relevant regulations to these officials at least seven days prior to the match.
- 19 The number of players in a team are set out for each event. Where a team decides to have a reserve at the national final they can only play for a whole game/match and

cannot be changed during games/match. This does not apply to football as substitutes are permitted during games/matches.

- 20 In badminton and table tennis national finals it is recommended that team members wear a distinctive Company identification on their shirts if at all possible.

BADMINTON

- 1 Each team shall consist of four players plus 1 reserve if required.
- 2 The contest shall be played in accordance with the rules of badminton as issued by the International Badminton Federation or by the governing body in any of the four home countries e.g. Scottish Badminton Union / Badminton Association of England etc.
- 3 Shuttlecocks which must be medium speed feather or CORK BASED nylon (the latter is recommended to reduce cost) shall be supplied by the home team but each player will be responsible for his own racquet.
- 4 It is appreciated that playing conditions will vary from venue to venue with regard to roof height and lights. Local rules regarding "lets and faults" will apply and must be made clear to visiting teams before the contest starts.
- 5 During play teams should supply umpires alternately, unless otherwise agreed by both teams.
- 6 All matches shall be played as doubles using the rally point system of scoring.
- 7 All ties between Companies shall consist of six matches. A match will comprise of the best of three games to 21 points unless otherwise arranged (If facilities or time do not permit each match may be restricted to one game of 21 points with players changing ends when the score first reaches 11 points. This format must be agreed by both teams before the start of play).
- 8 Where the round is being played as a tournament (Scotland only), up to 4 Company teams will play at one location on the same day/time. All Company teams participating should play each other as a tie. When playing as a tournament it is expected that 2 or 3 courts will be used to allow multiple games to be played at the same time. Note rule 7 above regarding flexibility to play one game of 21 points, rather than best of three games to 21 points.
- 9 Before the coin toss each team captain should hand a team sheet to his opposite number indicating each players name against the letters A B C D. A toss shall be conducted before every game and the side winning the toss shall exercise the option either
 - 8(1) (a) to serve or receive first
(b) to start play at one end of the court or the other
 - 8(2) The side losing the toss shall then exercise the remaining choice
 - 8(3) The matches shall be played in the following order

Match 1 – A and B	Match 2 – C and D	Match 3 – A and D
Match 4 – B and C	Match 5 – B and D	Match 6 – A and C
- 10 **SCORING SYSTEM**
 - a. The side winning a rally shall add a point to its score whether serving or receiving.
 - b. If the score becomes 20-all, the side which gains a two point lead first, shall win that game.

- c. If the score becomes 29-all, the side scoring the 30th point shall win that game.
- d. The side winning a game shall serve first in the next game.

11 CHANGE OF ENDS

Players shall change ends,

- a. At the end of the first game.
- b. At the end of the second game, if there is to be a third game.
- c. In the third game when a side first scores 11 points.

12 LINE CALLS

Players shall be responsible for calls on their side of the net except where neutral line judges have been appointed.

- 13** In the event of any dispute on line calls etc, only players on court and the line judge concerned may discuss the point with the umpire whose decision is FINAL. Accompanying officers must not get involved.

14 INTERVALS IN PLAY

When one side reaches 11 points there is an interval not exceeding one minute, and between games there is an interval not exceeding two minutes. Players may leave the court during the intervals between games but must be ready to commence the next game before the interval time elapses. Up to two coaches may come on court during these intervals.

- 15** The team which wins the majority of matches shall be the winner of the contest. If the contest is drawn an additional match of one set, consisting of any pairing, from the four team members, shall be played to decide the winner. This set shall be won by the first side to 21 points with a change of ends when a side first scores 11 points. - There is no setting or playing to a clear two point lead.

FIVE A SIDE FOOTBALL

HOST COMPANY ACTION

- a) Arrange premises and notify visiting teams as in general rules paras 8(b) and (d).
- b) Arrange for neutral experienced referees to officiate and also take action as in general rule 17.
- c) Make draw for order of play ahead of the round to ensure prompt start. Subsequent matches run without unavoidable delay.
- d) Provide a size four five-a-side ball.
- e) Send result sheet and, if necessary, name of young person and their company of any player RED CARDED along with referee's report of ordering off not later than three days after contest to the Programme Team. (pro-forma attached).

VISITING TEAMS ACTION

- a) If you decide to withdraw notify host organiser and Programme Team as in general rule 9 – you are reminded of your liability to share costs of any expenses already incurred by HOST company.
- b) Arrive at least 15 minutes before the notified starting time and be ready to play as required by the order of play.
- c) Teams who fail to report in time to play shall forfeit the three points for each game missed and a nominal score of 2-0 will be recorded in favour of the appropriate opponents.

TEAM LINES

A team line giving the name and age of each team member **MUST** be completed by the person in charge of each team and handed to the HOST company organiser prior to the start of play. A template is available for use.

CHECK OF TEAM LINES

- a) It is the responsibility of the **HOST Company organiser** to check the team lines **PRIOR** to the start of play to ensure that the number of players listed and stated ages / school years are within these regulations. Any apparent discrepancy **MUST** be resolved **BEFORE ANY PLAY COMMENCES** to save any disappointment. In the event that a team plays a young person who is outwith the age limits then an automatic disqualification of the team will take place.
- b) Teams are restricted to a maximum pool of **EIGHT** players who must be within the age limits set out in page 2 para 2 of these regulations for Company or Seniors contests.
- c) Referees will complete the teamlines at the end of each round, checking the appropriate box for yellow or red cards. Any red cards must be accompanied by a report from the referee unless for a second yellow in the same game or third yellow in the round.
- d) These must be scanned and sent to the Programme Team via the Host Company within 1 week of the round being played.

FORMAT

All contests will be run on a league basis, with each team playing each other once, subject to the provision where a group consists of four or fewer teams. The top team(s) in each group will go forward to the next round of the contest (check draw for the number of teams which progress each round). Depending on the number of teams and format, the duration of matches within a particularly round may be adjusted in line with

the minimum and maximum durations stated.

Points will be awarded as follows:

- 3 points for a win
- 1 point for a draw

In the event of two or more teams gaining the same number of points, the league placing will be determined as follows:

- a) The team with the better/best goal difference. If level, then procedure (b) will apply.
- b) The team which scored the highest number of goals. If level, then procedure (c) will apply.
- c) The team which won the match involving the teams concerned in their group match.

If (a), (b) or (c) do not produce the required qualifier(s) then a play-off shall be arranged. This will be an abbreviated game of three minutes each way. If the score is still level at the end of six minutes play, the game shall be restarted with a “drop ball” and continue until the first goal is scored (e.g. The Golden Goal applies).

ORDER OF PLAY

For groups comprising SIX teams:

A v B C v D E v F B v C F v A B v E
 D v F C v E D v A F v C B v D E v A
 F v B A v C E v D

For groups comprising FIVE teams:

A v B C v D E v A B v C D v E A v C
 E v B D v A C v E B v D

For groups comprising FOUR teams:

A v B C v D A v C D v B A v D B v C

If the round comprises four or fewer teams, then prior to the start of play and subject to the consent of all remaining teams the contest can be amended so that each team plays the other twice.

DISCIPLINE & BEHAVIOUR

Over the years we have encountered a number of situations during football contests, which are not in keeping with the high standards of The Boys' Brigade. Some of the causes for these situations have arisen from poor leadership, the conduct of participants and the absence of suitable referees. Therefore, Host Organisers are asked to ensure that every attempt is made to employ the services of independent qualified referees, leaders in charge of teams are requested to remind their players of their conduct during the contest and the action which will be taken by the

organisers in the event of any misbehaviour. All accompanying leaders and parents (who may be watching) should also be reminded about suitable conduct.

LAWS OF THE GAME

The Laws of the Game are as in 11-a-side football, unless stated below.

Law 1 – The Field of Play

- a) **Playing Area** - must be indoors (except in Scotland where outdoor playing surfaces may be used, see note below) and the following dimensions are recommended:
 - maximum length 120' (50 metres) minimum length 100' (25 metres)
 - maximum width 90' (35 metres) minimum width 60' (16 metres)
- b) **Centre Mark** - A suitable mark should be made in the exact centre of the playing area on which the ball is placed to commence a game.
- c) **Goal Area** - A semi-circle of 25' (6 metres) radius shall be drawn from the centre of each goal line. The extremities of these semi-circles should reach the wall or barricade whether or not the goal posts encroach onto the field of play.
- d) **Penalty Spot** - A penalty spot should be placed at a point 20' (6 metres) from the centre of each goal or existing markings on the field of play in agreement with all teams.
- e) **Goal** - The goals shall be a distance (inside measurement) between the posts is maximum 16' (5 metres) long, minimum 3 metres and the distance from the lower edge of the crossbar to the ground is a maximum 2m and minimum 1.20m.

NOTE: All teams may agree modifications on the day, however most facilities will fulfil these requirements.

NOTE Scotland: In Scotland fixtures can be played outdoors on Astro-turf or other hard surfaces. Fixtures are NOT to be played on grass surfaces. All other 'Field of Play' requirements as per the above laws of the game should be adhered to. It should be noted that the playing surface may change in different rounds of the competition.

Law 2 - The Ball

A size 4 indoor ball should be used but a size 5 is acceptable if no other ball is available.

Law 3 – The Players

- a) Each game shall be played by two teams each consisting of not more than five players, one of whom shall be the goalkeeper.
- b) Three substitutes per team shall be permitted at any time during a game. Once substituted a player cannot take further part in that game, except where a team would be reduced to less than five players due to injury.
- c) Any of the outfield players may change places with the goalkeeper during a stoppage in the game. The referee must be informed before the change is made.
- d) A game is abandoned if there are fewer than three players in either team. The team which has not caused the abandonment will be awarded the three points for the game and a score of 2-0 recorded in its favour, unless the actual score at the point of abandonment is more advantageous with regards to goal difference when the actual score will be recorded.

Law 4 – The Players’ Equipment

- a) Four players of the team shall be dressed in uniform shorts and shirts, goalkeepers may wear tracksuits but the colour of the goalkeeper’s dress must be distinguished from that of the other players.
- b) Light footwear shall be worn without rigid or hard soles, bars or studs.
- c) Shin guards must be worn and all items of jewellery removed before the start of play.

Law 5 – The Referee

An experienced neutral referee shall be appointed to officiate in each game. They shall have the same powers and duties as laid down in the laws of the game. Two referees may be used in order rotate, particularly in regional and National finals.

A reminder that the referee’s decision is final.

Law 6 – The Other Match Officials

A timekeeper may be used to assist the referee, assistants are not required.

This official shall:

- a) Record goals scored.
- b) Act as timekeeper and signify half-time and full-time by an agreed signal unless the referee has made it known that they will time the game.
- c) Suspend time on the referee’s instructions for all stoppages and add that time to the end of each half.
- d) Record and control the re-entry into the field of play of any player ordered by the referee to the “SIN BIN”.
- e) Record the name and company of any player **RED CARDED**.
- f) Be responsible for advising the referee that **RED CARD** action is appropriate for multiple **YELLOW CARDS** under these regulations.

In lieu of no official timekeeper, the Hosting team is responsible for items d to f, with scores shared at the end of each match.

Law 7 – The Duration of the Match

- a) The duration of games shall be between 8 and 12 minutes (4 to 6 minutes each way, the period of each half must remain equal). The duration of matches must be set before play commences and be consistent for all teams playing in that round of the competition.
- b) Allowances shall be made in either period for time lost through stoppages as decided by the referee and recorded by the timekeeper.
- c) Time shall be extended to permit a penalty kick being taken at or after the expiration of the normal period in either half.
- d) Half-time shall be an immediate change of ends unless the referee authorises a break which shall not exceed two minutes.

Law 8 – The Start and Restart of Play

- a) At the start of the game, choice of ends and the kick off shall be decided by the toss of a coin. The team winning the toss shall have the option of ends or kick off. The

referee having given a signal, the game shall be started by taking a place kick, e.g. a kick with the ball stationary on the ground in the centre of the field of play. Every player shall be in their own half of the playing area and every player of the opposing team shall be not less than 2 metres from the ball until it is kicked off. The ball may be played in any direction from the kick off.

- b) After a goal has been scored the game shall be re-started in a like manner by a player of the team losing the goal.
- c) After half-time when re-starting the game, ends shall be changed and the kick off taken by a player of the opposite team to that of the player who started the game.
- d) A goal shall not be scored direct from a KICK OFF.
- e) After any other stoppage the game shall be re-started by the referee dropping the ball at a point nearest to where it was when play was suspended, unless it was in the goalkeeper's possession, when that player shall, at the referee's signal, roll the ball out to re-start the game. If the ball hits the referee, a drop ball is awarded to the team who last played the ball. **A goal may not be scored directly from the drop ball, another player must touch the ball.** The referee shall not drop the ball within 6' (2 metres) of the lines marking the goal areas or within 6' of surrounding walls or barricades. When play is stopped to administer a caution or to dismiss a player from the playing area, play shall be resumed by an indirect free kick awarded to the opposing side from the point where the infringement occurred – unless that player has been guilty of foul play when a direct free kick shall be awarded to the opposing side. If any such offence is committed whilst the ball is out of play, then the referee, after taking the disciplinary action necessary, will 'drop the ball' to re-start the game.

Law 9 – The Ball in and out of Play

The ball shall be in play at all times from the start of the game unless;

- a) The ball has crossed the goal-line or the barricade surrounding the playing area.
- b) The referee or timekeeper has given the signal for half or full time.
- c) The game has been stopped by the referee.
- d) The ball rises above head height -the referee shall have discretion of the interpretation of head height and shall make this known to players before play commences. Either the height of the tallest player or an agreed reference point in the hall that is used. If a ball has been played above head height an **INDIRECT** free kick shall be awarded where the ball was last played unless the ball was last played by the defending goalkeeper within their goal area when the kick shall be taken from the point 2 metres (6') outside the said area nearest to where the offence occurred.
- e) If the ball rebounds to above head height from any of the following situations:
 - i. from striking player who had made no attempt to play the ball.
 - ii. where the ball is played simultaneously by opposing players.
- f) If the ball goes above head height by the goalkeeper making a save or from a fixed part of the pitch such as a wall, barricade, goalpost, crossbar or other obstruction and rebounds back into play the game shall continue.
- g) **NOTE: HEADING is FORBIDDEN** at all times irrespective of the height of the ball. (Indirect free kick).

Law 10 – Determining the Outcome of a Match

- a) A goal is scored when the whole of the ball crosses the goal-line between the goal

posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper, who is within that player's own goal area.

- b) A goal is not allowed if the ball was last played by a player of the attacking side whilst within either goal area. (If the ball is last played by a defending player whilst within either goal area, a goal shall be allowed).

Law 11 – Offside

There is no offside. Players other than the goalkeepers may place themselves in any part of the playing area outside the goal areas.

Law 12 – Fouls and Misconduct

All infringements and sanctions are the same as the Laws of the Game with additions below:

- a. **CHARGING** is forbidden – penalty - **DIRECT FREE KICK**.
- b. Sliding tackles are banned – penalty for infringement - **DIRECT FREE KICK**.
- c. **OBSTRUCTION** intentional obstruction of an opponent who is not playing the ball, including standing with any part of the body against a surrounding wall or barricade to prevent an opponent from reaching or obtaining possession of the ball, shall be penalized by an **INDIRECT FREE KICK**. (Usually when one or both hands are on the wall for a prolonged period of time).
- d. Only the defending goalkeeper is allowed within the goal area, except when a penalty kick has been awarded and then only the player taking the kick can enter the goal area – not to take a rebound if goalkeeper has parried the ball.

The defending goalkeeper must remain within the goal area at all times.

Penalty for infringement:

- a. By the attack – a direct free kick at the point of entry into the goal area.
- b. By the defence – a penalty kick.
- c. By the defending goalkeeper – a penalty kick.

Note: Referees should distinguish between accidental and intentional entry into or exit from the goal area. Only deliberate action where the player either plays the ball or tries to play the ball should be penalised. Crossing the goal area in order to gain an advantage, either to gain possession of the ball or challenge an attacker is also an infringement. Accidental entry or exit which has no effect on the play should be ignored.

- e. A goalkeeper who deliberately handles the ball outside the area even though standing within the area, should be penalized by the award of a penalty kick.
- f. A goalkeeper may stop the ball with any part of their person but is forbidden to kick the ball intentionally. In this instance an indirect free kick should be awarded and taken by a player of the opposing team at a spot 6' (2 metres) outside the goal area nearest to where the infringement occurred.
- g. When the ball has been returned into play by the goalkeeper it **MUST** be played by at least two other players before it can be returned to the goalkeeper. Penalty for

infringement an indirect free kick taken from where the ball was returned to the goalkeeper subject to it being a minimum of 6' (2 metres) outside the goal area (equivalent of the back-pass rule).

Misconduct

Any player guilty of an offence under the laws of the game which warrants a caution (yellow card) shall leave the field of play for 2 minutes and sit with the time-keeper appointed under those regulations until told by that official to re-enter the field of play. Any time on the penalty unexpired at the end of the game shall be carried forward to the next game in that round and the player concerned **MUST** report to and sit with the timekeeper until told to enter the field of play. No substitute can be introduced for a player in the **SIN BIN**.

- a. Where a player receives two cautions (yellow cards) in the same game the second yellow will automatically be converted to RED. The player concerned will then be subject to action as below. If a player is in the SIN BIN at the beginning of a game working off an unexpired penalty that yellow card will count as received in the game in which it was given.
- b. If in the course of the same round a player receives three yellow cards (cautions) the third yellow will automatically be converted to RED and action will be as below.

Note: Yellow cards in respect of cautions are not cumulative from round to round.

Any player **ORDERED OFF** (red card) shall take no further part in that round and is automatically suspended from the next round for which the company is eligible. The name and company of any player **ORDERED OFF** must be reported by the host Company to the Programme Team. The referee must be asked to forward a report to the Programme Team. The Programme Team in consultation with the National Competitions sub-group may impose a further penalty on receipt of the referee's report. Template attached for use.

Law 13 – The Free Kick

Free kicks are taken from the place the foul is committed, all players must be 2 metres away. If the foul is closer than 2 metres to the goalkeeper's area then the referee will move the free kick back to allow for defenders to make a wall.

Law 14 – The Penalty Kick

The ball shall be placed on a spot in connection with the markings on the field of play in use on the day (distances may vary). All players must be 6' (2 metres) away from the ball. The player taking the kick must be clearly identified and can only **take one step**. The goalkeeper must remain on their line until the ball is kicked.

Law 15 – The Throw-In

When the ball goes out of play below head height, a member of the opposing team shall roll the ball into play. When a member of the defending team puts the ball out of play over the barricade on that player's own goal-line but below head height, the opposing team shall be awarded a roll in taken from the goal-line at the point where the ball went out of play unless that point is within the goal area when the roll in shall be from a point 6' (2 metres) out with the goal area. When a member of the

attacking team puts the ball out of play over the barricade on the opponent's goal-line, but below head height, the goalkeeper shall roll the ball out. (If the ball drops on the back of the net behind the goal, it shall be regarded as out of play and the game shall be re-started with a roll-out by the goalkeeper).

Law 16 – The Goal Kick

There is no goal kick, the goalkeeper must immediately return the ball into play with an underarm bowling action. It must not be thrown nor kicked and it must be kept below head height.

Law 17 – The Corner Kick

No corner kicks are awarded.

MASTERTEAM

- 1 All teams shall consist of four young people within the age groups detailed in Page 2. BB uniform should be worn for this event.
- 2 Teams shall sit together at tables to allow for discussion among the team where appropriate.
- 3 One member of the team shall write the answer on the paper provided. (the teams' answer may be kept by a team member on a separate paper).
- 4 Where possible the Host Company should identify a Question Master, this should be someone who is not affiliated to the Company and/or any other participating Companies. If you are not able to appoint an independent question master, please contact the Programme Team who will support you in identifying one. The decision of the question master will be final in all matters.
- 5 Generally the question master will ask a question, allow a suitable time for discussion and writing of the answer, and then continue to the next question in that category.
- 6 There will be ten questions in each category.
At the end of each category papers will be collected and marked. The marking will be done while the succeeding category of questions is being asked. The scores will be given after a category of questions has been completed.
- 7 One mark will be given for each correct answer. A half mark may be allowed at the question master's discretion.
- 8 Where it is decided regionally that a **TIE BREAKER** procedure is necessary to determine the qualifier(s) for the next round this will operate as follows until the qualifier(s) is/are known.
 - (a) An abbreviated round of five questions.
 - (b) If (a) fails to resolve the tie, there will be a sudden death play-off using the spare questions from the current contest starting with Round 1 et seq.
The tie breaker procedure shall operate in the National Final if there is equality of marks at the end of the contest.
- 9 When a team is competing virtually, they should be located at their company meeting place or other appropriate venue. A good internet connection, with screen, speakers and microphone are required, so the team can see and hear the Question Master, and the Question Master can see and communicate with the team. Such teams must always be fully supervised by registered BB leaders in line with safeguarding policies. Team members **MUST** not have access to phones or any other devices, and leaders **MUST** not help the team in anyway. If outside assistance is seen/heard by the Question Master the team may be disqualified from the competition. Virtual participation is only possible in rounds 1 and 2, and will not be permitted for Regional or UK & ROI Finals.
- 10 **Note:** If on the check of team lines prior to the start of the contest it is found that a member or members are outwith the age limits set out in Page 2 para 2, the team may continue in the contest with the reduced number of members. Similar action will apply if a team arrives with fewer than four members.

GUIDELINES TO MASTERTEAM HOST COMPANIES

The following guidelines have been drawn up to assist those Companies who have not previously acted as hosts for this contest and need some guidance concerning the arrangements which need to be made. It may also serve as a useful checklist for those companies who have hosted in the past.

- 1 Ensure that the venue for the contest has been booked with the hall management otherwise it could be rather embarrassing on the night! If you wish to hold the contest in some other suitable venue, eg. local school, this will be quite acceptable.
- 2 It is recommended that you arrive at the venue in good time to complete your arrangements and welcome the question master and competing teams on their arrival. The following may need to be checked at the venue:-
 - (a) Hall - clean and tidy.
 - (b) Seating - sufficient for teams and supporters. The spacing between teams should be such as to allow them to talk quietly among themselves without being overheard. A reasonable space between audience and teams is also useful so that comments from the audience are not normally audible to the teams
 - (c) Lighting.
 - (d) Heating - cold halls are most unwelcoming.
 - (e) Refreshments - it is customary for the host Company to provide light refreshments following the contest, eg. drinks and biscuits. (See 3).
 - (f) Toilets.
 - (g) Scoreboard (See 4)
 - (h) Name Cards (See 5)
 - (i) Projector/Screen (to display questions, scores, etc)
 - (j) Sound system (so that everyone can hear questions clearly)
 - (k) Internet connectivity (if hosting with any virtual teams participating)
- 3 Where travelling becomes far greater in the later rounds of the contest, it is suggested that host Companies provide a meal for those teams coming a distance. Further, it may be necessary for hosts to provide overnight accommodation.
- 4 It has been recommended to question masters that they obtain the services of a assistant to act as scorer. Ideally points can be displayed on screen (at intervals) or on a whiteboard or similar.
- 5 The host Company must provide cards bearing the name of each Company and cards for each person's name.
- 6 The following outline for the evening is suggested:
 - (a) All teams should arrive at the venue not later than 15 minutes before the notified starting time.
 - (b) Official welcome by host Company.
 - (c) Introduce question master to teams and audience.
 - (d) Any announcements.
 - (e) The Quiz
 - (f) Thanks and closing prayer following the contest.
 - (g) Refreshments - departure.

Please note the question master is aware of these guidelines.

TABLE TENNIS

- 1 Each team shall consist of 3 players plus 1 reserve if required
- 2 The normal rules of table tennis will apply and tables shall be full standard size. Any 40mm ball of three star quality shall be used and shall be supplied by the home team. Each player shall be responsible for his own bat.
- 3 Before each contest, the two captains shall toss to decide which should be named A, B and C, and which X Y and Z.

A v X B v Y C v Z B v X A v Z

C v Y B v Z C v X A v Y

- 4 In every tie each player in the team shall play each player in the opposing team giving a total of nine matches. A match shall consist of the best of five games.
- 5 A game shall be won by the player first scoring 11 points unless both players score 10 points when the game shall be won by the player subsequently gaining a lead of 2 points.
- 6 After each 2 points have been scored the receiving player shall become the serving player and so on until the end of the game unless both players score 10 points when a 2 point lead is required (see rule 5).
- 7 The player starting at one end in a game shall start at the other end in the next game of the match and in the last possible game (5th) the players shall change ends when the first player scores 5 points.
- 8 The contest shall be won by the team which wins the majority of matches (thus, if one team has won five matches, the contest need not continue, subject to the agreement of both teams).

FIFA

- 1 Each team shall consist of 3 players plus 1 reserve, if required.
- 2 The Host Company will need to provide at least one console (Playstation or Xbox), but ideally two consoles.
- 3 The consoles and versions of the game should remain consistent for all games within the match (i.e. each round). Although it should be noted that if a Company progresses to the next round the console/version of the game may change, based on the console/game available.
- 4 The normal rules of FIFA will apply; console and controllers shall be standard.
- 5 Before each contest, the two team captains shall toss to decide which should be named A, B and C, and which X, Y and Z.

The games will be played in the following order:

A v X
 B v Y
 C v Z
 B v X
 A v Z
 C v Y
 B v Z
 C v X
 A v Y

- 6 In every match, each player in the team shall play each player in the opposing team giving a total of nine games. A game shall consist of two halves of five minutes totaling ten minutes per game.
- 7 A game shall be won by the player who has scored the higher number of goals after ten minutes of play, having played two halves of 5 minutes.
- 8 If the game is drawn then a penalty shootout will take place to decide the winner, no game will end in a draw.
- 9 The match shall be won by the team which wins the majority of games (thus, if one team has won five games, the contest need not continue, subject to the agreement of both teams.
- 10 During the game a player can select whatever team they want without add ons. Only regular club teams and national teams can be used, no special teams can be used such as "classic 11".
- 11 Regular match rules will apply as a standard game of FIFA, no special rules or rule changes.
 Rules that must be consistent:
 - a. Handballs – OFF
 - b. Injuries – ON
 - c. Offside – ON

CHESS

- 1 Each team shall consist of three players plus 1 reserve if required
- 2 The rules of the International Chess Federation (F.I.D.E) will apply.
- 3 Whenever possible, "Staunten Pattern" chess sets should be used in matches and where teams cannot agree upon which chess sets to use, "Staunten" sets must be used. Teams must clarify this technicality with each other prior to the day of the contest.
- 4 Before the day of the contest, agreement on a maximum playing time of not less than one hour per game must be reached by both teams, and whether chess clocks are to be used. If clocks are available, and a team expresses a preference, then clocks must be used.
5. An adjudicator must be appointed by the home team, to ensure the rules of chess and 'system of play' is complied with and is in attendance for consultation where necessary.
- 6 Each player in the team shall play each player in the opposing team, giving a total of 9 games. The winner of each game will be awarded 1 point, and in the event of a drawn game ½ a point will be awarded to both players subject to para 8b.
- 7 Before the toss for choice of colours takes place, each team captain must nominate his players in board order. The captain winning the toss then decides whether his team shall play as ABC or XYZ in the following order of play, viz:

1st SERIES OF GAMES

1)	B	(White)	v	Y	(Black)
2)	C	(Black)	v	X	(White)
3)	A	(White)	v	Z	(Black)

2nd SERIES OF GAMES

4)	A	(Black)	v	X	(White)
5)	C	(White)	v	Y	(Black)
6)	B	(Black)	v	Z	(White)

3rd SERIES OF GAMES

7)	C	(White)	v	Z	(Black)
8)	A	(Black)	v	Y	(White)
9)	B	(White)	v	X	(Black)

The winning team shall be that which gains most points. In the event of a draw, the contest will be decided on the result of game No. 4 (A v X); if that game should also have been drawn, the result of game No. 7 (C v Z) will decide the contest. Should the contest still result in a draw - and only then - one member of each team shall play a deciding game to the finish.

SYSTEM 'A' - WITHOUT CLOCKS

- 8 a. In the event of a game still being in progress after the agreed time, the result of the game must be adjudicated by the captains of the two teams. If they fail to agree, then the adjudicator must be consulted for his decision.

SYSTEM 'B' - WITH CLOCKS

- b. The total amount of playing time (agreed in rule 3) shall be divided equally between the players, e.g. if the total playing time is one hour, then each player will have 30 minutes playing time on his own clock. The minute hand should be so set that when a player has used up his allotted time, the indicator flag falls at 12 o'clock. If the game continues until a flag falls, then that player whose flag falls has LOST THE GAME ON TIME CONTROL, subject to the proviso that his opponent has sufficient mating material left on the board at the conclusion. If the captains of the teams fail to agree, then the adjudicator must be consulted for his decision.

Before each match starts, conditions decided upon in rule 3, e.g. maximum time agreed, and also the use of system A or B, must be written down and submitted to the adjudicator. This is most important to ensure fair play. NOTE: If both teams cannot agree on which system to use, then system 'B' must be used, which will be the system employed at the finals.

- 9 In the unlikely event of a game not being satisfactorily resolved under rule 6/7, a diagram of the unresolved game(s) must be submitted to the appropriate National Co-ordinator, who will in turn pass it on to the National Adjudicator. This diagram must be submitted without comment and the decision of the National Adjudicator will be absolute and final.