



League Information Guides

SEASON 2019-20

These guides provide quick summaries of the rules and processes covering how the League works and should be used in conjunction with the League Rules and Process Guides as detailed in the main League handbook

INFORMATION SOURCES

[League Website](#)

[FA Full-Time](#)

VERSION

v1.0 August 2019



Power Play

Basic information

New for 2019-20. Will be used at Under 7 only for this season.

Why is it being introduced?

Team strength/ability at Under 7 is unknown.

Power play should help avoid teams being demoralised, and challenge stronger teams.

How does it work?

The losing team can bring on an extra player when score reaches +4 GD (goal difference) and another extra player if it reaches +6 GD. If the GD falls below +6, then the second extra player leaves the pitch, and if it falls below +4 then the first extra player leaves the pitch.

Note: the player that comes off does not need to be the extra player that came on.

Is usage of the Power Play tracked?

If a team uses the Power Play during a match, it must be recorded in the Match Statistics in Full-Time.

Example scenario

Match score	Process	Player nos
Reds 3 – 0 Blues	No change	5v5
Reds 4 – 0 Blues	Power Play 1 starts – Blues bring on extra player	5v 6
Reds 4 – 1 Blues	Power Play 1 ends – Blues remove one player	5v5
Reds 5 – 1 Blues	Power Play 1 starts – Blues bring on extra player	5v 6
Reds 6 – 1 Blues	No change	5v 6
Reds 7 – 1 Blues	Power Play 2 starts – Blues bring on second extra player	5v 7
Reds 7 – 2 Blues	Power Play 2 ends – Blues remove one player	5v 6
Reds 7 – 3 Blues	No change	5v 6
Reds 7 – 4 Blues	Power Play 1 ends – Blues remove one player	5v5