



EUROSPITAL
7-A-SIDE OUTDOOR FOOTBALL TOURNAMENT
For European Health Service Organisations
REGULATIONS
Updated October 2021

President's Charter.

The President's Charter is the means by which all areas of the Organisation are governed and administered.

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EUROSPITAL

RESPECT | FRIENDSHIP | PASSION



EUROSPITAL ★★
EUROPEAN HEALTH SERVICES WORKERS
FOOTBALL COMPETITION

1. MISSION STATEMENT

The purpose of Eurospital is to organise an annual 7 – a –side outdoor football tournament for European Health Service Organisations and Health ServiceWorkers.

In addition to competitive football its mission is to promote friendship and pan European communication by healthcare workers.

====→ Advisable that every country participating provides their delegation with a badge showing their name and country.



2. GOVERNANCE and STRUCTURE

2.1 The President

- a) The President is the head of the organisation and is responsible for overseeing all aspects of Eurospital, though individual tasks may be delegated to other Committees or, individuals as required.
- b) Candidates for a president election have to be nominated in writing by at least 3 captains from different teams, 3 months before the meeting. Candidate has to be a current HSW.
- c) The President will be elected by a simple majority from the nominated representatives from each country (normally Captains) and each country will have one vote.
The EC members will have one vote each and in the event of a tied vote the President will have a casting vote. Voting will be in writing and only by delegates being current HSW.
- d) The President will serve for a period of 3 years, thereafter a vote will be taken to elect a President for the following 3 years.
There is no limit on the number of terms a person can hold the Presidency.
- e) The President will chair the Eurospital Committee.

2.2 Eurospital Committee

- a) This Committee supports the President during his term and will also serve for a 3 years. **Next term ends/starts 1st of september 2019.** There is no limit on the number of terms a member can sit on the Eurospital Committee. **Member of the Committee has to be a current HSW.**
The main purpose of the Committee is to provide guidance and advice to the President and to undertake such duties and roles as delegated by the President.
- b) The Committee will normally consist of 3 persons ,unequal number, **being current HSW :**
 - Chair
 - Secretary /Treasurer
 - Member
- c) The Eurospital Captains/delegates will elect the Eurospital Committee on the basis of 1 vote per team. **Delegates who vote have to be current HSW .**
Candidates for an election have to be nominated in writing by at least 3 captains from different teams, 3 months before the election takes place.
The EC members will have one vote each and in the event of a tied vote the President will have a casting vote. All votings will be in writing
- e) The EC will appoint from within the Office Bearers as detailed at 2b.
- f) The EC has the authority to co-opt members onto the Committee on a fixed short term basis to support it as and when required. Such members are considered temporary and serve for the duration of their fixed appointment.
Any desire by the Committee to make the appointment for the life of the Committee must be ratified by the Eurospital Captains as per Section 2c.

2.3. Honorary members

- a) Eurospital can appoint Honorary Members to the Eurospital Committee to reflect service, commitment or any other attributes considered deserving of appointment.



2.4 Fair Play

- a) The EC will administer the organisation and rules of the annual tournament with a specific mandate to ensure that Fair Play and sportsmanship are a fundamental principle of the tournament.
- b) The secretary of the EC meets referees and HC on Friday to explain rules and **they check pitches , size of goals etc. on Friday.**
- c) The secretary of the EC and a delegate of the host country will manage all disciplinary matters, rules, disputes and refereeing issues.
- d) The EC will work closely with a nominated delegate of the host country to ensure the tournament is played according to the rules set out in Section 10 of the Presidents Charter.
- e) Bbraun provides yearly the Bbraun Memorial Cup for Fair Play. The winner of the Cup will be decided as per section 9c)

3 .CAPTAINS' MEETINGS and TEAM MEETINGS

- a) Captains' meetings will be held as required and locations will be agreed by Eurospital members.
- b) The EC will set the agenda for the meeting with standing items and other business as requested by Captains or, **their representatives , being HSW.**
- c) Agenda items should be submitted one month before the meeting date, although other competent business will be considered at the discretion of the Chairman.
- d) The EC will extend an invitation to 2 representatives from each member country although business will be conducted on the basis of 1 vote per country. **Voting only allowed for current HSW.**
- e) To avoid misunderstanding a meeting organised by tournament-organiser with teams on tournament-location will be called : Team Meeting.
A general meeting organised by the EC will be called: Captains Meeting.
- f) All votings will be in writing and EC shall appoint an electoral commission for elections.



4. HOST COUNTRY

The Host Country, representing officially a Hospital or Health Service, has an important role in ensuring the Tournament is a success. The main obligations are set out below; Advised is, to use the President's Charter and "Cookbook".

4.1 Invitations/Accommodation

Invitations will be sent to teams with invitation list after consulting the EC. If the Host wishes to invite new teams, approval is required from the Eurospital Committee.

- a) To advise accommodation for all teams. Teams are responsible for meeting the cost of their own accommodation.
- b) The accommodation should be able to house all teams in one location with standard quality and teams have to book the hotel advised by the organiser. Teams must book hotels with organizer and they can't look for accommodation by themselves. **Single, Twinrooms and Triple rooms with private bathroom and breakfast times 7.30-10.00.**
- c) The Maximum cost to be charged is € 160.00 per person for 2 nights **in a twinroom. Prices of single and triple rooms to be required.**
If the cost is less, it is expected that the host will pass on the reduction to all Teams.
- d) Cost to include: **Breakfast on Saturday and Sunday mornings, dinner on Friday and Saturday nights plus lunch on the Saturday during the tournament. Also including in price: transport, look at point 5.2a en 5.2b.**
- e) To organise a pre-Tournament draw on the Friday evening and providing dinner.
- f) To provide a Prize Giving Dinner on the Saturday evening.
- g) To advise teams on the cost of room, breakfast and dinner for extended stays.
- h) To provide meetingroom and facilities and organise the Fridays EC, HC, Referees meeting **and for a Teams meeting.**
- j) If needed to meet with the President at the Host location early in the year of the Tournament and following the meeting to communicate with the President on a monthly basis to discuss progress and any other matters.
- k) To send a personal invitation to honorary members and provide room/ breakfast at their disposal.



4.2 Transport

a) To provide free transport from and to the airport, railway or bus station within a plm 20 km radius.

Applicable for Thursday and Friday arrivals and Sunday Departures only.

b) To provide transport to and from the hotel to the sports field as well to social events, as required.

c) To advise options for transport in Host country.

5.3 Tournament

a) To organise the Tournament in adherence to Section 10 – Playing Rules.

b) To provide lunch at the Tournament between the Group and Knockout Stages.

c) To provide a meeting room for the EC at the sportslink.

d) To provide some benches or seating at the side of the pitches.

e) To ensure sufficient drinking water is free available for all teams during the Tournament.

f) To provide mementos as detailed in Section 9 – Mementos.

g) To send all participants lists to the archive of the EC before 1st of August.

5. THE TOURNAMENT

The Eurospital Committee will provide a schedule of tournaments for the coming 2 years.

a) Each year a member country will Host the tournament which will be an outdoor 7-a-sides.

b) The tournament will normally be held the last weekend in August or, the first weekend in September each year. (Dates will be approved year by year between the HC and the EC.)

c) Each member country will take a turn at hosting the event. Normally this will be cyclical, but may vary slightly due to circumstances.

d) The maximum number of participating teams is limited to 16 for practical reasons.

e) New teams will only be invited if the number of teams falls below 16.

f) Participants must give an undertaking that they can and will host a tournament.

g) If a team is unable to participate in 2 following tournaments the EC will have the authority to invite a new team if necessary and possible.



- h) All new teams are subject to evaluation by the EC.
- i) Subject to the number of teams **it may be possible** to extend an invitation to a 2nd team from the HC. After consulting the EC.
- j) In the event of a 2nd team of a country winning the tournament an automatic invitation to the next tournament is not guaranteed.
- k) The Eurospital Committee has responsibility to decide in future whose turn it is to organise.
- l) Teams that do not commit to organise in the future should not be allowed to participate.

If a team enters Eurospital as a result of winning a national qualifying tournament and then wins Eurospital, an automatic invitation to the next Eurospital is not guaranteed.

6. PLAYER ELIGIBILITY

In order to participate in Eurospital each player must be able to demonstrate eligibility to meet a number of agreed criteria set out below. Responsibility for this rests with each Captain.

- a) A player must be a current health service worker

or

if not a current health service worker, be able to prove 7 or more years participation or involvement in the tournament when previously a health service worker.

- b) All players must be 30 years of age or over on, or by the date of the tournament in which they are participating.

Exception to this rule: Each team can play no more than 2 Players from the age of 25 years

- c) Typed List of all players to be presented at the teams meeting, 6 pm in the Friday at tournament with confirmation of:

- Name of player
- Proof of age (passport)
- proof of Health Service employment.

Agreed at CM in Venlo by voting: if list will not be presented before Friday 6 pm, team is not allowed to participate.

- d) The Eurospital Committee /Fair Play Committee reserve the right to examine all details relating to Player Eligibility.
- e) Failure to provide documentation, or comply with reasonable requests for access to documentation will amount to disqualification from the relative tournament



7. DISCIPLINE

The tournament is based on friendship, sportsmanship and mutual enjoyment. Teams are therefore encouraged to act in this spirit.

- a) Team managers/Captains must take responsibility for their teams and players throughout the tournament.
- b) Individual misbehaviour will be considered as such case and a team will not be disciplined for an individual's behaviour.
- c) Players who receive a red card will receive an automatic 1 game suspension from the next match. Referees will report such instances to the Host country/EC. If these parties consider the offence very serious and it merits an extended suspension the Fair Play Committee has the authority to extend the suspension and where necessary with the direction of the EC exclude a player from the competition.
- d) If a player receives a yellow card the player is free to play in subsequent matches however, 2 yellow cards will result in a suspension for the next match whether it be a Group or Knockout match.
- e) Team Captains have the right to appeal red card decisions. This must be made to the Host country immediately after the game. All appeals must be in writing outlining the grounds for appeal. The Host country / Fair Play committee will consider the appeal as soon as possible to give a decision prior to the next game.



8. Prizes

- a) The Host country will provide a prize for each participating team in order of ranking.
- b) Additional prizes can be made available by the Host Country with prior agreement with the Eurospital Committee.
- c) The BBraun Memorial Cup (Fair Play) will be awarded each year to the team who has demonstrated good conduct on and off the pitch during the match. The team with the lowest number of points will be deemed the winner. Bbraun provides yearly a new Cup.

To determine the winning team referees will award points to each team after every match based on the following criteria; Administrated by organiser and the winner will be decided together with the EC.

Behaviour	Points
Red card	25
Yellow card	10
Roughness	30
Insult	20
Game delay	5
Unsportsmanlike conduct	5
Extraordinary fair play	-5

Host shall provide a completed list of the results with points for the Eurospital Committee , all teams and post onto the website www.eurospital.org

- d) The EC may award additional prizes /gifts for specific reasons at their discretion.

UEFA'S SEVEN-A-SIDE FOOTBALL REGULATION APPLIED TO THE "EUROSPITAL" TOURNAMENT

(WITH SPECIAL RULES MADE FOR "EUROSPITAL")

1. THE PITCH
 2. THE BALL
 3. PLAYERS
 4. PLAYERS' EQUIPMENT
 5. THE REFEREE
 6. FOOTBALLERS' BEHAVIOUR DURING THE MATCH
 7. LINESMEN
 8. FORMATION OF HEATS WITH HEATS' WINNERS
 9. MATCH DURATION AND TIMETABLE
 10. KICK OFF AND RESTART OF THE GAME
 11. BALL IN AND OUT OF PLAY
 12. SCORING A GOAL
 13. OFF-SIDE AND BACKWARD PASS TO GOALKEEPER
 14. FOULS AND INFRINGEMENTS
 15. FREE KICK
 16. PENALTY KICK
 17. THROW IN
 18. GOAL-KICK
 19. CORNER KICK
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RULE 1

THE PITCH

Regulation

THE PITCH

1. Dimensions

According to the UEFA international regulation, the **grass surface** football pitch can be from 100 to 110 meters in length and from 60 to 75 meters in width. Therefore, pitches must be rectangles obtained by dividing into two halves a regulation football ground and their minimum and maximum measures must be comprised between: 60-75 meters in length and 45-50 in width. In any case length must be greater than width (it is recommended to respect the above measures as far as possible, in the context of a regulation football ground). For the best success of the tournament it is fundamental that 4 small pitches are arranged, so that several matches can be played at once.

2. Field demarcation

The football pitch must be bounded by demarcation lines. The longer sides of the rectangle are called “sidelines”, the shorter ones “goal lines”.

3. Penalty area

The penalty area must stretch for 11 meters from each post and for 11 meters towards the inside of the field.

Point of the penalty kick: 8 meters from the goal line.

3. The goals

The goals used are the regulation goals for “seven-a-side football” (4mx2 m).

(You will find enclosed scheme n.1 as an example of field demarcation).

UNFITNESS OF THE FIELD FOR PLAY

1. The judgment concerning the unfitness of the field for play, due to bad weather or any other cause pertains exclusively to tournament organiser, EC and FPC.
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RULE 2

THE BALL

Regulation

THE BALL

- The ball must be spherical, in compliance with the international regulation, size 5.
 - The ball cannot be changed during the match without prior consent by the referee.
1. The host country is responsible for providing sufficient number of match balls. The referee decides which ball is going to be used choosing among those available.
 2. Regulation balls can be of any colour, and even two-coloured, provided applying paint or any other material does not make that colouring.
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RULE 3

PLAYERS

Regulation

NUMBER OF PLAYERS

1. The matches are played by two teams, formed by a maximum number of seven players each. One of the players has the role of goalkeeper. Each country's' squad is composed by a minimum number of 8 (eight) **and a maximum number of 14 (fourteen) players**, whose names are written in a list provided to the Eurospital Committee by all teams ; the list is accompanied by a photocopy of the players' identity papers and by documents giving evidence that the players work in Health Services in the represented country and of being aged 30+. Also 2 Players per team aged 25 - 30 within 4 weeks before the tournament are allowed to participate. (see charter 6b)

2. Teams are allowed to effect as many substitutions as desired with ball in-play, except for the goalkeeper. In this case, the substitution must be effected with the game stopped and by previously notifying the referee and with his consent. The referee will then order to restart the play once the substitution has been effected.

- A player, who has been replaced, is allowed in his turn to replace another player.

- Substitutions are made with ball in-play, without stopping the game, and they are valid if the following rules are observed:

- a) the players on the bench cannot enter the pitch until the replaced players have completely come left it;

- b) replaced players are still under the referee's authority and jurisdiction.

- The goalkeeper can change role with any other player, provided that the referee is previously informed about that and that the said exchange is effected during a stoppage of the game.

MINIMUM NUMBER OF PLAYERS

1. A match cannot be started or continued if a team has less than six players participating.

TEAM CAPTAIN

1. The teams must appoint one captain for the whole duration of the match.

PLAYER'S REPLACEMENT

1. Sent-off players cannot be replaced by substitutes.

2. When a player has gone off the pitch due to accidental causes or with the referee's consent, he can re-enter the field at any time, with prior consent by the referee himself.



RULE 4

PLAYERS' EQUIPMENT

Regulation

PLAYERS' EQUIPMENT

1. Players must wear numbered shirts or vests, so that the referee can easily distinguish the members of the two teams.
 2. The goalkeeper must wear a shirt of a different colour to distinguish himself from the other players and the referee.
 3. Every team must own a minimum of two duly numbered uniforms of different colour.
 4. The Captain must wear around an arm, as a distinguishing mark, a strip different in colour from the shirt.
 5. UEFA-rules on type of studs and shin-guards have to be followed. If in doubt, the referee will decide to protect the players.
 6. Only players (max 14) as on list are wearing kit / trainings-suit.
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RULE 5

THE REFEREE

Regulation

THE REFEREE

The organising country must appoint a referee to direct each match. The referee's authority, as well as the rights he is assigned by the Regulations, becomes effective as he reaches the football pitch. He has the power to award penalties for every infringement, even for those committed during play stoppages or when the ball is out of play. His decisions on matters related to the game are irrevocable as far as the final result of the match is concerned. The referee must:

- a) Impose the strict observance of the Tournament's Rules;
 - b) Refrain from awarding penalties when he holds that such awarding could benefit the team that has committed the infringement;
 - c) Take note of the facts happening during the game; act as a time-keeper to control the game's duration and extend it in case some time has been wasted due to injuries or any other cause;
 - d) Have the discretionary power to stop the game following any infringement of the Rules, and to definitively suspend the match whenever he holds it necessary, due to bad weather, entry of unauthorised persons, or other reason.
 - e) From the moment he enters the football ground - book and show the yellow card to any player guilty of foul play or unsporting behaviour. If a player gets two yellow cards during the tournament, he is automatically suspended for the following match;
 - f) Forbid entrance into the football pitch to non-players unless they have his prior consent;
 - g) Stop the game if he holds that a player is seriously injured, ensure that he is taken outside the pitch as quickly as possible, then re-start the game immediately. If a player gets a slight injury, the game must not be interrupted until the ball goes out of play. If a player is able to reach the sideline or the goal line without help, he can't receive any treatment inside the pitch;
 - h) Send off the pitch, by showing the red card, any player who, according to his/her own judgement, is guilty of foul play, violent or seriously unfair behaviour, or has used vulgar or insulting language, or continues to behave unfairly after having been booked. If a player is sent off, he is not allowed to play the following match;
If a serious foul is committed by a player, a red card will be shown to both player and non-playing captain / manager. The Referee should report this to the organiser and in this case EC can decide that the player involved is suspended for the whole tournament.
 - i) Give the signal for the re-start of the game after each stoppage (where provided for);
 - j) Decide if the ball provided for the match meets the requirements provided for under Rule 2.
 - k) Referees give points to teams for fair play. The organising country takes care that these results get to the EC.
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RULE 6

FOOTBALLERS' BEHAVIOUR DURING THE MATCH

Regulation

FOOTBALLERS' BEHAVIOUR DURING THE MATCH

- 1. The players are not allowed to address opinions or protests to the competition officials. Only the captain, who is responsible for his team's behaviour, has the right to address the referee during a game stoppage, or at the end of the match, to express his objections or ask for explanations, as long as he does it with good manners and without wasting time.**
 - 2. The captain has a duty to cooperate with the competition officials for the regular course of the game and to repress any intemperance of his team's players. Failure to do this will involve an increase of the penalties on this charge.**
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**RULE 7****LINESMEN**

Regulation

LINESMEN

No official linesmen are provided for under this Regulation. The organising country may provide the use of linesmen, or every team can contribute with one man for each game.

Except the FINAL : HC provides 2 linesmen !!!

RULE 8

FORMATION OF HEATS WITH HEATS' WINNERS

Regulation

FORMATION OF HEATS WITH HEATS' WINNERS / LOOSERS

- ***In case of a 16 teams Tournament, the 4 best ranked teams of the previous edition are considered by full right “heats’ winners”, and will form, in order, the qualifying heats according to the following UEFA scheme:***

1st ranked team = Heat A

3rd ranked team = Heat C

2nd ranked team = Heat B

4th ranked team = Heat D

The Heats will then be completed by draw; each Heat will **be formed by 4 teams**, which will play three qualifying matches; after that, the two best ranked teams of every Heat – named **A1-A2, B1-B2, C1-C2, D1-D2** - will qualify for the winners phase. Others for the losers phase.

- ***In case of a 15 teams Tournament, the 3 or 4 best ranked teams of the previous edition, depending of forming 3 or 4 groups, are considered by full right “heats’ winners”, and will form, in order, the qualifying heats according to the following UEFA scheme:***

1st ranked team = Heat A

3rd ranked team = Heat C

2nd ranked team = Heat B

4th ranked team = Heat D ?!

The Heats will then be completed by draw; The two best ranked teams of every Heat – named **A1-A2, B1-B2, C1-C2** –, will qualify for the winners phase. Other teams will play a Runnerup competition .

Qualification for the next phase will be decided upon by:

1. The team with the most points; or, in the case of a tie,
2. The team with the best goal difference; (i.e. the difference between goals scored and goals conceded) or in the case of a tie
3. The team who has scored the most goals in this phase
4. The mutual result
5. Drawing of Lots

There will be a Runnerup – play-off which has to be ended before the final games.



RULE 9

MATCHES' DURATION AND TIMETABLE

Regulation

MATCHES' DURATION

In the preliminary qualifying games, the matches consist of one single half lasting 20 minutes. The final match is divided into two halves of 10 minutes each. Exceptions to the above rules can be agreed prior to the game, provided that the following are always observed:

- a) the referee must prolong each period of play according to the time that – in his judgement - has been wasted for substitutions, transport of injured players off the pitch, obstructive behaviour, or other causes;
- b) the duration of each period has to be prolonged to allow a penalty kick.

The interval between the first and second regular half cannot exceed 5 minutes.

The duration of the interval between the first and second regular half can only be modified with the referee's consent.

In the knockout phase, in case of a tied score at the end of the two regular halves, 5 penalty kicks (five) follow immediately. After 5 penalties sudden death will decide the winners.

It has to be pointed out that if a team presents itself on the football ground more than 5 minutes late or without the minimum number of players required, that team will automatically forfeit the match with a score of 0-3.

Rankings 3 / 4 will be a best of , no match. Please look at schedules on next pages.



14 TEAMS		
Heat A	Heat B	Heat C
1	1	1
2	2	2
3	3	3
4	4	4
5	5	

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
9:30	A1	A2	A4	A5	B1	B2	B4	B5	20 min
10:00	B1	B5	B2	B3	A1	A5	A2	A3	20 min
10:25	C1	C2	C3	C4					25 min
10:50	A1	A4	A3	A5	B1	B4	B3	B5	20 min
11:15	B1	B3	B2	B4	A1	A3	A2	A4	20 min
11:45	C1	C3	C2	C4					25 min
12:10	A2	A5	A3	A4	B2	B5	B3	B4	20 min
12:35	C1	C4	C2	C3					25 min

12:00	<u>Lunch</u>
13:30	

Ranking 1-6		7th - 9th	10th-12th	13th-14th
Heat D	Heat E	Heat F	Heat G	Heat H
A1	A2	A3	A4	A5
B2	B1	B3	B4	B5
C1	C2	C3	C4	

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
13:30	A1	B2	A2	B1					20 min
14:00					A4	B4	A3	B3	20 min
14:10	A5	B5							2x15min
14:25			B1	C2	B2	C1			20 min
14:50	B4	C4	B3	C3					20 min
15:15	C1	A1	C2	A2					20 min
16:40	C4	A4	C3	A3					20 min
16:05			D3	E3	D2	E2			20 min
16:45	D1	E1							2x10 min

17:15 **END**



Ranking

14th	Runnerup	A5	B5
13th	Winner	A5	B5
12th		G3	
11th		G2	
10th		G1	
9th		F3	
8th		F2	
7th		F1	
6th	Loser	D3	E3
5th	Winner	D3	E3
4th	Loser	D2	E2
3th	Winner	D2	E2
2th	Loser	D1	E1
Winner	Winner	D1	E1



15 Teams		
Heat A	Heat B	Heat C
A1	B1	C1
A2	B2	C2
A3	B3	C3
A4	B4	C4
A5	B5	C5

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
09:30	A1	A2	A4	A5	B1	B2	B4	B5	20 min
10:00	C1	C2	C4	C5	A1	A5	A2	A3	20 min
10:30	B1	B5	B2	B3	C1	C5	C2	C3	20 min
11:00	A1	A4	A3	A5	B1	B4	B3	B5	20 min
11:30	C1	C4	C3	C5	A1	A3	A2	A4	20 min
12:00	B1	B3	B2	B4	C1	C3	C2	C4	20 min
12:30	A2	A5	A3	A4	B2	B5	B3	B4	20 min
13:00	C2	C5	C3	C4					20 min

Lunch	
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Place 1-6		Place 7-9	Place 10-12	Place 13-15
Heat D	Heat E	Heat F	Heat G	Heat H
A1	A2	A3	A4	A5
B2	B1	B3	B4	B5
C1	C2	C3	C4	C5

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
14:00	A1	B2	A2	B1					20 min
14:30			A3	B3	A4	B4	A5	B5	20 min
15:00	B2	C1	B1	C2					20 min
15:30			B3	C3	B4	C4	B5	C5	20 min
16:00	C1	A1	C2	A2					20 min
16:30			C3	A3	C4	A4	C5	A5	20 min
17:00	D1	E1							2x10 min

17:30 **END**



Ranking

15th		H3		
14th		H2		
13th		H1		
12th		G3		
11th		G2		
10th		G1		
9th		F3		
8th		F2		
7th		F1		
6th	Runnerup	D3	E3	penalties
5th	Best of	D3	E3	penalties
4th	Runnerup	D2	E2	
3th	Best of	D2	E2	
2th	Runnerup	D1	E1	
Winner	Winner	D1	E1	



16 TEAMS

Morning Groups			
Heat A	Heat B	Heat C	Heat D
A1	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
09:30	A1	A2	A3	A4	C1	C2	C3	C4	20 min
09:55	B1	B2	B3	B4	D1	D2	D3	D4	20 min
10:20	A1	A3	A2	A4	C1	C3	C2	C4	20 min
10:45	B1	B3	B2	B4	D1	D3	D2	D4	20 min
11:10	A1	A4	A2	A3	C1	C4	C2	C3	20 min
11:35	B1	B4	B2	B3	D1	D4	D2	D3	20 min
12:00									

End of Qualifications / Lunch

		Final Groups		Runnerups			
		Heat E	Heat F	Heat G	Heat H	Heat G = A3-B3-C3-D3	
		E1	F1	G1	H1	Heat H = A4-B4-C4-D4	
		E2	F2	G2	H2		
		E3	F3	G3	H3	Group E = A1-B2-C1-D2	
		E4	F4	G4	H4	Group F = A2-B1-C2-D1	

Time	Pitch 1		Pitch 2		Pitch 3		Pitch 4		Time
13:00	E1	E2	E3	E4	G1	G2	G3	G4	20 min
13:30	F1	F2	F3	F4	H1	H2	H3	H4	20 min
13:55	E1	E3	E2	E4	G1	G3	G2	G4	20 min
14:25	F1	F3	F2	F4	H1	H3	H2	H4	20 min
14:50	E1	E4	E2	E3	G1	G4	G2	G3	20 min
15:15	F1	F4	F2	F3	H1	H4	H2	H3	20 min

15:45 END



Final

2x10
min

16:00 **Winner E** **Winner F**

 3/4 = E2/F2 **penalties**

 5/6 = E3/F3 **penalties**

 7/8 = E4/F4 **penalties**

9 = G1 10=G2 11=G3 12
 = G4
13=H1 14=H2 15= H3
 16=H4

16:35 **End**



RULE 10

KICK OFF AND RESTART OF THE GAME

Regulation

KICK OFF AND RESTART OF THE GAME

- a) At the beginning of the match, the choice of direction and the kick-off has to be decided by tossing a coin. The team that wins the toss can choose the direction or the kick-off. At the referee's signal, the game will start with a place kick (that is a kick effected by a player) towards the opposite field side; the ball is placed in the middle of the football pitch. At the moment of kick-off, all players must be in their own half of the field; all players belonging to the team that doesn't start the play must stay at least 3 meters away from the ball until it is touched by the kick-off player. The ball cannot be considered in-play until it has covered a distance equal to its circumference. The kick-off player can touch the ball again only after another player has touched it.
- b) After a goal has been scored, the game must be re-started as described above by a player of the team that has suffered the goal.
- c) After the interval, teams must change the field halves and kick-off is taken by a player of the team that hasn't kicked-off in the first half.
- d) After every temporary break, when the game re-starts after a temporary break, for any cause not specified in the Regulations, and provided that the ball hasn't gone out of a sideline or a goal line immediately before the break, the referee must drop the ball in the same place where it was situated at the moment of the interruption, unless the ball was inside the goal area. In this case the referee will drop the ball on the ground on the goal area line parallel to the goal line in the closest point to where the ball was situated at the moment of the interruption. The ball is considered in-play as soon as it touches the ground. Yet, if the ball goes completely out of a sideline or a goal line before one of the players touches it, the referee must repeat the dropping. No player can touch the ball before it touches the ground. If this provision is not observed the referee must repeat the dropping.

Penalty

In case of breach of one of the rules described in a), b) and c) of this Regulation, kick-off has to be repeated, except for the case in which the player who has kicked the ball (forwards) touches it again before it has been touched or played by another player. As a penalty for this infringement, a free kick is awarded to a player of the opposing team, to be effected from the place where the infringement was committed.

It is not possible to score a goal directly with a kick-off.



RULE 11

BALL IN AND OUT OF PLAY

Regulation

BALL IN AND OUT OF PLAY

The ball is out of play:

- a) when it has gone completely out, both on the ground and in air, of a sideline or a goal line;
- b) when the game is interrupted by the referee.

The ball is in-play in any other moment, from the beginning to the end of the match, including the following cases:

- a) when it rebounds into the pitch after hitting a post or the crossbar or the corner flag;
 - b) when it rebounds into the pitch after hitting the referee;
 - c) in the case of a presumed infringement to the Regulations, until the referee intervenes on the matter.
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RULE 12

SCORING A GOAL

Regulation

SCORING A GOAL

Except for the special cases described under this Regulation, a goal is valid when the ball has gone completely beyond the goal line, between the posts and under the crossbar, provided that it has not been shot, brought or purposely hit with a hand or an arm by a player of the attacking team, excepted the goalkeeper inside his own goal area. The team scoring the higher number of goals is the winner. If no goals are scored, or if the two teams have scored the same number of goals, the result of the match is tie.



RULE 13

OFF-SIDE AND BACKWARD PASS

Regulation

OFF-SIDE AND BACKWARD PASS

Off-side rules don't apply to this tournament.

Backward pass to the goalkeeper is not permitted unless involuntarily with the feet or head or other parts of the body. Failure to fulfil this rule is punished by awarding to the opposing team an indirect free kick from the place where the infringement has been committed.



RULE 14

FOULS AND INFRINGEMENTS

Regulation

FOULS AND INFRINGEMENTS

If, due to negligence, imprudence or excessive vigour, a player should commit one of the SIX following infringements:

- Kick or try to kick an opponent;
- Trip an opponent;
- Jump on an opponent;
- Tackle an opponent;
- Hit or try to hit an opponent;
- Push an opponent;

Or, if he should commit one of the FOUR following fouls:

- contact and touch an opponent before the ball has been played;
- spit towards an opponent;
- hold back an opponent;
- voluntarily play the ball with the hands, that is touch, push or launch it with a hand or arm (obviously this provision doesn't apply to the goalkeeper in his own goal area);

The foul must be punished by awarding a **direct free kick** to the opposing team.

This free kick must be taken from where the foul has been committed, unless it has been committed inside the opposing team's goal area.

If a player belonging to the defending team commits one of the **TEN** fouls above inside the goal area, he will be punished by awarding a penalty kick to the opposing team.

A penalty kick can be awarded with no consideration for the location of the ball, if it is in-play, when one of the said fouls is committed inside the goal area.

If a player should commit one of the **FIVE** following fouls:

1. plays in a way that the referee judges dangerous (for instance, trying to kick the ball when it is already in the goalkeeper's hands);
2. tackles an opponent fairly, that is with his shoulder, when the ball is not within a playing distance from the players on hand, and they are not clearly going to play the ball;
3. prevents an opponent from advancing, that is places himself as an obstacle between the opponent and the ball, without consideration for the ball;
4. tackles the goalkeeper, except when the goalkeeper:
 - a) keeps the ball in his hands;
 - b) is obstructing an opponent;
 - c) is outside his goal area;



5. if playing in the role of goalkeeper inside his own goal area, he:
- holds the ball in his hand for a period in excess of 6 seconds, without throwing or kicking it back into play, or
 - having thrown/kicked the ball in-play before, during or after the 6 seconds, touches it again with his hands before the ball itself has been touched or played by an opponent - inside or outside the goal area – or by a player of his own team – outside the goal area – except for the case mentioned in c) below, or
 - touches the ball with his hands after it has been passed to him voluntarily by a player of his own team, or
 - behaves in a way that, in the referee's opinion, is dishonestly aimed at delaying the restart of the game, thus wasting time to the advantage of his own team;

he must be punished by awarding an indirect free kick to the opposing team from the place where the infringement has been committed.

A player will be booked and shown the yellow card if he:

- enters or re-enters the football ground to join or re-join his own team after the beginning of the match or goes out of the pitch during the match (except for injury) without, in any case, having received an assent gesture by the referee. If the referee stops the game to show the yellow card, he will have to restart it by awarding an indirect free kick to the opposing team from the place where the ball was situated when the game was interrupted. Yet, if the player has committed a more serious infringement, he will be punished accordingly;
- infringes the Rules repeatedly;
- expresses with words or gestures his dissent towards any decision of the referee;
- behaves unfairly.

For each one of the last three infringements, if the game has been interrupted, besides the booking, the opposing team must be awarded an indirect free kick from the place where the infringement has been committed.

A player will be sent off and shown the red card if, in the referee's judgement, he:

- is guilty of violent behaviour;
- is guilty of brutality or of seriously unfair behaviour;
- has an insulting or seriously incorrect behaviour;
- is guilty of unfair behaviour after having been booked;

See also : 5h .

If the game has been stopped because of the sending off of a player due to one of the two last infringements above, and with no other breaches to this Regulation, the game must re-start with an indirect free kick awarded to the opposing team from the place where the infringement has been committed.

RULE 15

FREE KICK

Regulation

FREE KICK

Free kicks are divided into:

“**Direct**” (a goal can be scored directly to the team that has committed the foul);

“**Indirect**” (a goal cannot be scored unless the ball, before going beyond the goal line, is touched by a different player from the one who has effected the free kick).

When a player takes a direct or indirect free kick from inside his own goal area, all opposing players must be at a distance of at least 6 meters from the ball and remain outside the goal area until the ball has been kicked outside the goal area. The goalkeeper cannot receive the ball in his hands to throw it in.

If the ball has not been kicked directly in-play, the free kick must be repeated outside the goal area.

When a player effects a direct or indirect free kick from outside his own goal area, all opposing players must be at a distance of at least 6 meters from the ball until it is in-play, except if they arrange themselves on their own goal line between the posts. The ball is considered in-play when it has covered a distance equal to its circumference. If a player of the opposing team enters the goal area or comes less than 6 meters from the ball, before the free kick is taken, the referee must delay the execution of the free kick until the Rule is respected.

At the moment of the execution of the free kick, the ball must be motionless and the player who has kicked it cannot touch the ball again until it is touched or played by another player.

Penalty

If the player who has kicked a free kick touches the ball a second time before it is touched or played by another player, an indirect free kick must be awarded to the opposing team from the place where the infringement has been committed, unless the infringement has been committed by a player inside the opposing goal area; in this latter case the free kick can be executed from any point of the goal area.



RULE 16

PENALTY KICK

Regulation

PENALTY KICK

The penalty kick must be taken from the proper point at a distance of 8 meters from the goal. Before taking it, all players – except the one kicking the penalty and the opposing goalkeeper – must stay inside the pitch but outside the goal area, at a distance of at least 3 meters from the point of the penalty and behind same.

The opposing goalkeeper must stay on his own goal line, between the posts, and cannot move his feet until the ball has been kicked. The player taking the penalty must kick the ball forwards and cannot touch it again until it has been touched or played by another player. The ball is considered in-play as soon as it has covered a distance equal to its circumference. A goal can be scored directly with a penalty kick.

In case a penalty kick is awarded at the end of one of the two regulation or extra halves and the match is extended only for the execution of the said penalty, the goal will be considered valid also if the ball touches one or both posts, or the crossbar, or the goalkeeper, or a combination of the said elements, provided that no infringements have been committed.

Penalty

For any breaches to this Rule: if it is committed:

- a) by a player of the defending team: the penalty kick must be repeated if the goal hasn't been scored;
 - b) by a player of the attacking team, different from the one who kicked the penalty: if the goal has been scored, it will be disallowed and the penalty kick repeated;
 - c) by the player who has taken the penalty kick and the foul has been committed with ball in-play. A player of the opposing team will execute an indirect free kick from the place where the foul has been committed.
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RULE 17

THROWING IN

Regulation

THROWING IN

When the ball goes completely beyond a sideline, both on the ground or in air, it must be thrown in by a player of the opposing team to that of the player who has last touched the ball; he can throw it in any direction from the point where it has gone out of the sideline. The throwing-in player, in the moment he throws the ball in, must have the pitch in front of himself and a part whatever of each one of his feet must be on the sideline or outside it. The throwing-in player must use both hands and throw the ball from behind and above his head. The ball is considered in-play as soon as it enters the pitch, but the throwing-in player cannot play it again until it has been touched or played by another player.

A goal cannot be scored directly with a throwing-in.

Penalty

- a) If the throwing-in is taken incorrectly, it has to be repeated by a player of the opposing team.
 - b) If the throwing-in player plays the ball again before it has been touched or played by another player, an indirect free kick must be awarded to the opposing team from the place where the infringement has been committed.
-



RULE 18

GOAL-KICK

Regulation

GOAL-KICK

When the ball, having been last touched by a player of the attacking team, goes completely beyond the goal line, both on the ground or in air, in the sections outside the posts, it must be placed in a point whatever inside the goal area and kicked directly in-play, outside the goal area, by a player of the defending team, who is not allowed to touch the ball again until it has been touched or played by another player. In compliance with the backward-pass Rule, the goalkeeper cannot receive the ball in his hands following a goal-kick to re-throw it in-play. If the ball hasn't been kicked outside the goal area, that is directly in-play, the goal kick must be repeated.

A goal cannot be scored directly with a goal-kick. The opponents to the goal-kicking player must remain outside the goal area until the ball has been kicked outside the area.

Penalty

- c) If the goal-kicking player plays the ball again after it has gone out of the goal area, but before it has been touched or played by another player, an indirect free kick must be awarded to the opposing team from the place where the infringement has been committed.
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RULE 19

CORNER KICK

Regulation

CORNER KICK

When the ball, having been last touched by a player of the defending team, goes completely beyond the goal line, both on the ground or in air, in the sections outside the posts, the attacking team will be awarded a corner kick. The ball must be placed entirely inside the circle's fourth representing the closest corner area to the place where the ball has gone out of play and will be kicked from that position. The corner flag cannot be moved. A goal can be scored directly with a corner kick. The opponents to the corner-kicking player must remain at a distance of at least 6 meters from the ball until it is in-play i.e. until it has covered a distance equal to its circumference. The corner-kicking player cannot touch the ball again until it has been touched or played by another player.

Penalty

- a) If the corner-kicking player plays the ball again before it has been touched or played by another player, an indirect free kick must be awarded to the opposing team from the place where the infringement has been committed;
 - b) In case of any other infringement, the corner kick must be repeated.
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