



Voyage CUP Qualifier, 16-17 february, Arad, Romania

## Tournament Registration Form and Rules

**Team Name:** \_\_\_\_\_

**Address:** \_\_\_\_\_

**Email:** \_\_\_\_\_ **Phone:** \_\_\_\_\_

**Team Manager:** \_\_\_\_\_ **Phone:** \_\_\_\_\_

**Category:** \_\_\_\_\_

***Teams' enrollment is valid only after the organizer are received the completed registration form by mail at the address [office@academiabrosovszky.com](mailto:office@academiabrosovszky.com) and it was confirmed by the organizer. The maximum number of enrolled teams is 8. Deadline for registration is 31.01.2019.***

**By signing this form, you agree to comply with the following rules.**

Rules for Voyage CUP Qualifier

**The tournament will be played according to the following rules and can be completed with the rules of the national association.**

- Number of Players: 4 field players + 1 goalkeeper / 5 versus 5. Maximum squad size: 12 players.
- Categories: 2007, 2008, 2009, 2010
- **Playing days: 16 february –category 2007 , 2009, 2010; 17 february –category 2008**
- Duration of game: 1 x 12(15) minutes without changing sides. For all games.
- Playing area: standard indoor court.
- Ball: size 4.
- Side kick.
  - The ball must roll on the ground
  - the ball must be played within 4 seconds.
  - The opponent player has to stay at least 2 meter from the ball.
  - The ball is placed on the line, and the player has to stay outside of the playing area.
- Goal Kick
  - Is executed by the goalkeeper only with hands anywhere on the play field.
  - There is no goal from goal kick

**If the ball is in play, the goalkeeper - if no other player touches the ball - can not score a goal.**

- Back pass rule (= goalkeeper is not allowed to pick up back pass balls).
- The goalkeeper is only allowed to pick up the ball inside the penalty area. Further goalkeeper rules according to national association
- Slipping:
- Slipping is permitted only for a "free" ball, in any other cases it results an indirect free kick. The goalkeeper in the penalty area can slip.



- **Rules for putting the ball into play (4-second rule)**

At side kick, corner, or free kick (if the referee gives a signal to do it) Within 4 (four) seconds, the ball must be played, otherwise the opponent is entitled to play the ball free kick or side kick. In the case of the goalkeeper, if the ball is in play and in hand he must also throw it out within 4 (four) seconds, otherwise the opponent will have indirect free kick from the penalty are line.

- Player identity cards are required of all participating players. Players may only participate in the tournament in case of a valid player identity card or passport. Since player identity cards are not common in some countries another identifying document like a passport (necessarily including a photo) can serve as proof of identity. If necessary, or in the case of a protest, identifying documents have to be presented to the tournament's director.

- Guest players are allowed only after confirmation by the promoter.

- **Substitution**

- There is no limit for the number of substitutions
- The substitution can be made anytime
- The substitution can be made in the substitution area, 5 meter are in front of the changing bench
- The substituted player has to leave the play first.
- **If the entering player not wait the sunstituted player to leave the playground, or the substitution is not made in the specific area, the game has to be stopped, the guilty player is sanctioned with 2 minutes suspension and the opponent team execute indirect free kick from the location where the ball is on the moment when the referee stop the game.**

- **2 Minutes suspension**

- behaves unsportsmanlike
- consistently play against the rules
- Delays the restart of the game
- Not keeping the prescribed distance at free kick, corner kick, side kick, penalty kick
- leaves the field without the permission of the referee (except in case of injury)

- The non-appearance of a team will be classified with 0:3, except if there is a valid reason (i.e. up to the decision of the tournament's committee).

- Playing equipment: 2 dress kits in different colors must be available. The second named team has to change shirts if team shirts have the same colors.

- The tournament's modus operandi. 8 teams are competing at a qualification tournament. So it will be played in 2 groups with 4 teams in each. In the group phase all teams play against each other. The 2 top ranked teams of the group qualify for the semi finals. The winner teams of the semi finals qualify for the finals, the looser teams will play for the places 3 to 4. The 3<sup>rd</sup> teams in playing for places 5-6 and 4th teams in a group are playing for the places 7 to 8.

- **The winner is qualified at final tournament in Budapest. If the winner team does not go to the final tournament, they pay a 25000 Ft (80 euro) penalty fee to the Voyage Cup Organizers.**

- After the group stage, penalty shoot-outs will decide the winner immediately after a draw.

- The shoot-out will take place with 3 attempts by different players of each team followed by sudden death (still with different players of each team) if required.

- Scoring: 3 points for win, 1 point for draw, 0 points for loss.

- In situation of equal points in group stage the following order will determine the ranking: 1. Direct duel, 2. Goal difference, 3. Goals scored, 4. Penalty shoot-out with 3 attempts each followed by sudden death if required.

## **Sanctions**

### For players

- yellow card = 2 minutes suspension, a suspended player cannot be replaced. The suspension is over if the team of the suspended player get a goal. The suspended player can play again after suspension



- Red card = player is excluded from the game. The excluded player may be replaced with other player after 2 minutes or if the team of the excluded player get a goal. The excluded player can not play in the match in case. The tournament committee has the right to exclude the player for additional games or to fully exclude the player from the tournament.

#### For trainers

- yellow card= first advice for infringement of the fair play rules or protest against referees decision.
- Red card= the trainer is excluded from the game. He must to go immediately to the tournament committee office and is obligated to stay there for all period of the game. If the trainer refused or not executed immediately the sanction, the referee will suspend the game for 1 minute. If the trainer keep going to not execute the sanction, the referee will stop the game and the excluded trainers team will lose the game with 0-3
- In case of repetitive action the trainer can be excluded definitively, by the organizers, in this case he must to leave the stadium/ sport court till the end of the tournament.

#### For parents , family members and fans

- In case of any intervention in the playfield or repetitive injury regarding the referees, players trainers, delegates or organizers, the referee will suspend the game for 1 minute. The referee or organizers will ask the persons in case to stop his action immediately. After 1 minute if the prohibited actions are keep going, the referee will stop the game. The team who's parents, family members, fan, etc causing the events will lose the game with 0-3.
- In case of repetitive actions, the organizers can decide to exclude the team from the tournament without any compensation.

**The organizer have the right to evict any persons from the stadion who disturb in any way the good progress of the tournament using his own security or asking the police.**

#### **Awarding ceremony**

After the tournament the organizer will lead the awarding ceremony.

All teams qualified in the places 1-4 are pleased to participate at the awarding ceremony till to end of it.

All teams are pleased to stay, in sign of respect for the other teams and the organizers, in his indicated place in the period of the ceremony.

After his awarding every team will go back the initial place.

The photos will be taken after the ceremony

#### **Team representatives meeting.**

**1 hour before the start of the tournament, the organizer will keep the teams meeting. All participants must have a representant person (coach or delegate) in the meeting.**

Representant name:

Sign:

