

International Baumit Youth Indoor Soccer Cup 2016/17

Terms and Conditions of the Tournament

Tournament organizer: Mr. Johannes Fesel

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1. **Punctuality:** In order to ensure matches run according to schedule, we kindly ask that you be on-site at least 45 minutes prior to the start of your match. THANK YOU!
2. Only players with a **valid player pass** will be allowed to participate. Guest players are NOT allowed!
3. **Cut-off dates: U15 01/01/2002**
4. Only players preparing for the next upcoming match are allowed in the arena > field area this includes their trainers and advisers.
5. A maximum of **16 players are authorized to play.**
6. The team listed first will play from left to right (from the audience perspective), while the team listed second will have the kick-off.
7. A team consists of:

5 field players and 1 goalkeeper	U10 - U14
4 field players and 1 goalkeeper	U15 - U17
8. The **back-pass rule** applies for **U11 and up.**
9. **Judging:** a: Points b: Goal difference c: Goals scored d: Game played against one another
If the decider game ends in a tie, the match will be decided by a penalty shootout from the 7m line. The pair ups for the matches will be decided using a lottery system.
10. **Substitutions:** Only when play is stopped. Substitutions are not allowed during the last minute.
11. Only flat-surfaced training shoes may be worn.
12. Please bring an alternate jersey as the team listed first will have first choice of jersey.
13. The perimeters of the **playing field** will be marked by tape and by-lines. A **throw in** is generally used to resume play if the ball crosses the tape - **touch and corner**. If the ball comes into contact with the ceiling or any part of the roofing, play will be resumed by drop-ball at the location directly below where the ball came into contact with the ceiling. If the contact occurs within the penalty area, the ball will be dropped into play at the goal line.
14. **Free kicks** can be **direct** or **indirect** and the decision is made at the referee's discretion. Opponents must be at least 5 meters away. Kickoffs at the start of a half or after a goal are indirect.
15. The arena rules must be observed, including any instructions given by the arena supervisor.
16. **Time will only be stopped at the referee's instruction.** The association referee will oversee the match.
17. Street shoes may not be worn in the arena.
18. **Blue card:** 2-minute penalty (however, the player returns to the field if the opponents scores during the penalty).
Red card: Player is ejected from the game; a substitute enter the game for the player who has been ejected after a penalty of 2 minutes or if the opposing team scores a goal during the penalty.
If the red card was received for insult or unsportsmanlike conduct, that player will be ejected for the entire tournament and their pass is returned to the association. (At the referee's discretion.)
19. Should a team fail to appear on time or is unable to assume play on time, they will be disqualified from that match.
20. **Goal kickoff**
 - a) The **goalkeeper** can bring the ball back into play from any spot in the penalty area, although the ball must be brought into play by means of **throw in or kick in.**
 - b) The ball **cannot** cross the **center line** without touching a player or the turf of the arena. In such cases, this will be penalized by an indirect free kick from the center line.
 - c) The ball will be considered to be in play if it exits the penalty area correctly.
 - d) A goal may not be scored directly from a kick in. (Indirect free kick)

Balls may not be brought into or taken out of the arena!

**Union Handyshop Esternberg would like to wish all participants
good luck!**