

# Rules

## Index

<b>Registration</b> .....	2
<b>Draw</b> .....	2
<b>Competition</b> .....	2
FORMAT .....	2
DIVISION .....	2
AGES .....	2
GAME BALL .....	2
LENGTH OF THE GAME .....	3
GAME START .....	3
GAME RULES .....	3
POINTS .....	3
JERSEY COLOUR CONFLICT .....	4
BEHAVIOR .....	4
SUSPENSION .....	4
INJURIES .....	4

## Registration

1. This tournament is open to all football amateur teams related with aviation business (Airlines, Airports, ATC - Air Traffic Controllers, Handling, Cargo, Catering, Travel Agencies - Sales Agents, Partners / Suppliers or others)
2. All players must be aviation employees (or former employees), however each team is allowed to bring up to 2 players outside aviation (but non professionals football players).
3. During the registration process, teams must present Company ID cards, when requested by the organizational committee, confirming that the players belong to the aviation business or that are not professional football players.
4. Non-aviation amateur teams are allowed to participate.  
The organization can provide wildcards and this decision should be taken by the organizers.
5. Teams can apply unlimited players, staff or guests.

## Draw

Teams will be divided into different groups, depending of the number registered teams.

## Competition

### FORMAT

- 7-A-SIDE, outdoor played on artificial or natural grass.

### DIVISION (\*)

- ELITE CUP (Men ; Mixed ; Women);
- FRIENDLY CUP (Men ; Mixed ; Women)

(\*)

**Elite Cup** - Teams that want to play against the strongest teams and the main purpose to participate is to win the competition.

**Friendly Cup** - Teams that just want to have fun, make new friends and play football no matter what the final score in each game will be.

### AGES

- All ages up to 18 years old.

### GAME BALL

- FIFA #5 balls will be used on 7-a-side games.

### LENGTH OF THE GAME

- Games will be 20 minutes (10 min + 10 min) without break on group stage and 40 min (20 min + 20 min) with a 5 min break for Quarter-finals, Semi-finals & final matches
- Games tied at the end of regular time will stand as ties, except during elimination matches (Final phase) where 5 penalties shoot-outs will be implemented. If at the end of these 5 penalties, there is no winning team the same 5 players, for the same order, must shoot the penalties until one of them miss it;
- Field Referees may alter the length of any game due to fighting, weather, or any unforeseen condition.

### GAME START

- All games will start at scheduled time. Team's Captain must fill game report at the OC table, a minimum of 15 minutes prior to scheduled start time;
- The team that doesn't show up after 5 minutes of the scheduled time will lose their points. The other team, in this case, will be considered the winner with a 3-0 score;
- Minimum number of players: a team must have at least 5 players (7-a-side) or 3 players (5-a-side) to be able to start the game;
- No equipment that could be dangerous to the player or to another player will be worn, as determined by the referee (for example jewellery). Special model for practice of sports eyeglasses will be permitted; Shin guards covered by socks are recommended.

### GAME RULES

FIFA general rules for football will be applied except:

- Unlimited substitutions are allowed upon a dead ball;
- No offside will be used;
- Sliding tackles are NOT permitted.

### POINTS

Points will be awarded as follows:

- 3 Points (Win);
- 1 Point (Draw);
- 0 Points (Loss).

When teams finish with equal number of points, decision will be done by:

- Goal difference in all group games;
- Goals in favour in all group games;
- Direct encounter score (in case of 3 or more teams a mini table with the results only with these teams;
  - If these teams still have the same number of points, then decision will be made by
    - Goal difference in their games
    - Goals in favour in their games;
- Less red cards;
- Less yellow cards;
- Penalties.

#### JERSEY COLOUR CONFLICT

- In the event of a conflict in jersey colours, the organizational committee will provide a colour vest;
- Goalkeepers must wear colours clearly distinguished from all other players and referees;
- All jerseys must have numbers on the back in order to allow us to determinate the best player and best goal scorer. Players that do not use numbers on the shirts are not eligible for this trophies;
- Standard referee jerseys for the tournament will be used.

#### BEHAVIOR

- Good sportsmanship will prevail at all times. Captains are responsible for the conduct of their players.
- Any person outside the field may not enter the field of play except upon the referee's signal.

#### SUSPENSION

- Suspension's will be reviewed by the Organizational Committee and may result in a more severe penalty;
- Fighting between players, violent conduct and harassment of referees by coaches will be considered serious misconduct;
- Players sent-off from a game with a direct red card will automatically be suspended from the team's next game;

- Consecutive yellow cards will not suspend any player;
- Player sent-off can be substituted after 3 minutes or if a goal from the opposite team is scored;
- Player banned that plays anyway, will be banned for the entire Tournament and the game is considered lost for his team;
- Players can play for one or two teams only if they were registered in both teams before the competition starts. If a player plays for 2 teams without being registered before, he will be banned for the entire tournament and the team which the player is not registered will undergo a 3-0 defeat for games involved.

### INJURIES

- The Organizational Committee is NOT RESPONSIBLE for any injury or loss of property to any person suffered while warming up, practicing, traveling, playing, or participating in Aviation Football Cup.

The Organizational Committee shall solve any omissions in these rules.