

Tournament Rules Jüberg-Cup 2023

Player warrant

Are eligible to play only players who are registered with the participating club.
The deadline for the U10 tournament is the 31.12.2012. Players who born after this date can participate. If they are born in 2012, not!
Exception the home team. They can fill up with U11 players if too few players are disposal.
Other exceptions only in advance and consent of the organizer allowed.

Players

4 + 1 Keeper. 7 substitutes. A maximum of 12 players reported and used.

Rating

Level score in a group: 1 goal difference, 2 more goals scored, 3 direct comparison, 4 shootout
In case of equal number of teams in a group (first round and second round) is a special table of these teams, together with the direct comparison created.

Place 1-4 qualifies for Sunday. Place 5 in the first round means unfortunately the tournament off.

The most important rules of the game

The ball is a futsal ball with reduce bouncing properties.

The first-named team plays seen from the stands from left to right and has kick.

Indirect free kicks only. Offside rule is repealed. Backpass to the goalkeeper is **NOT** allowed. A goal may be scored from his own half. From the kickoff a goal can not be scored directly. It is on one side wall of the hall (band) played.

If the ball touches the ceiling of the hall or equipment, this will be penalized with an indirect free kick from the halfway line.

On the break and for all other game sequels, all opposing players at least 3 feet away from the ball. The goalkeeper may not exceed the midline line.

After sideline out, the ball is to play with "kick-in" under knee height into the field. Distance between the opposing player 3m.

Be touched during push-off, deduction or ejection by the goalkeeper after control of the ball (ball with both hands) out of the penalty, the ball in front of the center line of a player, otherwise it is indirect free-kick for the opposing team at the midline.

A substitution may be made only in his own half from the sideline. It may be changed at any time and as often.

Shootout:

- 3 shooters per team, alternating, then up to the decision.
- Players running after the referee whistles from the midline from the goalkeeper to and tries to shoot on goal.
- The goalkeeper may move within his own penalty area.
- The player may be situated only in the forward movement, and has only one chance.
- Does the goalkeeper blocked the ball or the ball comes off the post / crossbar or gang back again, the test is ended.
- The players who are not currently directly involved in the shootout to keep themselves in the other half side game.

Individual game penalties and events

If a player receives a time penalty of 2 minutes, while his team plays on in the minority. Achieved during the penalty period, the opposing team scores a goal, then the penalty period ends.

Of incidents, except for all decisions of the referee during the game, judging by the tournament director; protests after the game, the Tournament Director to report.

Decisions, which has made the tournament committee are final and binding.

The games are run by official referees of the FLVW

Liability

For damages and losses of all kinds, the SC Tornado Westig assume no liability. This also applies to accidents or injury.