

# Tournament Regulations 2012

## 1. Rules

Piteå Summer Games is played according to the rules of FIFA (where applicable) and to the rules of the Swedish Football Association.

## 2. Rules of the game

2.1 Participation teams has to belong to a football club who is registrated in their countries FIFA-affiliated association. In countries where football is operated by the schools we also allow teams affiliated by their school football association.

2.2 The tournament is played in groups and the best teams from each group will play in the finals. The size of the classes is decided by the number of teams in each class. If an age class has more than 16 groups a selection will take place from 2 or more groups where the best second placed team also will be moving forward to the finals. We guarantee each team at least four matches. The total points scored will decide the placing of each team. Victory is awarded 3 points and tie 1 point. If more than two teams have the same points the placing will be decided by: (1) Goal difference (2) Highest number of goals scored (3) Results of match between teams with equal points (4) Drawing lots. When deciding which team comes best 2nd or 3rd the total points are divided by the number of matches played. Then the order will be as above. Teams that don't advance to the play offs will be playing 1 or more friendly games on Sunday.

## 3. Play Off

The best teams from each group will advance to the play offs. Play off games ending with a tied score in 8-th and quarterfinals will be decided by penalty kick contest according to FIFA rules. Play off games semifinal and final ending with a tied score will be extended by a 5 minutes 'sudden death' the first team to score will win. If still a tie, the game will be decided by penalty kicks according to FIFA rules. The friendly games may end with even score. Classes G, H, O and P have no play offs games.

## 4. Classes

Class A	boys born	1/1 1997	11 players
Class B	boys born	1/1 1998	11 players
Class C	boys born	1/1 1999	11 players
Class D	boys born	1/1 2000	7 players
Class E	boys born	1/1 2001	7 players
Class F	boys born	1/1 2002	7 players
Class G	boys born	1/1 2003	5 players
Class H	boys born	1/1 2004	5 players
Class I	girls born	1/1 1997	11 players
Class J	girls born	1/1 1998	11 players
Class K	girls born	1/1 1999	11 players
Class L	girls born	1/1 2000	7 players
Class M	girls born	1/1 2001	7 players
Class N	girls born	1/1 2002	7 players
Class O	girls born	1/1 2003	5 players
Class P	girls born	1/1 2004	5 players
Class S	Boys 16 only selected teams		11 players
Class T	Girls 16 only selected teams		11 players

## 5. Match periods

Class A, B, C, I, J and K play 2 x 20 minutes. All other classes play 2 x 15 minutes.

## 6. Number of players and substitutes

In all the classes you may use as many substitutes as you like. The substitutes must be included on the team list that is handed over to the referee before the game. Players may only participate in one (1) team in the same age class. Substitutes may re-enter the game unlimited number of times. Substituted player must leave the field within the technical area before new player may enter. Both teams have to be on the same side of the playing field, in the so called technical area. This area is also where the substitutes of the players take place.

## 7. Participation list

Participation list must be handed over for each team (and not for a whole age class together) In the participation list you must write down where the tournament management can reach the team during the tournament (cell phone, other telephone numbers, and place of lodging). Only "pure" club teams can participate in Piteå Summer Games. Combined teams (players from different clubs) who is playing league together may participate in the tournament. You may not borrow players from other clubs/teams. New players are not allowed to enter a team when the tournament has begun.

Teams using unskilled or older players will be excluded from the tournament by the jury.

All the names of the players in each match must be identical with the names on the participation list handed over to the tournament jury before the tournament begins.

Valid identity papers of each player must be presented at the request of the competition jury.

## 8. Matches

8.1 Before the match each team must fill in the official team card to be given to the referee. No match can begin until this is done by both teams. Failure to do so will result in disqualification or a walk over victory for the opposing team.

8.2 All team shirts must be numbered and the numbers must correspond to the team card. The same number may not be used by more than one player. If the referee decides that two teams have similar shirts the guest team will be required to change.

8.3 All teams must be in match shirts and ready in their playing field area 10 minutes before kick off. All players are required to have shin guards. Leaders/parents who behave inappropriate will be asked to leave by the referee or the person responsible at the arena. If the offence is very rough the referee will report to the competition jury. The team manager must make sure that his players are adequately insured.

8.4 **Footballs**, classes A, B, C and I will use size 5 balls. Class D, E, F, J, K, L, M, Q and R will use size 4 and classes G, H, N and O will use size 3.

8.5 **Shoes** with screw studs are allowed in class A and I.

## 9. Dispensations

9.1 Dispensations will automatically be given to two players per game who are maximum one year over aged.

9.2 Teams from countries that still use the 1st of August limit (mainly USA and England) may also use players 5 months over aged.

9.3 Girls may play in all male classes, in the right age class.

## 10. General match rules

**Rules for 7-a-side:** Classes D, E, F and L, M, N and Q is played by the rules of the Swedish Football Association.

**Throw-in:** if a player makes a throw-in in a technical wrong way, the same player will get the chance to do the throw-in over again, after proper instructions are given by the referee.

**Goal kick:** the kick off may be performed from any location within the target area. The goalkeeper may also put the ball in play by kicking the ball from the ground or on their hands, or by throwing it.

**6-seconds rule:** does not apply.

**Pass the ball to own goalkeeper:** is allowed

**Sending-Off at obvious goal-scoring opportunity:** is not valid

**The Offside rule:** is not applicable.

**Free kick:** at the free kick opponents should be at least 7 meters from the ball if they do not stand on own goal line between the goal posts.

**Corners:** all corner kicks is made from the corner flag.

"Dead ball" must leave the penalty area before it is considered to be in the game.

The goalkeeper can score goals at the Kick stance or draft, the ball may go directly into opponent's goal.

**Rules for 5-a-side;** Classes G, H and O, P

Free kick goes directly in a distance of 5 meters.

The goalkeeper must always roll or throw the ball.

"Dead ball" must leave the penalty area before it is considered to be in the game.

Goals can not be done by the goalkeeper at the draft if one does not touch the ball before it enters the goal.

No Kick or Kick stance is allowed by the goal keeper

The offside rule is not applicable

All corner kicks is made from the corner flag

Backwards play is allowed

## 11. Walk Over/Interrupted game

11.1 Teams that will not show up for the game (without acceptable excuse) will receive a 3-0 defeat. If this happens twice the team will be expelled from the tournament. The team's results are however counted in the group.

11.2 If a game is interrupted and not finished played the tournament jury will decide if the game shall be replayed or if the result of the game shall be determined or if one of the teams or both teams shall lose the game by 3-0.

## 12. Referees

Trained youth referees are selected from the Sports Associations: Piteå IF, Öjeby IF, Storfors AIK, Norrfjärdens IF Svensby SK, Infjärdens SK and Munksunds SSK. Registered referees are selected from Piteå's Referee Club. Assisting referees in all play off games in classes A,B,C, I,J and K. Tournament responsible referee is available on Nolia at the Tournament center and at the tournament main secretariat.

## 13. The tournament jury

The jury consist of K-A Johansson, Håkan Norberg, Dag Wikman and Gunnar Eriksson. Protest and penalties matters are handled by the jury. Its decision is final.

#### **14. Protest and penalties**

14.1 **Protest** must be handed in, in writing by the team manager along with a fee of 500 SEK not later than 60 minutes after the match is finished. The fee will be refunded if the protest is accepted.

**Referee decisions facts** connected to the game are by rule 5 in FIFA rules final. Protest against referee decision can not lead to any action.

14.2 **Expelled player** is automatically suspended one game if the jury is not deciding otherwise.

The team manager is responsible that this rule is obeyed.

Warnings do not accumulate

Players who participate in the game that are suspended are considered to be unjust, and there for the team will lose the game by 3-0.

#### **15. Fields**

All matches are played on grass or Astroturf. The arenas are located at Stadshuset, Nordlunda, Björklunda, Gotisvallen, LF Arena, Strömsborg, Nolia, Parken Munksund, SCA, Furunäset, Heden Storfors, Norrfjärden och Svensbyn. If the weather conditions do not permit games on grass they may be moved to other fields. The team manager will be informed

#### **16. Program**

The tournament jury has the right to change the groups, the time schedule and the playing fields. If there is a change the team manager will be informed.

#### **17. Organizer**

Piteå Summer Games is a nonprofit organization run by Piteå IF and Öjeby IF. PSG also cooperates with Munksunds/Skuthamns SK, Storfors AIK, Svensby SK, Infjärdens SK, Norrfjärdens IF and Piteå Referee Club.

#### **18. Teams that fail to appear or complete the tournament**

Teams that fail to appear after May 16th must pay a fine of 1000 SEK per team, besides the registration fee. Teams that do not complete the tournament or fail to appear at the friendly games on Sunday must pay a fine of 1000 SEK.

#### **19. Regulations**

The schools are made available by the city of Piteå. Following rules apply:

- \* The team managers are responsible for any damage caused by player.
- \* Alcoholic beverages are strictly forbidden in schools.
- \* Smoking is not permitted in schools.
- \* Silence is requested between 12 pm and 6 am.
- \* Before departure each room must be cleaned by the team. After that, the school attendant will inspect the cleaning. If the team leaves before the inspection or if the cleaning is not done properly the team has to pay 2000 SEK

VIOLATIONS OF THESE RULES IS PROCESSED BY THE TOURNAMENT JURY AND CAN RESULT IN EXPULSION FROM THE TOURNAMENT AND EVICTION FROM THE ACCOMMODATION

#### **20. Insurance and Force Majeure**

Make sure that the players in your team are properly insured, both on and off the field. Piteå Summer Games does not carry any group insurance protecting participants in case of injury,

illness, theft or damage of property. Participants from countries that have no medical insurance agreement with Sweden must have personal medical insurance.

Piteå Summer Games is in no way responsible for injury or economic loss which may arise in the event of war, war-like events, civil war, revolution or civil disturbance or because of the action of authorities, strikes, lockout, blockades or similar events.

Bad weather or any other unforeseen event which causes that the tournament cannot be implemented or completed will not result in refund of fees.

#### **20. B16 and G16**

B16 and G16 are special classes that contains only selected teams. It is district teams or similar international team. Thus, they are not to apply to the rule 2.1.

The playing time is 2\*25 minutes.

Three referees per game.

The maximum amount of teams is B16 (16 teams) and G16 (8 teams).

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