

FRAGARIA CUP – tournament rules

(July 2 - 6, 2017, Prešov)

Organizer: 4 SPORT, Prešov, PRO REGIO o.z., Prešov, Centrum regionálneg rozvoja n.o., Prešov

Organizing committee: Artur Benes, Ing. – Head of the Organizing Committee

Marek Gernát, Mgr. – Director of the Tournament

Martin Klovanič, Ing. – Main Referee

Football playgrounds:

4 SPORT Areál – artificial grassy surface, grassy surface 1.FC Tatran Prešov - B, str. Björnsonova, Prešov Football academy pitches A,B , str. Mukačevská, Prešov	SOŠ Technická, str. Volgogradská, Prešov TJ Sokol Ľubotice, near Prešov Fintice, near Prešov
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1. Tournament rules:

Category	Date of birth	Match time	Number of players	Dimensions of playground	Dimensions of goal nets	Changing
U8	2009	1 x 25'	5 + 1	20 x 40 m	3 x 2 m	optional
U9	2008	1 x 25'	6 + 1	35 x 55 m	5 x 2 m	optional
U10	2007	1 x 25'	6 + 1	35 x 55 m	5 x 2 m	optional
U11	2006	1 x 25'	6 + 1	35 x 55 m	5 x 2 m	optional
U12	2005	2 x 17'	7 + 1	48 x 68 m	5 x 2 m	optional
U13	2004	2 x 25'	10 + 1	stand.dimensions	stand.dimensions	max.7 players
U14	2003	2 x 25'	10 + 1	stand.dimensions	stand.dimensions	max.7 players
U15	2002	2 x 30'	10 + 1	stand.dimensions	stand.dimensions	max.7 players
A15	2002	2 x 17'	7 + 1	48 x 68 m	5 x 2 m	optional

2. Playing rules:

Categories U12, U13, U14, U15 - playing according to large football rules

- **Category U13** - playing in a small corner kicks from the boundary of the 16th

Categories U8, U9, U10, U11, U12 and A15 - playing according to large football rules except for offside (**except category U12, A15**) and with the following refinements:

- Players can be changed voluntarily, even during uninterrupted time. Goal-keeper's area is properly marked. Shoot has to be kicked within 5 seconds. Shoot from the football gate is realized by foot, the ball must stand and the competitors players must be out of the goalkeepers area. The player and goalkeeper can realize this shoot only on own half-field and it takes within 5 seconds. If it fails to limit, the competitor gain the ball and kicks the ball from the corner. If goalkeeper gains the ball to his hands during the match, can play the ball: a) by hand; b) directly kickoff from the hands; c) after the rebound of the ball from the ground, but only on its half-field. It means the ball must touch some of the players or the playground in front of the midline. Otherwise the competitor kicks indirect free kick from half-field. If the goalkeeper puts the ball on the ground and the ball is in constant contact with playground, this automatically means the ball is in game again and competitor can score /goalkeeper is no longer able to take the ball into his hands-otherwise it is indirect free kick/. In case that the goalkeeper will lay the ball on the ground, can directly reach the goal into the opponent's gate.

- Corner is kicked if the ball line is directed behind the goal-keeper line after a touch of a defending player or goal-keeper.

- The so-called "small home" follows the same rules as they are used in large football. If the player intends to pass the ball by his foot to the goal-keeper, goal-keeper is allowed to manipulate the ball or to kick it aside by foot, body or head, but he is not allowed to touch the ball by hands. Breaking this rule means indirect free kick, which ripple from boundary line of goal-keeper's area.

- **U12, A15 – Offside rule** – Offside applies in the area between the goal line and the border of the penalty area. Penalty area – Offside

line is characterized over the entire width of the field on both halves of U12 field (distance line of the penalty area from the goal line is 12.5 m).

- **Rule 5 seconds:**

To support a continuous play this rule will be applied and if the rule of this time limit is ignored, the competitor will win the ball in the fault place (even if the rotation). When starting to play the ball the distance 5 m must be kept.

- **Ball kick after leaving the playing area:**

Ball is throwing from behind the sideline.

- **Ball kick after achieving the goal and at the beginning of match:**

The goal is not valid directly from the kick (without contact with - pass from a football teammate).

- **Free kicks:**

During the realization of free kicks all opponent players must be 5 m away from the ball - kick from the goal net is realized approximately 3 m from the goal line.

3. Playing system:

The teams will be divided into the groups. In the group each team play against each one in one round following the draw loss time that is needed to keep absolutely exactly!

Victory is evaluated by 3 points, equality by 1 point and loss by 0 point.

Ranking in groups is decided according to:

- total amount of points
- mutual matches
- goal difference of mutual matches
- goal difference of played matches
- higher amount of shot goals of all played matches.

Second round:

The categories in which will be two and more groups, after the played matches in basic groups, follows second round - „play off“ matches to the final.

In second round when there is doubtful result (in play-off games) follows 3 penalty kicks (U8, U9, U10, U11, U12, A15) and 5 penalty kicks (U13, U14, U15). If the result is still doubtful, each team realize 1 penalty kick up to the decision. The same player can repeatedly made penalty kick after the exchanging team's players including goal-keeper (U8, U9, U10, U11, U12, A15), who were at the end of the game on the playing field (U13, U14, U15).

4. Penalties for players:

Categories U13, U14, U15:

- **a yellow card** - in case that player will obtain three yellow cards in matches, he can't enter the next match after that, in which obtain the third one.

- **a red card** - in case that player will obtain a red card in match, he can't enter the next match after that, in which obtain the a red card.

Categories U8, U9, U10, U11, U12 and A15:

- **a yellow card** – in case that player will obtain a yellow card, he (she) is excluded from the match for 2 minutes and the team is playing at full strenght after 2 minutes,

- **a red card** – in case that player will obtain a red card, he (she) is excluded from the match for 5 minutes and at the same time by the end of the match. The concerned team is playing at full strenght after 5 minutes. An excluded player may enter the next match if a committee does not appoint somehow different.

5. Players start:

Players start if they have valid passports or registration cards (Slovak teams). **Frontman (coach) of the team must have these documents with him on each match:**

- **List of players and Enrollment of matches**
- **passports**

In case of confrontation, players have to show original passports. When they will not show above mentioned documents and passports within the time limit, the match will be failed by default.

The players' age must not overrun the given limit of each category. The player can only play in one team and in one age category.

Each team must have a coach or team official. Failing this condition, the organizer will not modify the schedule of matches.

Exception: 2 girls are allowed to play for 1 year younger boys' categories.

6. Number of players:

The highest number of players during the tournament is **18** and they have to be written in the List of players and in the Enrollment of matches.

7. Equipment:

Uniform dresses, football boots, protectors of shinbones. **It is forbidden to wear football boots with metallic replaceable batons in a match.** Balls no.4 and no.5 (U14, U15) of **ADIDAS** will be used.

JERSEYS - we recommend to each team to bring 2 different color jerseys. In case that both teams are in the same color, distinguishing jersey wears hosting team.

8. Entering of the teams:

On a playground area are allowed to enter only players with the coach, frontman and doctor of the team. The teams concerned with the match are going to be joint, being lead by the referee. The guest team will shake hands with the opposing team. If any team does not enter the match by 5 minutes, it will fail by default. In the case of telephone warning is the possibility to shift the game, but only for the **adequate reasons**.

Matches guarantee:

There is guaranteed min. quantity of 10 matches during the tournament for **categories U8 – U12 and A15** and for **categories U13 – U15** there is guaranteed min. quantity of 9 matches during the tournament.

9. Confrontation:

15 minutes before a match confrontation is allowed if it is asked for by any of the teams. Objections to the players start can be made during the match and 5 minutes after finishing the match and after paying **30,- € protest charge** to the head of the category group. If the protest is well-founded, the charge is returned back.

10. Health security and insurance:

All participants start on their own responsibility. First aid and treatment of slight injuries on playgrounds is provided by the Red Cross.

Attention please – all participants from EU countries have to have an Eurocard, on the basis of which they will not pay for healthy treatment. In other case, all costs are on participants account. **All non EU participants** will pay all treatment costs.

Frontman of the team must have the health insurance cards of all players or group insurance with name list at disposal during the each match.

11. Attention:

In the case of adverse weather, coaches are required to come to the CALL CENTRE and inform about possible changes in the schedule of the matches and on the further process.

Coaches are obliged to inform about the correctness of the intermediate results in the CALL CENTRE, and subsequently about the possibility of the procedure from the basic group into the play-offs. For example, the possible change of the playground, etc.