



Tournament Regulations 2019

Please read the notes on page 2!

Tournament will be held according to guidelines of the Württemberg Football Association (as of July 2013) for football matches in the Arena Hohenlohe.

Following tournament regulations of BWK-ArenaCup have to be observed:

1. All matches will be played in a preliminary round on Saturday/Sunday, an intermediate round and a final round on Sunday.
2. A team consists of maximum 10 players, 5 on the pitch (1 goalkeeper and 4 field players).
3. Goalkeeper isn't allowed to cross the halfway line.
4. Substitutes, coaches, team manager and physiotherapists have to stay on team bench behind goal line during their team's match. It can be changed "flying", i.e. while match is in progress. Player to be substituted must have left the pitch before the next player enters pitch. Replacement is possible at any time.
5. Only junior players born after 01 January 2004 and in possession of a valid player's passport are allowed.
6. All player passes, including team registration list, must be presented to the tournament management at least 60 minutes before start of tournament for passport control. Teams' entry list must be completed in block letters and in numerical order of players' numbers valid for entire tournament. Players from foreign teams/clubs who are unable to present player's passports must prove their identity with an official document (identity card, passport).
7. Playing field has a Artificial turf (3g surface) and round ties. Penalty area is marked as a rectangular goal area. Goals are 5.00 m wide and 2.00 m high. 9m mark is also penalty spot. If ball is played sideways over the edge, it must be brought into play by kicking. If the ball is played over the goal line, a corner kick or goal kick/ goal clearance takes place. Goalkeeper may bring the ball into play at will. If goal kick/rejection takes place over one's own half (centre line) without another player touching the ball, decision is to be taken on an indirect free kick from the centre line. Ball is played with return pass rule.
8. Playing times of each game is 1 x 12 minutes without changing sides.
9. First team named on schedule starts on the right side as seen from tournament management, has kick-off and must change the teams if both teams wear the same clothing. All teams have to bring at least two different colored sets of jersey.
10. Games are played in three groups of five teams each. First four teams of groups A to C qualify for intermediate round (4 game seasons with 3 teams each). First and second team of each game season of intermediate round are qualified for quarter finals.
11. In the preliminary and intermediate rounds, the more goals scored and then the direct comparison decide according to equality of points and goals. If none of the above points applies, a 9m penalty kick takes place. If there is a draw in the quarter-finals and semi-finals as well as in the match for 3rd place, a 9m penalty kick is taken. Only the final will be extended by 1 x 5 minutes.
12. In the case of a time penalty, the player concerned must leave the pitch for 2 minutes. If the punished team receives a goal during this time penalty, time penalty is cancelled. Time penalty must be served at tournament management and is supervised by referee.
13. If a player is sent off with red card, he will be eliminated from the tournament. Team must finish the match completely outnumbered. Time penalty must be served at tournament management and is supervised by referee.
14. Shin guards must be worn. Only play in indoor shoes and multinock shoes (no cam shoes!) are allowed.
15. Each team names three shooters for the 9 m shooting. In case of a draw after these five penalty kicks, the same shooters have to prolong match until decision is made. Only order of shooters can be changed.
16. All opponents must be at least 3 m away from the ball at kick-off and at all restarts including kicking in.
17. If ball touches ceiling or an object not belonging to playing field, an indirect free kick is taken below the point at which the permissible height was exceeded. If ball jumps from the ceiling directly into the goal, the game continues with a kick or corner kick.
18. All teams participating in the tournament will take part in the opening ceremony on Saturday, the closing ceremony and the award ceremony on Sunday (early departure must be clarified with management).
19. First six teams are automatically qualified for next tournament in January 2020.
20. As part of the award ceremony on Sunday is also a distinction of the top scorer, the best goalkeeper and the best fielder of the tournament. These are formed by a jury consisting of the coaches of the participating clubs. The evaluation forms distributed must be filled out at the latest before the match for places 3 - 4 in a legibly readable form, handed over to the tournament management.
21. All teams receive a cup.
22. A liability of the organizer for the loss or theft of clothing, valuables, etc. will not be accepted. Each tournament participant is responsible for his own property.
23. Organization assumes no liability for accidents and any resulting financial consequences.

Note

To guarantee a clear communication and in order to avoid misunderstandings we expressly point out the following points:

1. Goalkeeper is not allowed to cross middle line at any time!
2. Goalkeeper is not allowed to pick up ball with his hand during the return pass. (backpass rule).
3. Do not kick or drop the goal over the center line.
4. Only kicking in is allowed, no rolling-in.
5. Kick-off must be indirect.
6. There are only indirect free kicks.
7. In case a red card is given player is eliminated from the whole tournament. Corresponding game must be terminated completely in shorthanded.
8. Time penalties will be served under supervision of a 2nd referee at the tournament management.
9. Penalty kicks are only taken with 3 shooters. In event of draw, shooter continues to shoot with unchanged 3 shooters until the decision is made. Order of shooters can be changed.