



Tournament regulations 2026

The tournament will be conducted according to the current guidelines of the Württemberg Football Association for football matches in the Arena Hohenlohe. Additionally, the tournament regulations of the BWK Arena Cup must be observed:

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Tournament and Match Schedule

1. The matches will be played in a preliminary round on Saturday/Sunday, an intermediate round, and a final round on Sunday.
2. In the preliminary round, matches will take place in three groups of five teams each. For the intermediate round (4 groups of 3 teams each), the top four teams from groups A to C qualify. The teams finishing last in each group will compete in a 5th group to determine places 13–15. The first- and second-placed teams from groups 1–4 of the intermediate round qualify for the quarter-finals.
3. All teams participating in the tournament will take part in the opening ceremony on Saturday. The teams placing 1st to 15th will take part in the closing ceremony and award ceremony on Sunday.
4. The top six teams automatically qualify to participate in the next tournament in January 2027.
5. As part of the award ceremony on Sunday, the top scorer, the best goalkeeper, and the best outfield player of the tournament will also be recognized. Those awards are determined by a jury consisting of the coaches of the participating clubs. The evaluation forms must be completed in legible print and submitted to the tournament management no later than before the third-place match.
6. All teams will receive a trophy.



Match Duration

7. The duration of the matches is 1×10 minutes without a change of sides. The duration of the additional matches is 1×8 minutes without a change of sides.

Playing Field and Shoes

8. The playing field consists of artificial turf. Matches are played with a full perimeter board. The penalty area is marked as a rectangular goal area. The goals are 5.00 m wide and 2.00 m high. The 9 m mark is indicated and corresponds to the penalty spot.
9. Wearing shin guards is mandatory. Players are only allowed to play in indoor shoes (IN) or shoes with turf soles (TF) (see example images).

Team Size and Age Group

10. A team can consist of a maximum of 10 players, with 5 players on the field at any time (1 goalkeeper and 4 outfield players).
11. Only junior players born on or after January 1, 2011, are eligible to participate.

Organizational Guidelines

12. All team registration lists and player passes must be submitted to the tournament management no later than 60 minutes before the start of the tournament. The team registration list must be completed in print and in numerical order of the jersey numbers, which apply for the entire tournament. Players must be able to identify themselves with an official document (eligibility list from DFBnet, identity card, or passport).
13. The first-named team, from the perspective of the tournament management, plays on the right and takes the kick-off. If both teams have the same jersey color, the first-named team must change jerseys or wear bibs. Bibs are provided next to the goals and must be returned to the same place after the matches!

Standings and Golden-Goal Mode

14. In the preliminary round, the standings are determined in the following order: points, goal difference, goals scored, and head-to-head results. If none of these criteria apply, a 9 m penalty shootout with 3 shooters per team will take place. In the event of a tie after these three penalties, the same shooters will continue in sudden-death until a decision is reached. The order of shooters may be changed.
15. If three or more teams in the preliminary round have the same points, goal difference, and goals scored, a separate table will be created based on the matches between the involved teams according to point 14. If none of these criteria apply, a 9 m penalty shootout with 3 shooters per team among the involved teams will take place. In the



event of a tie after these three penalties, the same shooters will continue in sudden-death until a decision is reached. The order of shooters may be changed.

16. In the intermediate round, the standings are determined in the following order: points, goal difference, goals scored, head-to-head results, and points from the respective preliminary round group. If none of these criteria apply, a 9 m penalty shootout with 3 shooters per team will take place. In the event of a tie after these three penalties, the same shooters will continue in sudden-death until a decision is reached. The order of shooters may be changed.
17. In the quarter-finals, semi-finals, and third-place match, if a draw occurs, play continues directly in Golden-Goal mode without discussion. This is carried out as follows:
 - Up to three rounds are played, with the number of outfield players decreasing in each round. The rules for the goalkeeper or the outfield player in the goal remain unchanged.
 - 1st round (maximum 1 minute): 4 vs. 4 (1 goalkeeper and 3 outfield players)
 - 2nd round (maximum 1 minute): 3 vs. 3 (1 goalkeeper and 2 outfield players)
 - 3rd round (until decision): 2 vs. 2 (1 goalkeeper and 1 outfield player)
 - Substitutions can be made at any time.
 - The team that wins the coin toss takes the kickoff in the first round. The team alternates after each round.
 - The first goal scored in the three rounds (Golden Goal) immediately ends the game.
 - A time penalty in Golden Goal mode lasts for the entire respective round. In the event of a red card, the first and second rounds will be started and finished by the Golden Goal mode with a man down. Please observe point 32 at all times.
 - The rounds are started by the referee, with the first and second rounds ended by a signal. The 3rd round is played until a decision is reached.
18. In the final, if the match ends in a draw, there will be a 5-minute extra time. If still undecided, a 9 m penalty shootout with 3 shooters per team will take place. In the event of a tie after these three penalties, the same shooters will continue in sudden-death until a decision is reached. The order of shooters may be changed.

Rules

19. Players and goalkeepers may only enter and leave the field over the board at their own goal. Flying substitutions are allowed, except for a player serving a 2-minute time penalty.
20. Sliding tackles are permitted.
21. The goalkeeper is allowed to cross the halfway line.
22. Outfield players may be substituted in as goalkeepers. They must wear a different color from the other players. Bibs are provided next to the goals and must be returned there after the matches.



23. The goalkeeper may NOT put the ball into play over the halfway line during a goal kick. The ball must first be touched by another player.
24. As soon as the goalkeeper controls the ball with his hands during play, paragraph 23 applies.
25. If the ball touches the ceiling or an object not belonging to the playing area, an indirect free kick is awarded to the opposing team below the spot it touched. If the spot is inside the penalty area, the indirect free kick is awarded on the penalty area line.
26. All free kicks and kick-offs are taken indirectly.
27. The back-pass rule is in effect.
28. If the ball goes out over the sidelines, play is restarted with a kick-in. If the ball goes out over the goal line, play is restarted with a corner kick or goal kick.
29. At kick-offs and all restarts (free kicks, kick-ins, etc.), opposing players must be at least 3 meters away from the ball.

Penalties

30. For a time penalty, the affected player must leave the field for 2 minutes. If the penalized team concedes a goal during this time, the time penalty is lifted. The player must leave the field at the side in front of the tournament management and remain there until allowed to re-enter. This is monitored by a second referee.
31. If a player is sent off with a red card, he or she is eliminated from the tournament. The team must start and finish the entire match, including the Golden Goal mode in the first and second half, with fewer players.
32. There must always be a field player and a goalkeeper from each team on the field. If this isn't the case, the other team automatically wins.

Liability

33. The organizer accepts no liability for the loss or theft of clothing, valuables, or other personal belongings. Each tournament participant is responsible for their own property.
34. The organizer assumes no liability for accidents and any resulting financial consequences.

Shoes

35. The following shoes are permitted or not permitted for playing:

IN – Indoor	TF – Turf	FG – Firm Ground	SG – Soft Ground
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