

## 1. FIFA REGULATIONS

Pärnu Summer Cup 2016 is held in accordance with FIFA regulations (FIFA Laws of the Game 2013/2014, [http://www.fifa.com/mm/document/footballdevelopment/refereeing/81/42/36/log2013en\\_neutral.pdf](http://www.fifa.com/mm/document/footballdevelopment/refereeing/81/42/36/log2013en_neutral.pdf)).

In the case the FIFA regulations and Pärnu Summer Cup 2016 regulations happen to conflict in any paragraph, the tournament regulations hold.

## 2. TEAM SIZE AND PLAYING TIMES

Age class	Players	Match time	Finals	Ball size	Off-side	Subs.
Boys B (2000/01)	11 vs 11	2x20 min	2x20 min nr 5	nr 5	+	free
Boys C1 (2002)	11 vs 11	2x20 min	2x20 min nr 5	nr 5	+	free
Boys C2 (2003)	11 vs 11	2x20 min	2x20 min nr 5	nr 5	+	free
Boys D1 (2004)	8 vs 8	2x18 min	2x18 min nr 4	nr 4	+	free
Boys D2 (2005)	8 vs 8	2x18 min	2x18 min nr 4	nr 4	+	free
Boys E1 (2006)	7 vs 7	2x15 min	2x15 min nr 4	nr 4	-	free
Boys E2 (2007)	7 vs 7	2x15 min	2x15 min nr 4	nr 4	-	free
Boys F (2008)	5 vs 5	2x15 min	2x15 min nr 3	nr 3	-	free
Girls B (2001-03)	8 vs 8	2x18 min	2x18 min nr 4	nr 4	+	free

## 3. USING OLDER PLAYERS

### 3.1 Boys 2002 and 2003

In age classes 2002 and 2003, each team is allowed to use maximum of 3 older players who have born after August 1 the previous year.

*For example: In age class 2002, each team is allowed to use maximum of 3 players born after 01.08.2001.*

### 3.2 Boys 2004, 2005, 2006, 2007 and 2008

In age classes 2004, 2005, 2006, 2007 and 2008, each team is allowed to use maximum of 2 older players who have born after August 1 the previous year.

*For example: In age class 2004, each team is allowed to use maximum of 2 older players who have born after 01.08.2003.*

### 3.3 Girls 2001-2003

In girls age class 2001-2003, each team is allowed to use maximum of 2 older players who have born after August 1 the previous year. For example: In girls age class 2001-2003, each team is allowed to use maximum of 2 players who have born after 01.08.2000.

## 4. GIRLS PLAYING FOR BOYS TEAMS

In age classes 2004, 2005, 2006, 2007 and 2008, each team is allowed to use an older girl that is born in the previous year instead of an older boy, as stated in §3.2.

For example: In age class 2004, each team can use a girl born after 01.01.2003.

## **5. PLAYING FOR MULTIPLE TEAMS**

Players are not allowed to play for more than one team and in more than one age class. If this is to happen the player will be disqualified from the tournament and the offending team will be given three minus points. In addition, the team will be given a technical defeat with -/+ for the game in which the player appeared.

## **6. STADIUMS**

Games are played on stadiums in Pärnu and Paikuse. Stadiums used in the tournament have natural grass, Mai school is latest generation artificial grass. The stadiums for Pärnu Summer Cup 2015 are the following:

- Pärnu Kalevi II stadium (age classes 2004, 2005 and girls)
- Tervise Paradiisi fields (age class 2006, 2007, 2008)
- Pärnu Koidula stadium (age classes 2000/01, 2002 and 2003)
- Pärnu Raeküla stadium (age classes 2000/01, 2002 and 2003)
- Pärnu Ülejõe Gümnaasiumi stadium (age classes 2003, 2004, 2005 and girls)
- Mai school stadium (age classes 2000/01, 2002 and 2003)
- Paikuse stadium (age classes 2004, 2005 and girls)

In case of exceptional and severe weather, the tournament organizers can temporarily redirect games to other stadiums near and around Pärnu, by letting all the parties involved know in advance.

## **7. TOURNAMENT SYSTEM**

Pärnu Summer Cup 2016 is divided into group and possibly play-off tournament.

### **7.1 Group phase**

In the group phase, teams are divided into groups of 3 to 7 teams in which teams play against everybody else in the group. In the group games, win gives 3 points, draw 1 point and defeat 0 points.

### **7.2 Even points**

In case of even points, teams in group are sorted by

1. smaller number of withdrawals and disqualified games;
2. greater number of wins;
3. result of the games between the teams;
4. overall goal difference;
5. greater number of goals scored;
6. disciplinary record;
7. teams are sorted according to a draw.

### **7.3 Play-off phase**

The best teams from each will advance to the play-off phase to compete for the first place in an age class. The precise rules for advancing to the play-off phase depend on the number of teams, number of groups and tournament system. In the play-off phase, all places will be determined. The exact play-off system for each age class will be announced on 15.06.2015 the latest.

## 8. PENALTY KICKS

If a game ends in a draw in the play-offs and in the finals, both teams will take penalty kicks to determine the winner. In age classes 2000/01 - 2003, each team will take 5 penalty kicks. In age classes 2004 - 2008 and in the girls age class, each team will take 3 penalty kicks.

## 9. NUMBER OF GAMES

Each team is guaranteed at least 6 games in the tournament.

## 10. TOURNAMENT JURY

All possible conflicts and protests will be handled by a tournament jury of 3 members whose decision can not be appealed. The jury consists of the tournament head organizer, tournament head referee and a representative of Pärnu JK Vaprus.

## 11. REFEREES

All of the referees are recognised by the Estonian Football Association and/or the head referee. The head referee is Mr Veiko Mõtsnik.

## 12. ARRIVING AND CHECK-IN

All teams are obliged to do the check-in in the tournament office before their first game. The tournament office will be open for check-in's from June 29, 12:00 in the courtyard of Tervise Paradiis (Side 14, Pärnu). *Check-in* consists of the following:

1. Team leader is obliged to hand in a filled Pärnu Summer Cup team registration form. We allow for a signed registration form to be sent by e-mail to [info@summercup.org](mailto:info@summercup.org).

**Players who are not on the signed team registration form are not allowed to play at the tournament.**

2. Each team leader is obliged to confirm with their signature that they have arrived to the tournament, they agree to the tournament rules and they have been informed about all of the last-minute news and changes.

3. After passing the check-in, each team will be presented with a welcome bag that consists of participant armbands, tournament books, maps of Pärnu, tournament regulations and game schedules.

**Teams who have not passed the check-in correctly (points 1-3) will not be allowed to play at the tournament.**

## 13. GAME REGULATIONS

1. Each team must be able to prove the identity of their players to the match referee during the games (from 15 min. before the game to 15 min. after the game) on the request of the opposing team by showing a valid identification document (passport/ID-card or an EFA player card). **The identity documents of the players must be taken to the games.**

2. Allowed registered team sizes are max. 23 players (age classes 2000/01, 2002 and 2003) and 16 players (age classes 2004, 2005, 2006, 2007, 2008 and girls 2001-03).

3. Team must be present at the field 15 before kick-off.

4. A player that has been given a red card is automatically banned from the next game.

5. In case of same-coloured shirts, the team that has been marked as away will change their shirts or uses bibs. Bibs will be provided by the organizers.

#### **14. INFORMATION TO TEAM LEADERS**

1. Person that has been assigned as a team leader is responsible for the team and its players during the whole tournament time.
2. Team leader is responsible for the players having their own sleeping bags and mattresses if school accommodation is used.
3. Tournament organisers do not take any responsibility for injuries, illnesses and thefts. Each field has a designated first-aid provider.

#### **15. PROTESTS**

All protests have to be made to the tournament office in legible written form in one hour after the game. Each protest must be accompanied by a 50EUR caution money that will be refunded if the outcome of the protest is positive. The decision on the protest will be made by the tournament jury.

#### **16. WITHDRAWALS**

If a team is unable to field at least 4 players (age class 2008) 5 players (age classes 2004, 2005, 2006, 2007 and girls 2001-03) or 7 players (age classes 2000/01, 2002 and 2003) before 5 minutes after the match kick-off, the team will be automatically declared loser by -/+.

#### **17. FORCE MAJURE**

Tournament jury has the right to make changes in match times and/or places if unforeseen and inevitable events require it.

#### **18. PRIZES**

First, second and third placed teams will be awarded with cups and their players and coaches with medals. Best players will be given special prizes.