

1. TEAM SIZE AND PLAYING TIMES

Age class	Players	Match time	Ball size	Off-side
2004	11 vs 11	2x20 min	nr 5	+
2005	11 vs 11	2x20 min	nr 5	+
2006	11 vs 11	2x20 min	nr 5	+
2007	11 vs 11	2x20 min	nr 4	+
2008	9 vs 9	2x18 min	nr 4	+
2009	9 vs 9	2x18 min	nr 4	+
2010	7 vs 7	2x15 min	nr 4	-
2011	7 vs 7	2x15 min	nr 3	-
2012	5 vs 5	2x15 min	nr 3	-

2. USING OLDER PLAYERS

2.1 Age group 2004, 2005, 2006 and 2007

In age classes 2004, 2005, 2006 and 2007, 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 2004, each team is allowed to use maximum of 3 players born after 01.08.2003.

2.2 Age group 2008, 2009, 2010, 2011

In age classes 2008, 2009, 2010, 2011 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 2008, each team is allowed to use maximum of 2 older players who have born after 01.08.2007.

2.3 Age group 2012

In age class 2012 overaged players is not allowed.

2.4 Girls

- In age group 2007 can use girls who have born 2005 or later
- In age group 2008 can use girls who have born 2006 or later
- In age group 2009 can use girls who have born 2007 or later
- In age group 2010 can use girls who have born 2008 or later
- In age group 2011 can use girls who have born 2009 or later

3. PLAYING FOR MULTIPLE TEAMS

Players are not allowed to play for more than one team and in more than one age class.

4. STADIUMS

Games are played on stadiums in Pärnu. Stadiums used in the tournament have natural grass, Mai school is latest generation artificial grass.

5. TOURNAMENT SYSTEM

Pärnu Summer Cup 2020 is divided into group and possibly play-off tournament.

5.1 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.

5.2 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.

5.3 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 15.06.2019 the latest.

2006, 2008B, 2010B, 2011A age groups play-off pairs determined as main tournament table follow:

1. place in the group

2. smaller number of withdrawals and disqualified games
3. points from group phase
4. wins from group phase
5. overall goal difference
6. number of goals scored
7. less goals conceded
8. teams are sorted according to a draw

6. 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 2004 – 2005, each team will take 5 penalty kicks. In age classes 2008 – 2012 will take 3 penalty kicks.

7. NUMBER OF GAMES

Each team is guaranteed at least 5 games in the tournament.

8. 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.

9. REFEREES

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

10. 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 August 5, 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.

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.

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

11. 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 2004, 2005, 2006 and 2007) and 16 players (age classes 2008, 2009, 2010, 2011, 2012).

3. Team must be present at the field 15 min 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.

12. 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.

13. 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 50 EUR 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.

14. WITHDRAWALS

If a team is unable to field at least 4 players (age class 2012) 5 players (age classes 2008, 2009, 2010, 2011) or 7 players (age classes 2004, 2005, 2006 and 2007) before 5 minutes after the match kick-off, the team will be automatically declared loser by -/+.

15. FORCE MAJURE

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

16. 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.