

## COMPETITION RULES

### 1. ORGANIZING COMMITTEE

The **MIC - Mediterranean International Cup** is organized by **AE MICFootball** and will be governed by the rules of **IFAB, FIFA, RFEF - Real Federación Española de Fútbol** and **FCF - Federación Catalana de Fútbol**.

The present regulation describes the modifications of the norms and regulations previously detailed, adapting it to the MICFootball'20 competition.

### 2. CATEGORIES

- A1 | U19 (F.11 - Male) Players born after 01.01.2001
- A2 | U18 (F.11 - Male) Players born after 01.01.2002
- B1 | U16 (F.11 - Male) Players born after 01.01.2004
- B2 | U15 (F.11 - Male) Players born after 01.01.2005
- C1 | U14 (F.11 - Male) Players born after 01.01.2006
- C2 | U13 (F.11 - Male) Players born after 01.01.2007
- D | U12 (F.11 - Male) Players born after 01.01.2008
- E | U12(F.7 - Male) Players born after 01.01.2008
- F | U19 (F.11 - Women) Players born after 01.01.2001

### 3. EXCEPTIONS

In categories B1, B2, C1, C2 and D, it can register up to 2 players born after July 1 of the year prior to the category in question.

In category E it can register a maximum of 1 player born after July 1 of the year prior to the category in question.

No exceptions are allowed in categories A1, A2 and F.

### 4. DOCUMENTATION

Before the start of the competition, all players and technical staff must be duly accredited and registered in the competition platform. During the competition only the members of the team that are duly accredited will be able to stay in the assigned technical area.

The registration or modification of players and technical staff won't be allowed once the competition has started

The responsible of each team will receive 8 copies of the team list from the organization. Thirty minutes (30 ') before each game, one of these lists must be delivered to the director or sub-director of the match indicating the correct t-shirt number that the players will wear during the match.

All players must identify themselves with the current federative license, DNI, passport or other official document accrediting the age with a current photograph.

All teams must bring with them in each match the documentation of all the members of the team that shows their identity (ID, passport, federative license ...)

The documentation review will be done before the start of the competition, in the cases that the circumstances require it the organization may repeat it at any other time.

### 5. NUMBER OF PLAYERS & ALIGNMENT

There is no maximum limitation on the number of players registered per game.

It can line up a player in different teams from the same club if they are of a different and inferior category. In no case can a player of a higher category be lined up.

In no case, a player can play the competition with two different clubs or two teams from the same club that are participating in the same category.

To be able to line up a player correctly must have passed 5 hours between the end of one game and the start of another.

## 6. SUBSTITUTIONS

The changes are free without having to stop the game, always with the prior authorization of the director, sub-director or referee.

The game will only stop if the substituted player is the goalkeeper, or if the referee or match director find it necessary.

Each substituted player may re-enter.

All substitutions must be done at the centre of the field. The player who enters the field must do so once the director or sub-director has given him approval.

## 7. FACILITIES & PLAYGROUPS

All fields are made of natural or artificial grass of the highest quality.

The use of footwear metal studs is strictly prohibited for matches played in an artificial grass surface.

## 8. BALLS

All the matches will be played with balls of the NIKE brand (Categories Football-11, size 5 and Football-7, size 4).

The organization will not lend balloons for the warm-up before the games. The organization recommends the teams to bring their own balls.

## 9. UNIFORM KIT

Each club is obliged to bring, at least, two numbered game kits or a kit and a set of numbered bibs. All shirts must be properly numbered, and the numbers must match with the team list. It is recommended that the player wear the same number throughout the competition.

Teams will wear the first official kit of the designated club before the start of the competition. If the kit of both teams matches in colour or the referee determines that could be confusion, the team that exercises the visitor status (mentioned second in the competition's calendar) will change the kit.

All players who play the game are required to wear shin guards.

The players who are warming up during the match, must be placed in the area previously established by the Field Director using a bib/vest that does not match in colour with any of the teams playing.

## 10. GAME PROGRAM

The organizing committee reserves the right to make changes in the game program, both in terms of schedules and fields. The information of the changes will be communicated to the team responsible.

## 11. GAMES DURATION

All games will have 2 parts of 25 minutes.

The tournament committee is authorized to modify the duration and schedule if circumstances require it. In the half time there will only be a side change, except in the final, where there will be a 3-minute break.

## 12. PUNCTUALITY

Teams must appear in the field between 1 hour and 30 minutes before the scheduled start of the competition.

Thirty minutes (30 ') before the start of the game, the team must be ready on the field.

## 13. COMPETITION SYSTEM

In the "Classification Round", the teams play among themselves in a single-round league system. All groups will be formed by 4 teams.

They will pass to the "Final Round" those classified in 1st and 2nd position, the teams that finish in 3rd and 4th position will face each other in the "Consolation Round". The "Final Round" and "Consolation Round" matches will be played according to the cup system (direct elimination) and will be decided without extra-time, by penalties, according to the IFAB game rules and FIFA rules.

**\* The competition system may vary depending on the number of participating teams.**

#### **14. SCORE FOR THE CLASSIFICATION PHASE LEAGUE**

- Won match: 3 points.
- Tied match: 1 point.
- Lost match: 0 points.

#### **15. CLASSIFICATION CRITERIA**

In case of a tie between two teams

1. Particular goal average.
2. General goal average.
3. Number of goals in favour.
4. Younger team.

In case of a tie between more than two teams \*

1. Points achieved in the games played between the teams involved.
2. Goal-average of the games played between the teams involved.
3. Number of goals in favour in the games played between the teams involved.
4. General Gol-average.
5. Number of goals in favour in the general classification of the group.
6. Younger team

**\* If the tie between more than two teams at some point happens to be two teams, then it will be considered "tie between two teams" and must be broken according to the appropriate criteria.**

#### **16. PENALTY SHOT TO UNDO TIE IN PLAYOFF**

It will be done in accordance with the FIFA game rules. The teams will launch a penalty shootout, one at a time and alternately (5 penalties in the 11-a-side and 3 penalties in the 7-a-side categories). If equality is maintained, it will go to sudden death. The teams will kick a penalty alternately until one score and the other fails.

Only players who are on the field at the end of the game can participate in the penalty shoot-out. Each penalty will be executed by a different player. Only after each of the team players has kicked a penalty, the players will be able to kick a second penalty.

#### **17. RULES FOR A PENALTY SHOOTOUT**

A goalkeeper who suffers an injury during the execution of the penalty shootout and cannot continue playing, may be replaced by a designated substitute.

Any eligible player may change places with the goalkeeper at any time during the execution of the penalty shoot-out.

If, at the end of the match and before starting the execution of the penalty shootout from the penalty point, a team has more players than its opponent, it must reduce its number to match that of its adversary, and the team responsible must communicate to the match director and the referee the name and number of each player excluded. Thus, any excluded player may not participate in the shootout.

All available players, according to the rules, to execute the penalty shootout, must be placed in the central circle, except for both goalkeepers and the player who executes the penalty. The remaining players and coaching staff must remain in the assigned technical area.

#### **18. MIC COMPETITION COMMITTEE**

The Competition Committee will be designated by the organizer of the MICFootball'20. This committee will consist of four people, including two members of the organizing entity, a member of the Technical Committee of Referees and a member of the Catalan Football Federation (FCF).

The issues of protests and claims will be handled by the Competition Committee and their resolutions in writing cannot be appealed or changed.

## 19. SANCTION

If a team lines up a sanctioned player or does not meet the requirements set by the regulation, the team will lose the match in question by 3 to 0.

If a player commits a punishable action with a warning or expulsion (whether on or off the pitch), he will be penalized according to the nature of the event according to the referee's report and under the penalty parameters detailed in the rules and regulations of the game.

The yellow card will be used to communicate a warning. The player who adds two cautions with a yellow card in the same match will be expelled from it without being able to participate in that match again.

The red card will be used to communicate an expulsion.

**During the competition the use of the blue card will not be valid.**

Expulsions, previously checked and reviewed by the Competition Committee, will not be penalized in the following cases:

- Prevent a goal with a hand or spoil a goal-scoring opportunity (except in the case of the goalkeeper in his own penalty area).
- Be expelled after a minor infraction for being the last player in an obvious scoring opportunity.
- Receive a second warning in the same match, this being of a minor nature and without subsequent repercussions.

Severe expulsions will be sanctioned by the Competition Committee and may result in the suspension of one or more matches, in the following cases:

Serious rough play.

- Spit on an opponent or any other person.
- Violent behaviour.
- Use language and/or offensive, insulting or humiliating gestures.
- Aggressive and/or unsportsmanlike behaviour.
- All the actions that the Competition Committee deems serious.

All cases of serious expulsion will be reported to the national federation of the affected player's country.

Unsportsmanlike conduct, regardless of whether it happens inside or outside the field, could mean the exclusion of a player or team from the competition.

## 20. DISCIPLINARY MATTERS

All incidents and expulsions that may occur during the competition (on or off the field) will be reported to the Competition Committee.

The Competition Committee will be the only responsible for applying the corresponding disciplinary sanctions. At the end of each day the sanctions will be communicated to the affected teams

The sanctions imposed by the competition committee and its resolutions in writing cannot be appealed or changed.

## 21. SUSPENDED MATCH

If a match is suspended for any incident, the Competition Committee will decide on the following parameters, considering the reason for the suspension.

- The game is played again from the beginning.
- The game is still played from the minute it was suspended.
- The result of the game when suspended is fixed as the result.
- One of the teams wins 3-0
- The two teams lose the match (0-3).

## 22. REFEREES

The referees of the MIC belong to National and International Committees of Referees and will be appointed by the Territorial Committee of Catalonia. Their decisions are unappealable and in no case will be grounds for complaint.

## 23. CLAIMS

The protests or claims must be submitted in writing to the Field Director or the Organization responsible together with the claim fee of 60€, which will be returned in case of favourable resolution.

These claims must be submitted no later than 30 minutes after the end of the match in question.

Claims will be accepted only if they are delivered by the delegate or responsible of the team.

Claims will not be accepted due to arbitration decisions.

Written resolutions of the organizing committee cannot be appealed or changed.

## 24. RULES OF ORDER

Delegates are responsible for their players in case of damage to locker rooms, hotels, buses or other facilities. The silence in the hotels must be respected between the hours of 11 pm and 8:00 am. The meal times established by the hotel managers must be respected. It is forbidden to travel in the transport of the organization without a T-shirt. The entry of alcohol or other substances not allowed for children under 18 into the rooms is forbidden. The breach of any of these rules by a player, coach or chaperone can suppose the expulsion from the tournament.

## 25. RESPONSIBILITIES AND INSURANCE

All clubs/teams must have their players insured on and off the pitch. All participants must have a health card or private insurance. AE MICFootball is not responsible for the possible damages and losses of participants such as the loss of personal belongings (due to theft or other circumstances) or injuries. Neither will he be responsible for the measures taken by public authorities or transport companies, such as strikes, cancellations, etc. The club, at the moment of requesting their registration, states that their players are physically fit for the event. The organization declines all responsibility for the damages that the participants may cause during and after the competition both to themselves and to third parties.

## 26. DATABASE

All participants are required to fill out the data protection form, have it signed by their legal representatives and deliver it to the organization before the tournament. Through this, give consent for the treatment of data. Participation in the event authorizes AE MICFootball to use any graphic reproduction of the participants during the tournament.

The players and/or clubs that do not present the authorization of image rights before the start of the competition, will not be able to participate in the MICFootball'20.

## 27. MODIFICATION

# 20 YEARS DREAMING

The logo for MIC Football, featuring the letters 'MIC' in a bold, dark blue font with a white star inside the 'I', and the word 'FOOTBALL' in a smaller, dark blue font below it. A bright cyan starburst graphic is positioned to the left of the 'MIC' text, extending upwards and to the right.

**MIC**  
FOOTBALL

Any circumstance that has not been reflected in the regulation is the exclusive competence of the organization's managers, whose decisions cannot be appealed, reserving the right to add, modify, interpret and apply the rules according to their criteria and the needs of each tournament. AE MICFootball reserves the right to modify these rules for the benefit of the competition.

All modifications made to this regulation will be communicated in writing to the club manager | participating team.