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## 1. Rules

### 1.1. Generic Rules

- 1.1.1. Elite Neon Cup will be conducted in accordance with the relevant sections of the FIFA rules. In matters of interpreting FIFA rules, the English text shall be considered authoritative.
- 1.1.2. For eligibility, a club must be a member of a national football association affiliated with FIFA. In countries where football is organized by schools, we also permit teams associated with the football school association to participate.
- 1.1.3. Playoff matches played in Paiania facilities will be allocated in field 1 or Field 2 based on television broadcasters' choice

### 1.2. Group Stage

- 1.2.1. Teams will be grouped into sets of four.
- 1.2.2. Each age category will have 64 teams participating.
- 1.2.3. Team rankings will be determined based on their accumulated points, with three points awarded for a win, one point for a draw, and zero points for a loss.
- 1.2.4. In the event of two or more teams finishing with the same number of points, the ranking will be decided as follows:
  - 1<sup>st</sup> : The greatest number of points obtained in the group matches among the teams concerned.
  - 2<sup>nd</sup> : The goal difference resulting from the group matches between the teams Concerned.
  - 3<sup>rd</sup> : The greater number of goals scored in all group matches between the teams concerned (best offense).
  - 4<sup>th</sup> : The fewer number of goals scored in all group matches between the teams concerned (best defense).
  - 5<sup>th</sup> : The greater number of points obtained in the fair play conduct of the teams based on yellow and red cards received in all group matches as follows:

Yellow Card:	minus 1 point
Indirect Red Card (2 <sup>nd</sup> Yellow Card):	minus 3 points
Direct Red Card:	minus 4 points
Yellow Card & Direct Red Card:	minus 5 points
- 1.2.5. The teams compete against each other in a single-round group stage.
- 1.2.6. The ranking among the teams will be determined based on points.
- 1.2.7. In the event of a team disqualification or withdrawal during the group stage, all outcomes will be amended to 0-3 in favor of the opponent.

### 1.3. Playoffs Stage

- 1.3.1. The playoff matches will be conducted based on the teams' placements in the group stage.
- 1.3.2. In playoff matches, a tie will be resolved through penalty kicks in adherence to FIFA rules.



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- 1.3.3. Only players that finished the regular time on the field, are eligible to participate in the penalty shoot-out.
- 1.3.4. In the event that teams remain tied after the initial 5-penalty round, the victor will be determined by the first team to score when the opposing team fails to score.
- 1.3.5. If a team is disqualified or withdraws during the play-off, the opposing team will assume its position.
- 1.3.6. Teams in 1<sup>st</sup> place at the group stage proceed to the playoffs for positions 1-16
- 1.3.7. Teams in 2<sup>nd</sup> place at the group stage proceed to the Silver cup playoffs for positions 17-32. Only The teams at the 17<sup>th</sup> and 18<sup>th</sup> position will play an extra match - Silver Cup Final.
- 1.3.8. Teams in 3<sup>rd</sup> place at the group stage proceed to the Bronze Cup playoffs for positions 33-48. The teams at the 33<sup>th</sup> and 34<sup>th</sup> position will play an extra match - Bronze Cup Final.
- 1.3.9. Teams in 4<sup>th</sup> place at the group stage proceed to the playoffs for positions 49-64.

## **2. AGE CATEGORIES & FORMATS**

### **2.1. Boys**

- 2.1.1. U14 | Born in 2011 and thereafter | 11v11
- 2.1.2. U16 | Born in 2009 and thereafter | 11v11

## **3. PLAYERS**

### **3.1. Boys**

- 3.1.1. Both categories may comprise a minimum of 14 players and up to a maximum of 24 players.
- 3.1.2. All players are required to provide proof of their age and identity.
- 3.1.3. Throughout the tournament, each player must consistently use the same number on their kit.
- 3.1.4. Teams are NOT allowed to have 2 or more players with the same jersey number. Violation will lead to the team losing the game in case of protest.
- 3.1.5. During a match, teams can utilize any player from their squad list, which can include a maximum of 20 players.
- 3.1.6. If a club fields two or more teams in the same category, players from those teams are prohibited from switching between them. Should such a violation occur, the players involved will be disqualified from the competition, and the team will forfeit the matches in which these players participated with a score of 0-3.
- 3.1.7. Teams that have players not listed on the entry team-list may face exclusion from the tournament.
- 3.1.8. Player registration during the course of the competition is not permitted.

### **3.2. Substitutions**

- 3.2.1. A player who has been replaced cannot return.



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- 3.2.2.** Every team can do 3 stops during the game in order to do substitutions plus the half time.
- 3.2.3.** Substitutions must be made at the center line of the field.
- 3.2.4.** The number of substitutions is unlimited
- 3.2.5.** A player may enter the field only when their teammate is out of the playing area.
- 3.2.6.** Incorrect substitutions will be penalized with a yellow card.
- 3.2.7.** If a goalkeeper is replaced, the game must be stopped, and the referee must be informed.



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## **4. MATCHES DURATION**

### **4.1. U16**

- 4.1.1. Group Stage: Two halves of 20 minutes each with a 5-minute halftime break.
- 4.1.2. Playoffs: Two halves of 20 minutes each with a 5-minute halftime break (in the event of a draw, the match will be decided by penalties).
- 4.1.3. Final: Two halves of 20 minutes each with a 5-minute halftime break (in the case of a draw, there will be an additional 10 minutes of extra time, and if the match remains undecided, it will be determined by penalties).

### **4.2. U14**

- 4.2.1. Group Stage: Two halves of 20 minutes each with a 5-minute halftime break.
- 4.2.2. Playoffs: Two halves of 20 minutes each with a 5-minute halftime break,
- 4.2.3. Final: Two halves of 20 minutes each with a 5-minute halftime break (in the case of a draw, there will be an additional 10 minutes of extra time, and if the match remains undecided, it will be determined by penalties).

## **5. MATCH BALLS**

### **5.1. U16, U14**

- 5.1.1. All matches are played with No.5 balls.

## **6. COMPETITION FORMATS RULES**

### **6.1. 11x11**

- 6.1.1 Teams field eleven players, consisting of one goalkeeper and ten players on the field.
- 6.1.2 Offside rule will be applied in all matches.