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by YellowFields

## 1. Rules

### 1.1. Generic Rules

- 1.1.1. During The 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.

### 1.2. Group Stage

- 1.2.1. Teams will be grouped into sets of four.
- 1.2.2. 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.
- 1.2.3. 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> : Greatest number of points obtained in the group matches between the teams concerned.
- 2<sup>nd</sup> : Superior goal difference resulting from the group matches between the teams concerned.
- 3<sup>rd</sup> : Greatest number of goals scored in all group matches between the teams concerned.

If, after having applied criteria 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, teams still have an equal ranking, criteria 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> are applied to the matches between the remaining teams only. If they are still equal, the following criteria, in the order below, shall be applied:

- 4<sup>th</sup> : Superior goal difference in all group matches
- 5<sup>th</sup> : Greatest number of goals scored in all group matches.
- 6<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
- 7<sup>th</sup> : Drawing of lots by the organization.

- 1.2.4. The teams compete against each other in a single-round group stage.
- 1.2.5. The ranking among the teams will be determined based on points.
- 1.2.6. 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.



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### **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.
- 1.3.3. Only players who are on the field at the final whistle are eligible to participate in the penalty shootout.
- 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.

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

### **2.1. Boys U14**

- 2.1.1. Eligibility is open to boys born in 2012 or later.
- 2.1.2. This age group competes in full-sided, 11-a-side fixtures.
- 2.1.3. The category shall consist of sixty-four (64) teams, divided into sixteen (16) groups of four (4) teams each.
- 2.1.4. Following the group stage, teams shall advance to the playoffs stage according to their final group rankings, as follows:
  - 2.1.4.1. Teams finishing first in their respective groups shall compete for positions 1–16 (ELITE NEON CUP).
  - 2.1.4.2. Teams finishing second in their respective groups shall compete for positions 17–32 (SILVER CUP).
  - 2.1.4.3. Teams finishing third in their respective groups shall compete for positions 33–48 (BRONZE CUP).
  - 2.1.4.4. Teams finishing fourth in their respective group shall compete for positions 49-64 (PLAYOFFS 49-64).

### **2.2. Boys U16**

- 2.2.1. Eligibility is open to boys born in 2010 or later.
- 2.2.2. This age group competes in full-sided, 11-a-side fixtures.
- 2.2.3. The category shall consist of forty-eight (48) teams, divided into sixteen (12) groups of four (4) teams each.
- 2.2.4. Following the group stage, teams shall advance to the playoffs stage according to their final group rankings, as follows:
  - 2.2.4.1. The twelve (12) group winners and the four (4) best second-placed teams shall compete for positions 1–16 (ELITE NEON CUP).



1 <sup>st</sup> FIRST	VS	4 <sup>th</sup> SECOND
2 <sup>nd</sup> FIRST	VS	3 <sup>rd</sup> SECOND
3 <sup>rd</sup> FIRST	VS	2 <sup>nd</sup> SECOND
4 <sup>th</sup> FIRST	VS	1 <sup>st</sup> SECOND
5 <sup>th</sup> FIRST	VS	12 <sup>th</sup> FIRST
6 <sup>th</sup> FIRST	VS	11 <sup>th</sup> FIRST
7 <sup>th</sup> FIRST	VS	10 <sup>th</sup> FIRST
8 <sup>th</sup> FIRST	VS	9 <sup>th</sup> FIRST

**2.2.4.2.** The remaining eight (8) second teams, and the eight (8) best third teams shall compete for positions 17-32 (SILVER CUP).

5 <sup>th</sup> SECOND	VS	8 <sup>th</sup> THIRD
6 <sup>th</sup> SECOND	VS	7 <sup>th</sup> THIRD
7 <sup>th</sup> SECOND	VS	6 <sup>th</sup> THIRD
8 <sup>th</sup> SECOND	VS	5 <sup>th</sup> THIRD
9 <sup>th</sup> SECOND	VS	4 <sup>th</sup> THIRD
10 <sup>th</sup> SECOND	VS	3 <sup>rd</sup> THIRD
11 <sup>th</sup> SECOND	VS	2 <sup>nd</sup> THIRD
12 <sup>th</sup> SECOND	VS	1 <sup>st</sup> THIRD

**2.2.4.3.** The remaining four (4) third teams, and all fourth teams shall compete for positions 33-48 (BRONZE CUP).

9 <sup>th</sup> THIRD	VS	12 <sup>th</sup> FOURTH
10 <sup>th</sup> THIRD	VS	11 <sup>th</sup> FOURTH
11 <sup>th</sup> THIRD	VS	10 <sup>th</sup> FOURTH
12 <sup>th</sup> THIRD	VS	9 <sup>th</sup> FOURTH
1 <sup>st</sup> FOURTH	VS	8 <sup>th</sup> FOURTH
2 <sup>nd</sup> FOURTH	VS	7 <sup>th</sup> FOURTH
3 <sup>rd</sup> FOURTH	VS	6 <sup>th</sup> FOURTH
4 <sup>th</sup> FOURTH	VS	5 <sup>th</sup> FOURTH

## 3. PLAYERS

### 3.1. Boys U16 & U14

- 3.1.1. All team groups 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. During a match, teams can utilize any player from their squad list.
- 3.1.5. 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.
- 3.1.6. Teams that have players not listed on the entry team-list may face exclusion from the tournament.
- 3.1.7. 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.
- 3.2.2. Each team is permitted three substitution windows per match. Within these windows, a team may make an unlimited number of substitutions, provided that any player who has been substituted off cannot re-enter the game. These windows may be used at the team's discretion, and an additional 10 seconds of stoppage time will be added for every window utilized.
- 3.2.3. In the event that a team has exhausted all three substitution windows and a player suffers a serious injury, the referee may permit an emergency substitution. This exception is granted only if the referee, with the assessment of the field's first aid staff, deems the player unable to continue. The replacement player must be a substitute who has not previously participated in the match.
- 3.2.4. If both teams elect to make substitutions during the same stoppage in play, a substitution window will be deducted from each team's remaining total.
- 3.2.5. All substitutions must be conducted at the halfway line during a stoppage in play.
- 3.2.6. A player may enter the field only when their teammate is out of the playing area.
- 3.2.7. Incorrect substitutions will be penalized with a yellow card.

## 4. MATCHES DURATION

### 4.1. U16 & U14

- 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).



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## **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 10 players on the field.

6.1.2. Offside rule will be applied in all matches.