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## 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.
- 1.1.3 All the games will be played with **NO Offsides**

### 1.2. Group Stage

- 1.2.1. Teams will be grouped into sets of four for the U12 age category and sets of six for the U10 age category.
- 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> : The greatest number of points obtained in the group matches among the teams concerned.
  - 2<sup>nd</sup> : The goal difference resulting from all the group matches.
  - 3<sup>rd</sup> : The greater number of goals scored in all group matches (best offense).
  - 4<sup>th</sup> : The fewer number of goals scored in all group matches (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
- 1.2.4. 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.

### 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. Any player, whether a starter or substitute, is eligible to participate in the penalty shoot-out if they are listed on the registration form.



## THE FUTURE IS HERE

- 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 In U12 we will have 28 teams and 7 groups of 4 teams. The 1<sup>st</sup> of each group and the best second from all age groups will pass to the positions 1-8. In U10 we have 24 teams so we will have 4 groups of 6 teams and for the 1-8 payoffs the teams which will pass are the 1<sup>st</sup> and 2<sup>nd</sup> of 4 groups.

## 2. AGE CATEGORIES & FORMATS

### 2.1. Boys

- 2.1.1. U12 | Born in 2012 and thereafter | 9v9 28 teams in total
- 2.1.2. U10 | Born in 2014 and thereafter | 7v7 24 teams in total

## 3. PLAYERS

### 3.1. Boys

- 3.1.1. Both categories may comprise a minimum of 10 players in U12 and 8 players in U10 and up to a maximum of 20 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, which can include a maximum of 20 players.
- 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 can return.
- 3.2.2. Substitutions must be made at the center line of the field and the play does not stop.
- 3.2.3. The number of substitutions is unlimited
- 3.2.4. A player may enter the field only when their teammate is out of the playing area.



**THE FUTURE IS HERE**

- 3.2.5. Incorrect substitutions will be penalized with a yellow card.
- 3.2.6. If a goalkeeper is replaced, the game must be stopped, and the referee must be informed.

## **4. MATCHES DURATION**

### **4.1. U12**

- 4.1.1. Group Stage: Two halves of 25 minutes each with a 5-minute halftime break.
- 4.1.2. Playoffs: Two halves of 25 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 30 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. U10**

- 4.2.1. Group Stage: 20 minutes only.
- 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. U12, U10**

- 5.1.1. All matches are played with No.4 balls.