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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.

1.2. 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:

- 1st: Greatest number of points obtained in the group matches between the teams concerned.
- 2nd: Superior goal difference resulting from the group matches between the teams concerned.
- 3rd: Greatest number of goals scored in all group matches between the teams concerned.

If, after having applied criteria 1st, 2nd and 3rd, teams still have an equal ranking, criteria 1st, 2nd and 3rd 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:

- 4th: Superior goal difference in all group matches
- 5th: Greatest number of goals scored in all group matches.
- 6th: 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 (2nd Yellow Card): minus 3 points
 - Direct Red Card: minus 4 points
 - Yellow Card & Direct Red Card: minus 5 points
- 7th: 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. Only in the Final, in the event of a draw at the end of regular time, extra time of 10 minutes will be played (two halves of 5 minutes each, with a change of ends). If the score remains tied after extra time, the winner will be determined by a penalty shootout.
- 1.3.6. 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 U10

- 2.1.1. Eligibility is open to boys born in 2016 or later.
- 2.1.2. This age group competes in 7-a-side fixtures.
- 2.1.3. The category shall consist of twenty-four (24) teams, divided into four (4) groups of six (6) 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 and second in their respective groups shall compete for positions 1–8.
 - 2.1.4.2. Teams finishing third and fourth in their respective groups shall compete for positions 9–16.
 - 2.1.4.3. Teams finishing fifth and sixth in their respective groups shall compete for positions 17–24.

2.2. Boys U12

- 2.2.1. Eligibility is open to boys born in 2014 or later.
- 2.2.2. This age group competes in 9-a-side fixtures.
- 2.2.3. The category shall consist of thirty-six (36) teams, divided into six (6) groups of six (6) 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 six (6) group winners and the two (2) best second-placed teams shall compete for positions 1–8.



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1 st FIRST	VS	2 nd SECOND
2 nd FIRST	VS	1 st SECOND
3 rd FIRST	VS	6 th FIRST
4 th FIRST	VS	5 th FIRST

2.2.4.2. The remaining four (4) second teams, and the four (4) best third teams shall compete for positions 9-16.

3 rd SECOND	VS	4 th THIRD
4 th SECOND	VS	3 rd THIRD
5 th SECOND	VS	2 nd THIRD
6 th SECOND	VS	1 st THIRD

2.2.4.3. The remaining two (2) third teams, and all fourth teams shall compete for positions 17-24.

5 th THIRD	VS	6 th FOURTH
6 th THIRD	VS	5 th FOURTH
1 st FOURTH	VS	4 th FOURTH
2 nd FOURTH	VS	3 rd FOURTH

2.2.4.4. All fifth teams, and the two (2) best 6th teams shall compete for positions 25-32.

1 st FIFTH	VS	2 nd SIXTH
2 nd FIFTH	VS	1 st SIXTH
3 rd FIFTH	VS	6 th FIFTH
4 th FIFTH	VS	5 th FIFTH

2.2.4.5. The remaining four (4) sixth teams shall compete for positions 33-36.

3 rd SIXTH	VS	6 nd SIXTH
4 th SIXTH	VS	5 th SIXTH

3. PLAYERS

3.1. Boys U10

3.1.1. All team groups may comprise a minimum of 8 players and up to a maximum of 15 players.

3.1.2. All players are required to provide proof of their age and identity.



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- 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. Boys U12

- 3.2.1. All team groups may comprise a minimum of 11 players and up to a maximum of 18 players.
- 3.2.2. All players are required to provide proof of their age and identity.
- 3.2.3. Throughout the tournament, each player must consistently use the same number on their kit.
- 3.2.4. During a match, teams can utilize any player from their squad list.
- 3.2.5. 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.
- 3.2.6. Teams that have players not listed on the entry team-list may face exclusion from the tournament.
- 3.2.7. Player registration during the course of the competition is not permitted.

3.3. Substitutions for Boys U10 & U12

- 3.3.1. A player who has been replaced can return after being substituted.
- 3.3.2. A team may make an unlimited number of substitutions.
- 3.3.3. Substitutions must be made at the center line of the field.
- 3.3.4. A player may enter the field only when their teammate is out of the playing area.
- 3.3.5. Incorrect substitutions will be penalized with a yellow card.
- 3.3.6. If a goalkeeper is replaced, the game must be stopped, and the referee must be informed.

4. MATCHES DURATION

4.1. Boys U10 & U12

- 4.1.1. Group Stage: Matches will consist of a single 20-minute period with no half-time.
- 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).



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- 4.1.3.** Final: Two halves of 25 minutes each with a 5-minute halftime break. In the event of a draw at the end of regular time, extra time of 10 minutes will be played (two halves of 5 minutes each, with a change of ends). If the score remains tied after extra time, the winner will be determined by a penalty shootout.

5. MATCH BALLS

5.1. Boys U10 & U12

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

6. COMPETITION FORMATS RULES

6.1. Boys U10 (7x7)

- 6.1.1.** Teams field seven (7) players, consisting of one (1) goalkeeper and six (6) players on the field.
- 6.1.2.** There will be no offside rule applied in any of the.
- 6.1.3.** Throw-ins must be taken with both hands.
- 6.1.4.** A red card does not carry an automatic one-match suspension. However, the Organizing Committee reserves the right to impose a suspension for one or more matches if the red card is issued for off-the-field misconduct or violent behavior.

6.2. Boys U12 (9x9)

- 6.2.1.** Teams field nine (9) players, consisting of one (1) goalkeeper and eight (8) players on the field.
- 6.2.2.** There will be no offside rule applied in any of the matches.
- 6.2.3.** Throw-ins must be taken with both hands.
- 6.2.4.** A red card does not carry an automatic one-match suspension. However, the Organizing Committee reserves the right to impose a suspension for one or more matches if the red card is issued for off-the-field misconduct or violent behavior.