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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 : The greatest number of points obtained in the group matches among the teams concerned.
 - 2nd : The goal difference resulting from the group matches between the teams concerned.
 - 3rd : The greater number of goals scored in all group matches between the teams concerned (best offense).
 - 4th : The goal difference resulting from the group matches between all group teams.
 - 5th : The greater number of goals scored in all group matches (best offense)
 - 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 (2 nd Yellow Card):	minus 3 points
Direct Red Card:	minus 4 points
Yellow Card & Direct Red Card:	minus 5 points
 - 7th : If two or more teams remain tied after considering the above factors, a penalty shootout will be organized. However, if all concerned teams agree to forgo the shootout, or if the organizing committee determines that scheduling conflicts or field availability make it impossible to hold one, the final order will be decided by a coin toss.
- 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.



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- 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
- 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

- 2.1.1. U12| Born in 2014 and thereafter | 9v9 64 Teams
- 2.1.2. U10 | Born in 2016 and thereafter | 7v7 64 Teams

3. PLAYERS

3.1. Boys

- 3.1.1. The U12 age category must comprise a minimum of 12 players and may include up to a maximum of 22 players, while the U10 age category must comprise a minimum of 10 players and may include up to a maximum of 22 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 22 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.
- 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.
- 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.
- 3.2.7. All substitutions are done without stopping the game, after the signal of the referee



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4. MATCHES DURATION

4.1. U12

- 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, 17-64 positions Two halves of 20 minutes each with a 5-minute halftime break.
- 4.1.3. Final: Two halves of 25 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: Two halves of 20 minutes each with a 5-minute halftime break.
- 4.2.2. Playoffs: 1-16 Two halves of 20 minutes each with a 5-minute halftime break, 17-64 positions 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.

6. COMPETITION FORMATS RULES

6.1. 9x9

- 6.1.1 Teams field nine players, consisting of one goalkeeper and eight players on the field.
- 6.1.2 NO Offside.

6.2 7x7

- 6.2.1 Teams field seven players, consisting of one goalkeeper and six players on the field
- 6.2.2 No Offside