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1. ACCOMMODATION

1.1. General Accommodation Rules

- 1.1.1. If the team removes any individual from their reservation within 30 days prior to the tournament start, no refund will be issued (unless accompanied by a medical certificate as per the cancellation policy).
- 1.1.2. These conditions apply to reservations made through Elite Neon Cup, pending availability confirmation on the booking day.
- 1.1.3. Prices are subject to change for bookings made after the regular booking period.

1.2. Hotel Accommodation

- 1.2.1. Yellowfields, as the organizing entity, determines the occupancy for each room.
- 1.2.2. Teams will be informed of the hotel name 30 days before the tournament begins for logistical reasons.
- 1.2.3. Elite Neon Cup's logistics allow for changes in accommodation up to 15 days before the tournament starts, even if a team has a pre-booking.
- 1.2.4. Yellowfields oversees room distribution for teams, and any changes require approval from the organization.
- 1.2.5. Due to limited rooms per floor, teams may be allocated on different floors, a decision solely under the hotels' authority, not Yellowfields.
- 1.2.6. Some hotel rooms feature a double bed for two people, necessitating sharing.
- 1.2.7. Hotels may use additional beds or sofa-beds for rooms with 3 or more people, potentially varying in quality and comfort.
- 1.2.8. The cost includes full board (breakfast, lunch, and dinner at the hotel), with the option for lunch boxes upon consultation with organizers.
- 1.2.9. Participation, accommodation, and transportation fees are all covered in the overall cost.
- 1.2.10. Booking conditions apply exclusively to reservations through Elite Neon Cup, with availability confirmed on the booking date.

1.3. Hotel For Relatives

- 1.3.1. The organization can arrange hotel bookings at affordable rates for family members and companions.
- 1.3.2. Parents and family members have the option to make hotel reservations through Elite Neon Cup.
- 1.3.3. It's important to be aware that booking accommodation through our partners, rather than directly through Elite Neon Cup, will result in the forfeiture of Elite Neon Cup package discounts.
- 1.3.4. Accommodation prices do not include match transfers.
- 1.3.5. The accommodation price package does not cover airport transfers from the airport to the lodging.
- 1.3.6. Transfers between the match venue and the hotels, as well as to/from the airport, can be arranged for an additional fee upon request.



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1.4. Prices Do Not Include

- 1.4.1. Additional Extra individual expenses.
- 1.4.2. Tournament sports insurance for players.
- 1.4.3. Supervised services.
- 1.4.4. A security deposit, payable via debit/credit card or in cash at the hotel front desk upon arrival. The deposit is reimbursed upon checkout, assuming the rooms are returned in their original condition.
- 1.4.5. Applicable tourist taxes.
- 1.4.6. Any items not explicitly outlined as included in the program.

1.5. Security Deposit

- 1.5.1. For all accommodation types, a security deposit (250€ in cash or via debit/credit card per team) is mandatory and must be processed during the hotel "check-in" procedure.
- 1.5.2. The deposit will be reimbursed after a thorough room inspection confirms that the rooms remain in the same condition as they were during "check-in" and are free from any damages.
- 1.5.3. Should any damage be identified, the incident will be communicated to the team, and the hotel management reserves the right to withhold the security deposit refund.
- 1.5.4. Yellowfields and Elite Neon Cup cannot be held accountable for damages caused by teams within the facilities.
- 1.5.5. "Check-in" will not be authorized without the payment of the security deposit.

1.6. Accommodation Tax

- 1.6.1. As per Greek regulations, an accommodation tax is applicable to your stay.
- 1.6.2. This tax is not included in the booking fee and is payable directly to the hotel during check-in.
- 1.6.3. Please refer to the following table to determine the applicable tax rate.

Hotel Type	Tax / Room / Night
3 stars	7.00 €
4 stars	10.00 €
5 stars	15.00 €

1.7. Rooming List

- 1.7.1. Teams are required to submit a final rooming list 30 days before the tournament begins to ensure a smooth check-in process. This information is crucial and follows the standard procedure of the tournament.
- 1.7.2. If the rooming list is not received up to 30 days before the tournament starts, Yellowfields, the organizing entity, will not be responsible for any last-minute



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changes made by the hotel reception regarding room adjustments upon the team's arrival.

- 1.7.3.** Any changes to players, staff, or family members from the original list must be approved by Yellowfields, and additional fees may apply.
- 1.7.4.** The hotel may not permit or may incur extra costs for any rooming modifications made within 10 days before the tournament starts.
- 1.7.5.** Please be aware that rooming information will only be shared with the team once all payments are settled.

1.8. Meals

- 1.8.1.** Please be aware that not all accommodations provide an early breakfast option. If you have an early game, we ask you to notify the organization's representative at the hotel to arrange for an earlier breakfast. It is important to note that the organization (Yellowfields) cannot be held responsible for adjusting meals outside the regular accommodation schedule.
- 1.8.2.** Additionally, if you foresee missing lunch or dinner due to a delay, kindly inform both the hotel and our staff to avoid any potential issues.
- 1.8.3.** While we, as organizers, will make efforts to address these concerns, there might be situations, especially during personal trips, where we may not be aware of your specific circumstances.

2. TRANSPORTATION

2.1. Airport Transfers

- 2.1.1.** Teams participating in the tournament must notify the organization of their flight schedule at least 30 days before the tournament begins. If the information is provided after this deadline, the tournament cannot guarantee the provision of the airport transfer service.
- 2.1.2.** The airport transfer service is designated solely for teams and is not available to accompanying individuals who haven't booked accommodation through Elite Neon Cup.
- 2.1.3.** Relatives without accommodation reservations with Elite Neon Cup are prohibited from boarding the bus.

2.2. Transfers Between The Athletic Facilities And The Hotels

- 2.2.1.** The accommodation package covers transportation between the athletic facilities and the hotels.
- 2.2.2.** These transfers are specifically designated for the transportation related to tournament matches.
- 2.2.3.** The organization is solely responsible for coordinating these transfers. If you desire any changes, please communicate with the organization.



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- 2.2.4.** Access to the buses is restricted to those who have not booked accommodation with Elite Neon Cup.
- 2.2.5.** If you require transportation for reasons other than tournament-related activities (e.g., cultural visits), you must reach out to the organization. Additional charges may apply in such cases.

3. PAYMENT DETAILS

3.1. 1st Payment

- 3.1.1.** To secure your spot promptly, an initial payment is required. This payment is obligatory for the official registration of a team.
- 3.1.2.** For non-local teams (with accommodation through Elite Neon Cup), the specified amount is €2000 per team, payable within 15 days after registration.
- 3.1.3.** Local teams (within 60km from the tournament's athletic facilities) are required to pay an amount equivalent to 30% of the registration fee per team.
- 3.1.4.** The initial payment will be subtracted from the total, and it is non-refundable.

3.2. 2nd Payment

- 3.2.1.** Teams are required to make a payment of 50% of the total amount up to 90 days before the tournament commences.
- 3.2.2.** Players' participation can be canceled by teams until 90 days before the competition. Following this deadline, a medical certificate is mandatory for cancellations (refer to the cancellation policy in the terms and conditions).

3.3. 3rd Payment – Last Deposit

- 3.3.1.** The team is required to make a full payment of 100% of the total amount for all accommodation and participation fees, covering participants with or without accommodation, as well as both staff and players, 60 days before the tournament begins.

3.4. Regarding Non-Local Teams

- 3.4.1.** If the payment balance for the accommodation package reservation in our tournament remains outstanding after the final payment deadline, Yellowfields, the organizing entity, notifies you that no advance payments will be made on your behalf or on behalf of the team. Consequently, the accommodation that was supposedly booked reserves the right to cancel without any refund of previously paid amounts.
- 3.4.2.** For teams intending to make payments after the designated deadline, especially after their reservation has been canceled due to non-payment, it is important to note that a new request for availability and quotation will be initiated with the accommodation. If the accommodation is available, the quotation is likely to be



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higher than the initially agreed-upon value. This implies that the final amount to be paid per person may differ from the original agreement.

- 3.4.3.** Hence, teams whose accommodations have been canceled will not be eligible for inclusion in the group stage draw for the match schedule.

3.5. Regarding Local Teams

- 3.5.1.** If the outstanding payment balance for the participation booking in our tournament remains unresolved after the final payment deadline, Yellowfields notifies that the participation will be canceled, and consequently, the team(s) cannot be included in the group stage draw for the match calendar.

3.6. Teams Eliminated Because Of Delayed Payments

- 3.6.1.** If there is an outstanding balance before the start of the competition, be aware that your team might be disqualified from the tournament.

3.7. Payments For Additional Players Made At The Last Minute

- 3.7.1.** In exceptional cases involving last-minute player registrations, the organization does not authorize international wire transfers within 15 days before the team check-in date. For these last-minute player payments, the outstanding amount must be settled in cash or by credit card at the organization's office.

3.8. Outstanding Payments Upon Arrival

- 3.8.1.** Teams traveling by plane will receive airport transfers and will be permitted to check-in at the accommodation if the outstanding amount is settled either at the airport or at the organization's office.
- 3.8.2.** Teams traveling by bus or using their own transportation must settle the outstanding amount at the organization's office before being permitted to check-in at the accommodation.
- 3.8.3.** Teams without any accommodation arrangement through Elite Neon Cup will not be granted accreditation or allowed to participate in the first match of the tournament.

3.9. Payment Methods

- 3.9.1.** Wire Transfer: Teams are responsible for covering all bank transaction fees. Payment must be made in Euro (€). Personal or company checks may be accepted upon approval. Ensure to include your payment reference and team name in the transfer description.
- 3.9.2.** International wire transfers are not accepted by the organization within 15 days of the team check-in date.
- 3.9.3.** Following the payment, kindly ensure to consistently send us the proof of payment in PDF format to info@eliteneoncup.com.

4. LOSS OR THEFT



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4.1. General Loss Or Theft Rules

- 4.1.1. The organization bears no responsibility for the theft of sports equipment or personal belongings of participants, whether it occurs in accommodation, during transportation, or within the sporting venues.

5. STANDARD OF CONDUCT

5.1. General Standard Of Conduct Rules

- 5.1.1. Team staff, as identified on the participant's list, bear responsibility for the behavior of their players in the event of any damage occurring in sports facilities, dressing rooms, accommodations, transportation, or other facilities.
- 5.1.2. In the event of damage, the team staff is required to promptly contact the organization staff.
- 5.1.3. If there is any uncertainty in the interpretation of the tournament regulations, the team staff should directly get in touch with the organization staff.
- 5.1.4. Quiet hours must be observed in the accommodations between 23:00h and 8:00h.
- 5.1.5. Adherence to meal timetables is mandatory. Teams may miss a meal if they fail to comply with the specified schedules. If there is a delay in a match or transportation, the team staff should inform the organization of the situation.
- 5.1.6. Non-compliance with these regulations will be addressed by the tournament organization and may lead to exclusion from the tournament and accommodations.

6. DOCUMENTS

6.1. General Documents Rules

- 6.1.1. The team staff is responsible for maintaining all personal and group documents in proper order. If you are traveling to the country hosting the tournament from another country, you will need authorization documents for minors, passports, visas, vaccines, and any other certificates that may be required. The Tournament holds no responsibility for the denial of visas or entry permits to the client in a foreign country. In such cases, the cancellation conditions will apply, and any costs arising from this situation remain the customer's responsibility. The tournament organization is in no way liable, either directly or indirectly, for the rejection of visa or entry permit issuance by the client in any country.

6.2. Valid Documents Types



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- 6.2.1.** For Greek teams, we accept either the players' card from their local football association or the government ID card.
- 6.2.2.** Foreign teams will only be allowed to use a valid identification card (issued by a government institution and plastic-coated) as player identification.
- 6.2.3.** This card must include the full name, photo, identification number, and birthdate. It is mandatory to use this document along with the player's passport.
- 6.2.4.** Players traveling from countries where presenting a passport is not obligatory to enter the country hosting the tournament, will only need a valid ID card (issued by a government institution and plastic-coated), as per the organization's requirements.
- 6.2.5.** During check-in, teams will be required to provide insurance documentation that covers until the end of the tournament. Failure to provide this document will result in the team's inability to participate in our tournament.

7. INSURANCE AND RESPONSIBILITY

7.1. General Insurance And Responsibility Rules

- 7.1.1.** Each player is required to possess medical insurance.
- 7.1.2.** Ensure that all your players are covered both on and off the playing field.
- 7.1.3.** Elite Neon Cup does not provide any group insurance to protect participants in the event of injury, illness, death, theft, or property damage. The organization disclaims any responsibility for accidents, injuries, illnesses, deaths, or economic losses arising from events such as war, warlike occurrences, civil war, revolution, civil disturbances, actions of authorities, strikes, lockouts, blockades, natural disasters, epidemics, or similar events. These matters fall under the responsibility of the teams or groups and are not the liability of Elite Neon Cup.
- 7.1.4.** Participants from countries without a medical insurance agreement with the country hosting the tournament must obtain personal medical insurance.

8. ACCREDITATION

8.1. Digital Accreditation

- 8.1.1.** Team staff must submit digital documents and player details via the official platform (<https://schedule-results.eliteneoncup.com>) no later than 10 days before the competition's commencement. Teams are fully responsible for entering accurate player information—including full name, unique jersey number, date of birth, photograph, and official proof of date of birth and name—as well as for obtaining explicit parental consent for the input and processing of these data. If there are also rooming lists for accommodation, the same 10-day deadline applies.
- 8.1.2.** After this deadline, an additional fee of €5 per player will be charged if they do not require accommodation, and €10 per person if they have accommodation.



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- 8.1.3.** It is important to note that there is a special extra period for exceptional situations, allowing accreditation outside the 10-day limit, but this extension is limited to a maximum of 5 additional days.
- 8.1.4.** The organization accepts player registrations through the platform and proceeds with the accreditation process. The organization verifies the submitted data based on the documents uploaded by the team staff on the platform.
- 8.1.5.** Upon successful player verification and accreditation, each athlete will receive a personalized lanyard badge. Participation in matches and the tournament is strictly permitted solely with the presentation and use of this specific badge. Players who are not successfully verified and accredited through the platform will be ineligible to participate, even if they present themselves on the day of the match with some other form of personal identification document.

8.2. Face-To-Face Accreditation And Age Control

- 8.2.1.** The team staff is required to have all player identification documents (a valid passport or valid player ID) with them for every match.
- 8.2.2.** The organization reserves the right to impose a fine of 100€ or prohibit the team from participating in further matches until the fine is settled.
- 8.2.3.** Random age checks, verifying the original ID documents, may be conducted at any time.
- 8.2.4.** All teams must be ready to commence the match at least 30 minutes before its scheduled start time. This time frame may be utilized for age confirmation with officials, if necessary, as well as to validate the correct numbering of players' jerseys.
- 8.2.5.** Only team staff members should be present during the accreditation process.
- 8.2.6.** Team staff is required to be at the tournament office and provide the identities of players listed on the squad list.
- 8.2.7.** Teams whose staff fail to attend the accreditation procedure at the tournament office will be ineligible to participate in the first match.
- 8.2.8.** Age verification will be carried out using the squad list submitted at the start of the tournament, along with a valid ID document.
- 8.2.9.** Teams found using players not listed on their squad may face exclusion from the tournament.

9. PERMISSION TO PARTICIPATE IN ELITE NEON CUP

9.1. General Permission To Participate In Elite Neon Cup Rules

- 9.1.1.** Foreign teams must request their football federations to send an authorization letter to info@eliteneoncup.com in order to participate in the tournament. In countries where football is managed by schools, we also permit teams affiliated with their school football association to join our tournament. However, these teams must send an authorization letter from the club to info@eliteneoncup.com.



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CANCELLATION POLICY

9.2. General Cancellation Policy Rules

- 10.1.1.** The following conditions govern both group and individual cancellations and require written notification before the tournament commences. The effective cancellation date is determined by the day the organization receives the notification. It is the responsibility of the group staff to communicate the cancellation policy to all participants. If any individual or the entire group cancels participation after booking, the following cancellation fees apply.
- 10.1.2.** The initial payment made to secure the team slot in Elite Neon Cup is non-refundable.
- 10.1.3.** If a participant cancels up to 90 days before the tournament begins, a refund of 100% of the accommodation, transport, or other services cost may be granted, provided there are no deductions for tournament organization costs that could not be recovered from third parties.
- 10.1.4.** For cancellations between 89 and 60 days before the tournament starts, a charge of 50% of the final total amount for accommodation, transport, or other services cost will be applied.
- 10.1.5.** If a participant cancels 44 days before the tournament until its completion, 100% of the final total amount for accommodation, transport, or other services cost will be charged. However, if the participant provides a valid medical certificate, the refund will only cover the local participant fee of 100€.
- 10.1.6.** In the event of cancellations due to transport delays, strikes, or force majeure, Elite Neon Cup will not refund the costs.
- 10.1.7.** If a team fails to appear for the match, Elite Neon Cup is not responsible and will not provide any refunds for the teams.

10. IMAGE AUTHORIZATION TERM

10.1. General Image Authorization Terms

- 11.1.1.** During the registration and accreditation process, for all legal purposes, the utilization of the club's technical commission's and players' images will be authorized for registration, event promotion, without any charge, and consistently in photos and videos. These images may be presented partially or in their entirety in audiovisual presentations, national and international publications, as well as included in the image bank resulting from internet searches and other future media. The technical committee and its players waive any claims to related rights concerning their images or any others.



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11. SQUAD LIST & JERSEYS

11.1. Squad List

- 12.1.1. The team must submit the final roster, which includes player names and jersey numbers, at least one month before the tournament.
- 12.1.2. This list must be provided to the referee before the commencement of each match.
- 12.1.3. It is imperative that the jersey number assigned to each player on the squad list corresponds exactly to the number worn by the player during the match.
- 12.1.4. All players listed in the squad are considered participants in the match.
- 12.1.5. The tournament management will conduct random checks throughout the event to ensure compliance with these regulations.

11.2. Jerseys

- 12.2.1. It is obligatory for players to wear numbered jerseys.
- 12.2.2. The player's number on the squad list must correspond exactly to the number on their jersey.
- 12.2.3. All jerseys must be numbered and the numbers must align with those specified in the squad list.
- 12.2.4. Numbers must be displayed on the back of the jersey.
- 12.2.5. Each player must have a unique number, and no two players can use the same number in a match.
- 12.2.6. Changing numbers during a match is not permitted.
- 12.2.7. Non-compliance with this rule will result in a yellow card for the player, who must leave the pitch to obtain the correct jersey. The player may re-enter the match once appropriately attired and with the referees' consent.
- 12.2.8. Teams are required to have two types of jerseys with different colors for "home" and "away" matches.
- 12.2.9. In the event of two teams having identical jersey colors, the team listed first in the program should change jerseys.
- 12.2.10. The use of shin guards is compulsory in all competitions.

12. BEFORE & AFTER THE MATCH

12.1. Before & After The Match Rules

- 13.1.1. All teams are required to be present on the field 15 minutes prior to kick-off, equipped with the necessary documents for age verification.
- 13.1.2. The coach or team manager is responsible for ensuring that their players are appropriately equipped.
- 13.1.3. Teams bear the responsibility for the conduct of their supporters.
- 13.1.4. A match may be forfeited if the referee decides to terminate it due to violent or verbal misconduct by the team's fans towards the referee.



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- 13.1.5. Teams may face elimination from the tournament based on the behavior of their supporters towards the referee or other teams.
- 13.1.6. Following the conclusion of each match, every coach is obligated to promptly sign the match card. Failure to do so may result in a reprimand from the organizing committee.

13. TOURNAMENT PROGRAM

13.1. Match Schedule & Conditions

- 14.1.1. The organizing committee is authorized to modify the groups, schedules, and venues up until the first day of the competition.
- 14.1.2. Additionally, the organizing committee retains the authority to alter matches, schedules, and venues during the course of the competition.
- 14.1.3. In the event of any changes, team staff will be promptly notified.

14. REFEREES

14.1. Tournament Referees Overview

- 15.1.1. All referees participating in the tournament are officially recognized members of the federation.
- 15.1.2. For 11v11 competitions, each match is officiated by either 2 referees or 1 referee and 2 assistant referees.
- 15.1.3. In 9v9 and 7v7 competitions, each match is officiated by 1 referee.
- 15.1.4. The coordinator for the referees throughout the tournament will be accessible at the Tournament Office.

15. ORGANIZING COMMITTEE

15.1. Organizing Committee & Jury Of The Tournament

- 16.1.1. The tournament's organizing committee comprises representatives from Elite Neon Cup and is responsible for managing protests, sanction issues, and unforeseen circumstances.
- 16.1.2. All incidents will be thoroughly analyzed with a commitment to "Fair Play."
- 16.1.3. Decisions made by the organizational committee are final and cannot be appealed. It should be noted that the ultimate decision may not align with a FIFA rule but will be grounded in the principles of Fair Play.



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- 16.1.4.** In the event of a protest, a deposit of €100 must be submitted to the tournament office (which may include an additional office at the venues).

16. PROTEST & SANCTIONS

16.1. Protest & Sanctions General Terms

- 17.1.1.** Written protests submitted by the team staff must be delivered to the Organizing Committee within 90 minutes of the completion of the match.
- 17.1.2.** The protests should be handed over to the Tournament Office, accompanied by a protest fee of €100. This fee will be refunded if the protest is deemed valid.
- 17.1.3.** It is important to note that protests related to referees will not be considered.
- 17.1.4.** Matches are recorded for archival and distribution purposes and provided to teams solely for review and post-tournament analysis. Under no circumstances shall these recordings be used as a Video Assistant Referee (VAR) system. The footage cannot be used as evidence to challenge, review, or overturn any on-field refereeing decisions, nor can it be used to report or penalize the conduct of players, team staff, or spectators, either during the match or at any point after the conclusion of the tournament. All match-related rulings and disciplinary matters are handled exclusively by the officials on-site, whose decisions remain final and binding.

16.2. Warnings & Violations Regarding The Squad

- 17.2.1.** The tournament organizing committee reserves the authority to extend the suspension for multiple matches in the case of a direct red card.
- 17.2.2.** Should a player be suspended for repeated infractions, the team will be informed in writing. It's important to note that yellow cards do not accumulate.
- 17.2.3.** If a suspended player takes part in a match, the team automatically loses the match with a score of 0-3.
- 17.2.4.** Any serious offenses committed by teams or players will be promptly reported to the team's Federation.

17. RACE CANCELLATIONS & RATIFICATIONS

17.1. Race Cancellations & Ratifications General Terms

- 18.1.1.** Failure to appear for a match without a valid reason may result in a 0-3 loss, as determined by the organizing committee.
- 18.1.2.** Delays due to congestion or other reasons may lead to a match delay (up to 10 minutes after the scheduled time) or continuation on the same day.
- 18.1.3.** Repeated non-appearances in scheduled matches could lead to the team's exclusion from the tournament.



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- 18.1.4. In specific instances, the organizing committee may decide to exclude a team attempting to gain an unfair advantage against other teams.
- 18.1.5. Should a team intentionally fail to appear in the final match without a valid reason, it may face exclusion following a decision by the organizing committee.

17.2. Organizing Committee's Decision Alternatives For Interrupted Matches

- 18.2.1. The match is restarted from the beginning.
- 18.2.2. The match resumes from the point of interruption.
- 18.2.3. The result until the interruption stands as the final outcome.
- 18.2.4. One team claims victory with a 3-0 score.
- 18.2.5. Both teams incur a 0-3 loss.

18. WATER

18.1. Water For The Matches

- 19.1.1. The teams will receive water bottles free-of-charge from the on-site Elite Neon Cup staff.
- 19.1.2. The organizing committee will inform each academy's head coach or team manager of the designated delivery point for the bottled water.

19. PARENTS & SUPPORTERS

19.1. Parents & Supporters Conduct

- 20.1.1. Teams are accountable for the conduct of their supporters.
- 20.1.2. Referees may conclude a match if the supporters display violent or verbal misconduct toward the referee, resulting in a potential loss for the team.
- 20.1.3. A team may face elimination from the tournament following the first instance of unsuitable behavior from its supporters towards the referee or the opposing team.
- 20.1.4. Throughout the event, it is prohibited for parents and supporters to capture photos and videos, especially on the field, using unauthorized professional equipment without the organizers' permission.
- 20.1.5. The organization, as per the participation contract, reserves the right to capture and record sporting activities for potential use.
- 20.1.6. Elite Neon Cup offers the option to purchase photographic and video material through licensed partners.
- 20.1.7. Any inappropriate behavior by parents, relatives, or supporters grants the organization the authority to expel them from the field through legal and suitable means.