



MUNDIAL INFANTIL DE FUTEBOL 7

OFFICIAL RULES

2020

A NEW GENERATION OF FOOTBALL STARS IS BORN

THE FIELD OF PLAY

Dimensions:

The pitches will measure between 52 to 60m long x 37 to 54 m wide.

Penalty Area and Penalty Spot:

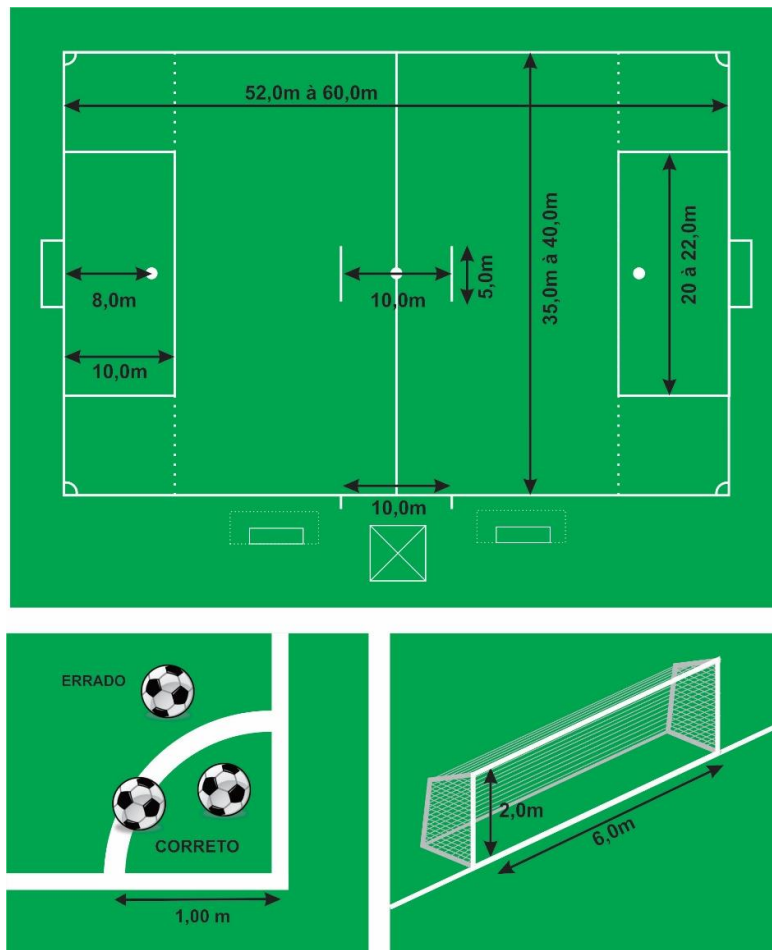
This area will measure 22m x 10m (Width x Depth).

The penalty spot will be 8 meters from the goal line.

There will be dotted lines stretching out from the horizontal line of the penalty box to the edges of the field in order to mark the offside line.

Goals:

The GOALS should measure 6 x 2 meters.



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THE BALL

Specifications of the ball and its categories:

CATEGORY	CIRCUMFERENCE	WEIGHT	PRESSURE
Under 8s/ 9s	61 - 64cm	270 – 380g	6 – 8lbs (reference No. 3)
Under 10s/11s/12s	64 - 68cm	320 - 390g	6 – 8lbs (reference No. 4)

NUMBER OF ATHLETES

Each team will be able to register a maximum of 14 and a minimum of 10 athletes in the championship.

A game should be played by two teams made up of 7 athletes each, 1 of which must be the goalkeeper.

It is prohibited to start the game without a full team of seven athletes on the field. If the team shows up with fewer than seven athletes for the start of the game, they will be deemed to have forfeited the game with a score of 0 - 3.

When one or both of the teams are reduced to 3 athletes, whatever the reason, the game must be called off immediately.

Substitutions are unlimited and can be made at any time, without the need to stop the game.

UNIFORM OF THE ATHLETES/COACHING STAFF

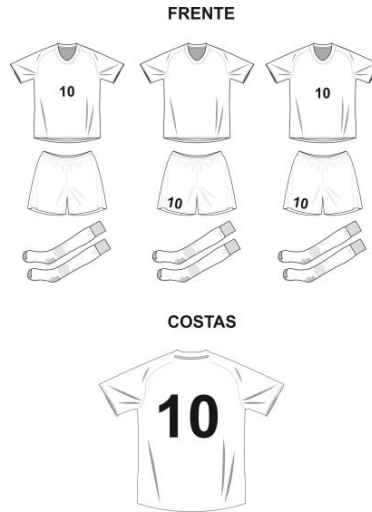
The uniform includes: the medium sleeved shirt, shorts, knee-high socks, official shin guards, appropriate sneakers or football boots. Other protective accessories appropriate for the sport may be used. You will not be allowed to play with vests.

- a) Players are obliged to use shin guards, which must be covered by the socks.

The shirts must be numbered (from 1 to 99) on the back.

Players who are on the bench must use vests.

The 'Visiting' team (the one whose name comes second in the table, determined by the organization) has the right to choose the uniform and the 'Home' team is obliged to change theirs.



DURATION OF THE GAME AND CATEGORIES

The game will be divided into two equal halves of 20 min each for all categories, with a 5-minute interval at half-time.

In order to distinguish limits in specific categories above, the YEAR of the athletes' birth will decide the category.

For the categories:

- a) Under 7s - born in 2012 and 2013
- b) Under 8s - born in 2011 and 2012
- c) Under 9s - born in 2010 and 2011
- d) Under 10s - born in 2009 and 2010
- e) Under 11s - born in 2008 and 2009
- f) Under 12s - born in 2007 and 2008

Observation: For safety reasons, registration of athletes two years younger than the category age will not be accepted.

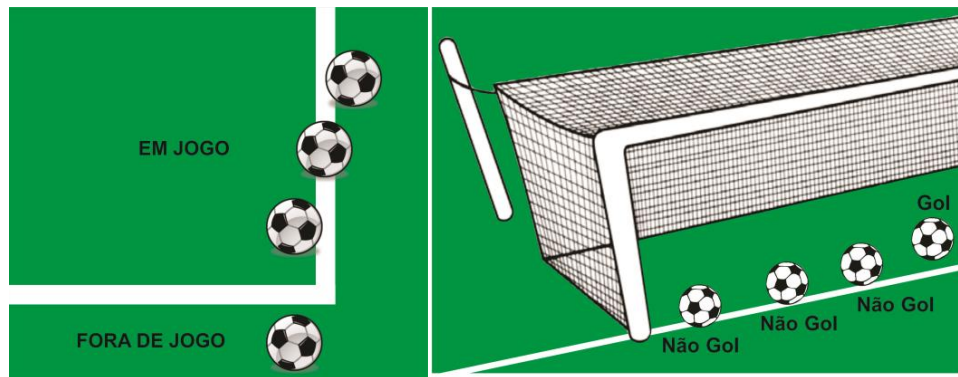
The kick-off

The Teams must present to the third referee the Athlete's credential provided by the organization at the time of the Accreditation, athletes who are not accredited can not participate in the game. This will be the only valid document.

In order to start the game, there will be a coin-toss to decide the kick off and the preferred side. The winner will decide which goal they will defend and the loser will start the kick off.

CONDITIONS FOR THE GAME ON AND OFF THE FIELD

- g) All players that are not involved in the direct or indirect free kick must remain at a distance of 5 metres from the ball.



CARDS

The following disciplinary cards and their penalties will be as follows:

- a) **YELLOW CARD** – The player need not be substituted and it is not accumulative.
- b) **BLUE CARD** – The player and must leave the Field through the substitution area and may remain on the reserve bench, being substituted by another player. May not return to this game, and will not be suspended from the next match.

THROW IN

This is taken when the ball crosses the side lines completely.

- a) The thrower must remain off the pitch at the moment of the throw, with no part of the feet crossing or touching the line.
- b) If the ball is thrown in wrongly, the opposing team will be given the right to throw in. In the Under 8s and Under 9s categories, the players will be recommended to attempt a second throw.

GOAL KICK AND THROW

GOAL KICK

The goal kick must be taken with the ball in a stationary position and may be taken by any player, with the feet, from any point in the box, where the ball enters into play the moment it goes outside the box area.

CORNER KICK

Players must use their feet. The Ball enters into play the moment it passes outside the semicircle demarcation in the corner.

Opposing players from the corner kick taker must remain at a distance of at least 5m from the ball.

OFF SIDE

This rule is only applicable in the under 10s, under 11s and under 12s categories.

This offside rule will only be applied from the offside line forward.

TIE BREAK

DECISION BY PENALTIES

The penalty shoot-out comprises 3 (three) attempts by each team. If there is still a tie, each team will take turns to take a penalty until an advantage is gained by one team over the other.

Only players who are on the field at the end of the match may participate in the penalties.

GENERAL PROVISIONS:

- 1) The GO CUP event will follow the rules of FIFA and its sanctions, questions of interpretation are decided by the FIFA rules.
- 2) The way to qualify will be decided by the highest number of points, following the order described below:

- a. Win = 3 Points
- b. Draw = 1 Points
- c. Lose = 0 Points

3) If there is a tie between two or more teams for the number of points, classification will be decided by the following criteria and order:

- a. Goal difference (difference between the goals scored and goals conceded).
- b. Greater number of goals scored.
- c. Head to Head. (only where there is a draw between two teams).
- d. Toss of a coin.

4) In the Playoff phases there are no draws. If there is a draw during regular time, the game will be decided by each team taking three penalties. Should there still be a draw, each team will continue to take penalties until one team takes the goal advantage, as set down in the rules of FIFA.

PLAYERS

- 1) It is expressly forbidden for one player to participate in more than one team.

DETAILS OF THE MATCH

Refereeing – There will be 2 referees and 1 committee member for each match.

One of the referees will be the main one and it is up to him/her to decide on any difficult or controversial calls in the game.

Each game will have a score sheet which must be signed by the representative of each team at the end of the match.

The score sheet will list the names and numbers of the players which must match the players on the field.

No 2 (two) players can wear the same number.

Players cannot change their numbers during the game.

The 'home' team takes precedence in choosing the uniform and the 'visiting' team is obliged to change uniforms.

The labels 'Home' and 'Visiting' teams are determined at the time of setting up the tables, by the Organizers.



Teams must form up to enter the Field together with the referees.

The teams are obliged to shake hands with each other before and after the games.

Teams will be responsible for the behavior of their supporters and family members in the sports complex.

AGE CONTROL

All Delegations will be responsible for the information provided on the registration form.

All players and coaching staff should register in advance of the GO CUP opening ceremony.

All athletes must provide original identification document with photo at the time of accreditation. (Brazilian ID or delegate's passports)

At the time of registration the organizers will compare information on the completed form and the original documentation.

At the time of accreditation, the coaching staff will receive their credentials which they will, from that moment on, need to carry with them during the whole competition.

At the time of accreditation, all players and coaching staff will receive a wristband which must be worn throughout the whole competition.

Only those accredited people wearing the wristbands is guaranteed entry into the Fut Art Sports Complex and the GO CUP transportation service.

If a player or coaching staff member should lose their wristband, a replacement must be requested from the organizers.

Players who have not registered, will not be allowed to take part in the matches and their names will not appear on the score sheet.

The team of players who use non-accredited will be punished with the loss of points, which may be excluded from the competition.

PLAYING FIELDS

All fields have all natural grass surfaces.

All fields meet the specifications of size and markings.

All games will take place, preferentially in natural light.

Games will adhere to the following strict schedule of starting times:

- a. 9:00
- b. 10:00
- c. 11:00
- d. 12:00
- e. 14:00
- f. 15:00
- g. 16:00
- h. 17:00

In extreme cases games may be transferred to an evening time slot, which the organizers will announce in advance.

PANEL OF ADJUDICATORS

All issues directly linked to the games will be judged and resolved by the Panel of Adjudicators, who will be nominated by the Organization.

This panel is responsible for preparing the tables, changes in schedules, determining the top seeded teams, settling disputes about the games, judging protests and any other occurrences or doubts that involves the teams.

Formal protests should be made in writing. Protests about decisions made by a referee during a game will be accepted.

The panel will be made up of 3 full members and two standbys.

Decisions made by the Panel are final.

REFEREEING

All referees are certified by the Brazilian Confederation of 7-a-side soccer.

SUSPENSIONS

Only in more serious cases, the Panel might decide for a suspension for one or more games or even for an expulsion from the championship (when informed by the referee).

Yellow Cards are not cumulative.

- a. if necessary apply a second yellow card to the same player, the arbiter shall show the Blue Card.

If a suspended player should enter the field, this player's team will be punished with a loss of points.

WO

1) If the team does not appear on the playing field properly uniformed and equipped for the match within 15 minutes after the scheduled time, the team will be awarded the score 0 - 3. Unless the delay is due to problems in the official transport of the competition, in these cases will be given the necessary tolerance for the attendance of the team to the field of play, and may even be remarked the match.

2) If the team does not make an appearance with at least 07 athletes for the beginning of the match, will also be attributed to the defeat by the score of 0 - 3.

3) If a team does not make an appearance for three games, this team may be excluded from the championship and the games that had already taken place will be annulled.

RULES OF CONDUCT

The representatives of the delegations will be held accountable for the behaviour of all of their players during the championship and in all sporting venues, hotels and transport vehicles.



Times of meals must be adhered to closely.

It is strongly recommended that the coaching staff refrain from consuming alcoholic beverages in the Sporting venues.

Violation of these rules of conduct may result in the expulsion of the member of the delegation and/or the teams from the championship.