



## SIC 2019 RULES & REGULATIONS

### VISION

Creating a dream end of football season environment where aspiring football players, coaches, managers, parents and officials from all over the world meet to compete annually while exploring their potential and celebrating their passion for the game within the values of Respect, Camaraderie and Fair Play! Let's Play!

### PREAMBULE

By participating in the Sydney International Cup, all the teams undertake to respect the values of the event (Respect - Discipline - Camaraderie and Fair Play) and ensure that they are observed by others, whilst putting them into practice throughout the competition.

### I. THE GENERIC LAWS

#### ARTICLE 1:

The SYDNEY INTERNATIONAL CUP (SIC) 2019 is organised by Sports Globo Consulting.

#### ARTICLE 2:

Rules and Regulations for the Sydney International Cup 2019 may be updated at any time without notice. The most recent set of rules will be uploaded to the [www.sydneyinternationalcup.com](http://www.sydneyinternationalcup.com) website, App, any previous versions of the Rules and Regulations will be null and void.

#### ARTICLE 3:

A shirt number will be attributed to each player, who will keep it during the whole competition. (This will insure individual player performance is captured appropriately for individual awards).

#### ARTICLE 4:

Games will be officiated by SIC referees.

#### ARTICLE 5:

Each team always wears its home uniform. In the case of two teams wearing the same colour jersey or colours likely to cause confusion, the team first identified on the sheet retains its colours and the second team wears its second strip or bibs.



## **ARTICLE 6:**

**The 32 teams phase:** Teams will be distributed into 8 pools of 4 teams. Each team will play 3 round robin games.

After these matches:

The first and second of each pool will move into the cup [1-16]. Round of 16, Quarter finals - Semi Finals - and Championship. The losers will continue to play ranking games.

The third and fourth of each pool will move into the plate [17-32] where they will play a plate Round of 16, Quarter final - Semi final and Final. The losers will continue to play for ranking games.

## **The 20 teams Phase:**

Teams will be distributed into 4 pools of 5 teams. Each team will play 4 round robin games.

After these matches:

The first and second of each pool will move into the cup [1-8]. Quarter finals - Semi Finals - and Championship. The losers will continue to play ranking games.

The third and fourth of each pool will move into the plate [9-16] where they will play a plate quarter final - Semi final and Final. The losers will continue to play for ranking games.

Teams finishing fifth will move into ranking where they will play for position 17-20 in a round robin.

## **The 16 teams Phase:**

Teams will be distributed into 4 pools of 4 teams. Each team will play 3 round robin games. After the round robin games, the competition will move into the round of 16 knockout phase with the winners progressing to the cup [1-8] quarter finals, semi finals, championship and ranking games. The losers will progress to the plate [9-16] quarter finals, semi finals, plate winners and ranking matches.

## **The 12 teams Phase:**

Teams will be distributed into 2 pools of 6 teams. Each team will play 5 round robin games.



After these matches:

The first two in each pool will move to the cup where they will play a Semi Final and Final. Losers will play for ranking 3-4. Third and fourth in each pool will move to the Plate where they will play the Plate Semi Final and Final. Losers will play for ranking 7-8.

Fifth and Sixth will play for ranking 9-12.

## **ARTICLE 7:**

A team consists of a minimum of 12 players, of which 8 including the goalkeeper can play at the same time. (Every additional player entered will be charged \$135 tournament registration fee).

## **ARTICLE 8:**

The game duration is 25min with no break.

## **ARTICLE 9:**

For matches in the first phase, teams are classified by earning points:

Match won: 3 points

Match lost: 0 Point

Match tied: 1 point

Match lost by forfeit: 3 points

The following methods are used to decide between tied teams for ranking at the end of the first phase:

a) goal difference resulting from the group matches between the teams concerned;

b) goal difference in all group matches;

c) if the tie still remains, a penalty shootout will determine who progresses.

The knockout format allows winning teams to progress towards the final and losing teams to proceed to ranking games. In the case of a tie during the knockout, the declared winner will be the team that won the goal shooting session according to its rules. Note: The goal shooting session rules are included in THE RULES OF THE GAME.

## **ARTICLE 10**

Before each match and during the warm up, the referee will draw lots, and the winning captain (wearing an armband) will choose either the right to kick off or the side of the pitch on which his team will be located.



## **ARTICLE 11:**

For any red-card violation, the player will automatically be suspended for the following match.

A second yellow card received by the same player during a game will automatically lead to a red card with no automatic suspension for the following game.

## **ARTICLE 12:**

Whatever the situation is, the Competition Organisation Committee reserves the right to increase the penalty.

## **ARTICLE 13:**

To begin a match, a team must have a minimum of 6 players. If expulsions occur during a match, a minimum of 6 players per team is required to continue the game for the match to continue. If a team does not have enough players to finish the game (6 players), it will lose the match by forfeit.

## **ARTICLE 14:**

All disputes will be analysed by a commission designated by the Competition Organising Committee. The Competition Organising Committee reserves the right to punish teams during and outside the competition. Any, and all protests must be made in writing by the team manager. Protests must be delivered to the Official Competition Desk no later than 90 minutes after the match is finished. A protest fee of \$50 will be paid at the time. This fee will be returned if the protest is approved. The decisions of the referee regarding facts connected with the play are final. No measures will be taken on protests on decisions made by referees.

## **ARTICLE 15:**

All players must have their Proof of Age included with their registration form in order to be able to play. Registered players will be given a wristband at the beginning of the tournament. The wristband is to be worn for the duration of the tournament.

In case the wristband is lost or broken the player will need to present to the Official Desk and purchase a new wristband prior to their next game.

## **II. THE RULES OF THE GAME**

Please note the following changes with respect to the rules for 8-a-side football:



## **LAW 1** – The playing pitch

U8 & U9:

The dimensions of the pitch will be:

Length: 50M - Width: 33M

Goal dimensions: Width: 3M x 2M

The offside line will be located 9M from the goal line

The penalty mark will be located 7 meters from the goal line.

U10 & U13:

The dimensions of the pitch will be:

Length: 60M - Width: 40M

Goal dimensions: Width: 5M x 2M

The offside line will be located 13M from the goal line

The penalty mark will be located 9 meters from the goal line.

## **LAW 2** – The ball

U8 & U9 Matches will be played with a size 3 ball. U10,U11, U12 & U13 Matches will be played with a size 4 ball.

## **LAW 3** – Number of players

A team will consist of 8 players, including a goalkeeper.

A team can bring 8 players plus 4 substitutes; during each match, substitutes may enter and leave the game at any time, provided that they wait for the replaced player to come to the bench. These changes are unlimited.

## **LAW 4** – Kick-off and resumption of play

The players on the opposing team during a kick-off will retreat behind the offside mark until the kick-off has occurred. The ball is live once it is in play.

## **LAW 5** – Fouls and misconduct

Identical to those for 11-a-side football, except for the following modifications:

1. All the faults punishable in the 5m goal box will incur a penalty kick. If the referee considers that the fault occurred outside the penalty box this will be punishable by a direct free kick,
2. The goalkeeper can't strike the ball on the half volley, or on the volley. He needs to do it with his hands or with the foot, after putting the ball down. If this rule is not respected, it will be punished by a direct free kick perpendicularly brought to the offside line.
3. If the goalkeeper catches the ball in his hands from a voluntary pass from the foot of one of his team-mate, the fault will be punished by a direct free kick perpendicularly brought to the offside line. All free kicks are direct and the distance to be maintained by players on the opposing team, when the kick is made, is 6 meters.



## **LAW 7** – Penalty kicks

Penalty kicks will be made at a distance of 7 meters for U8 & U9 and 9 meters for U10- U13 .

## **LAW 8** – Goal kick

The ball will be placed in front of the goal at a distance of 5 meters from the goal line, 1 meter to the right or to the left of the penalty mark.

## **LAW 9** – Corner kick

Players on the opposing team must maintain a distance of 6 meters when the kick occurs.

## **Law 10** - Penalty Kicks

1. The session will take place at the specific goal kick area.
2. The referee tosses for the team which is designated to execute the first kick.
- 3
  - 3.1 Each team will shoot three times, respecting the rules stated in paragraphs 3.3 and 3.4.
  - 3.2. Teams will shoot alternatively.
  - 3.3. If a winner can be declared before both teams have taken their 3 shots, the session ends.
  - 3.4. If, after both teams have shot 3 times, both have the same number of goals or misses, the session will continue until one team has scored one more goal than the other, with both teams having shot the same number of times (not necessarily three more shots will occur).
4.
  - 4.1. Except as mentioned in paragraph 5.2 hereafter, only the players on the pitch at the end of the match are permitted to participate in the goal shooting session. This also applies to any player who may have left the pitch temporarily, without being replaced, and who is not on the pitch at the end of the match.
  - 4.2. If a goalkeeper is injured during the goal shooting session and can no longer continue as goalkeeper due to the injury, he can be replaced by a registered replacement.



5. Each shot will be taken by a different player, and no player on the same team may shoot a second time until all players on each team who are permitted to shoot, including the goalkeeper—or the registered replacement who has replaced him according to paragraph 4—have kicked once at the goal.

**Note:** If, during a match, a team has had one (or several) player(s) sent off or injured and therefore cannot field 8 players, and if it is necessary to take more shots than the number of players available to the team, the player(s) who will shoot at the goal in place of the absent player(s) will be the one who shot first and any others following in sequence.

6. Subject to the provisions of paragraph 5, any authorised player can switch with his goalkeeper at any time during the goal shooting session.

7.

7.1. Other than the player kicking from the penalty mark and the 2 goalkeepers, all players must remain outside the kicking area during the goal shooting session under the referee's control.

7.2. The goalkeeper who is a team-mate of the kicking player must be on the pitch beyond the point from which the kicks are being made, behind the goal line and at least 7 or 9 meters from the penalty mark.

## **TROPHIES and Medals**

Each age category will be awarded with the following distinctions:

### **The MVP - The Golden Gloves - The Golden Boots:**

The judging for these awards will be done by a Technical Commission consisting of team coaches and the technical specialists from the Competition Organisation Committee. The decision of the Technical Commission is final and not subject to appeal.

### **The Golden Boot**

In case of a tie between two or more players having scored the same number of goals, the winner will be determined as follows:

If two or more players have scored the same number of goals, the winner will be the one whose team scored the most goals; in case of another tie, the one with the best defence and then the one having received less yellow and red cards. As a last resort, the youngest player will be designated best striker.



## **TECHNICAL AREA**

The technical area is the space where:

- the players will warm up
- the replacement players and team staff will sit while their team plays.

On the benches we will have :

- the 4 or more substitute players
- the coach and manager only

At the Match tables we will have:  
the Match Official

The area separating the pitches is reserved for the exclusive use of the Competition Organising Committee.

The Coach and Manger commit to have gained knowledge of the SIC 2019 Competition Rules and commit themselves to respecting and applying them throughout the whole event.