**IMPORTANT NOTICE:**
***All teams participating in our tournament are recommended to bring and use their own balls for the warm-up phases. If any team wishes to use the organisation's balls for these warm-ups, they must leave a deposit of €20 per borrowed ball with the field coordinator, which will be returned as soon as the balls are given back. Each team participating in the tournament will receive mineral water from the organisation before each match.***

## COMPETITION RULES

The currently applicable FIFA general rules of the game will be followed, without prejudice to the exceptions referenced in these regulations.

## COMPETITION SYSTEM

U16 CATEGORY (2011-2012):

11 teams placed in a single group, in a Champions' League format. Each team will play 4 matches in the Group Stage and, according to their final standing, will advance to the GOLD PHASE (top 4), SILVER PHASE (5th to 8th place) or the BRONZE PHASE (9th to 11th place).

## MATCH DURATION

All tournament matches will be played in two halves of 25 minutes, with a 5-minute half-time break, except for Bronze Phase matches, which will be played over a single 25-minute period. In the event of a draw in final phase matches, a penalty shootout (3 kicks per team) will take place.

## PLAYERS ON THE MATCH SHEET AND AGE VERIFICATION

The number of players is unlimited; all must be included in the official tournament squad lists. Any player from a club may be registered on the match sheet for any of that club's teams, provided they are of the same age category or younger, up to a maximum of 3 players per match. A team that breaches this rule in any of its matches will forfeit that match by a score of 3-0.

Before the first match, all players must complete the relevant age verification by presenting a national ID card or passport. We recommend arriving ahead of your first match.

All players must be of the age corresponding to their category or younger. In VERY SPECIAL cases, duly justified and approved by the tournament organisation, a team may field one or more players who are one year/category older than the category in which the team is competing.

## PLAYER SUBSTITUTIONS

Teams may make as many substitutions as they wish, provided they use no more than 4 windows throughout the match (a maximum of 3 of these in the second half). Substitutions made during the half-time interval do not count as one of the permitted windows.

Permission must always be requested from the referee before making substitutions. Substitutes enter the field from the centre line while play is stopped. A player who has been substituted may return to play by using a new substitution window. Simultaneous substitutions by both teams use one window for each team.

## TEAM PRESENTATION ON THE FIELD

Teams must be ready on the field to begin their matches 5 minutes before the kick-off time stated in the official tournament schedule.

Teams will enter the field following the pre-match protocol: from the centre circle, with the referees between them, the 11 starting players of both teams will walk out in single file.

Once the match has ended, the field must be vacated immediately.

## KIT FOR EACH MATCH

In the event of a kit clash, the team listed first in the official schedule will wear their first kit, and the team listed second will wear their second kit.

## CLASSIFICATION SYSTEM — GROUP STAGE

In the event of a points tie in the group stage, the classification will be decided by the following criteria:

- 1st Goal difference.
- 2nd Most goals scored.
- 3rd Head-to-head result between the teams involved.
- 4th Draw.

## SANCTIONS — DISMISSALS

In the event of a dismissal, whether by red card or double yellow, the tournament committee will convene to assess the sanction, which will be communicated to the team as soon as possible.

The TOURNAMENT COMMITTEE will meet at the end of each full day of competition. If a team fails to comply and fields a suspended player in their next match, the TOURNAMENT COMMITTEE will award that match to the opposing team by a score of 3-0.

Other sanctions:

If a team fields a player not included in the official squad list held by the TOURNAMENT COMMITTEE and submitted at the start of the competition, or commits any other irregularity, that team will be penalised for fielding an ineligible player and will forfeit the match 3-0.

## PENALTY SHOOTOUTS

In the event of a DRAW in a FINAL PHASE match, the winner will be decided by a PENALTY SHOOTOUT following this procedure:

3 penalties per team will be taken; the team that scores the most goals wins. Only players who were on the field at the end of regulation time may participate in the shootout.

If both teams have scored the same number of penalties after the initial kicks, the shootout will continue with alternate kicks, one at a time, until one team misses and the other scores.

No player may take a second penalty until all eligible players have taken one. If the tie persists, kicks are repeated in the same order, alternately, until the tie is broken.

## COMPETITION COMMITTEE

A COMPETITION COMMITTEE will exist to uphold FAIR PLAY at all times, sanctioning and resolving any infractions or irregularities that may arise throughout the TOURNAMENT.

Against decisions of the COMPETITION COMMITTEE, a team may lodge an APPEAL with the coordinator of the relevant venue within 60 minutes of the end of the match, upon payment of a €60 bond. This amount will be refunded only if the appeal is upheld. Once resolved, decisions of the Competition Committee are FINAL AND BINDING.

## ACCEPTANCE OF RULES

All participating teams accept the various Tournament Rules. Any matter not covered by these Regulations will be governed by the current Official Football Regulations of the Royal Spanish Football Federation.