# TOURNAMENT RULES

## 1 - Tournament Format

- **1.1** - The Acropolis Cup is affiliated with the Italian Football Federation (FIGC) and will be played in accordance with the applicable sections of the FIGC rules.
- **1.2** - The teams are divided into groups of up to six teams each, depending on the final number of teams in each age category.
- **1.3** - The place in the group table will be determined according to the team's points. Three points are awarded to a win, one point to a draw and zero points to a loss.
- **1.3.1** - If two or more teams have the same number of points, the order will be decided as follows:

    1 - Goal difference.
    2 - The highest number of goals scored.
    3 - Results of the match(es) between teams with equal points (head-to-head).
    4 - The highest number of victories

- **1.3.2** - In the event that a team is disqualified or withdraws during the group stage, all the results will be changed to 0-3 in favour of the opponent.
- **1.4** - The top 2 teams in each group advance to the semi-final and/or final matches.
- **1.4.1** - In the event of a single group, the top 2 teams will advance automatically to the final.

## 2 - Age Categories

- **2.1** - The Boys categories are the following:

    2010/2011 - 11v11
    2012 - 11v11
    2013 - 11v11
    2014 - 9v9
    2015 - 9v9
    2016 - 7v7
    2017 - 7v7
    2018 - 7v7
    2019 - 7v7

- **2.2** - The Girls categories are the following:

    2011 - 11v11
    2012 - 11v11
    2015 - 9v9

- **2.3** - Age categories specific rules apply.

## 3 - Finals (semi-finals and/or finals)

- **3.1** - All Final matches will be decided by direct elimination.
- **3.2** - In the event that a match ends with a draw in the Final, the winner will be decided by penalty shootout.
- **3.3** - In the event that a team is disqualified or withdraws during Final matches, the opposing team will move on in the competition.

## 4 - Players

- **4.1** - All players must be able to show proof of age and identity.
- **4.2** - A player may represent the same club in various age groups, but the player may not represent different teams in the same age group.
- **4.3** - If a player represents a club in several age groups, the player must be included on the list of participants for all teams that this player will be playing for.
- **4.3.1** - If a player represents a club in several age groups, but is only registered for one team, the player will not be allowed to participate for the rest of the teams. If this happens, the player will be excluded from the competition and the team will lose by 0-3 the matches in which this player participated.
- **4.4** - Teams that use players who do not appear on the registration form may be penalized and/or excluded from the tournament.
- **4.5** - Players are not allowed to register throughout the competition. The limit for registering players is up to 24 hours before the start of the first match.

## 5 - Match Details

- **5.1** - For the age categories with 7v7 competition formats, there will be 2 (two) halves of 20 (twenty) minutes each.
- **5.2** - For the age categories with 9v9 competition format, there will be 2 (two) halves of 25 (twenty-five) minutes each.
- **5.3** - For the age categories with 11v11 competition format, there will be 2 (two) halves of 30 (thirty) minutes each.
- **5.4** - There will be 5 minutes Half-Time for all the matches in all the age categories.
- **5.5** - Roster
- **5.5.1** - If a player is not on the roster, they cannot be used in the match.

- **5.5.2** - Any player or team staff not included on the roster, cannot access the technical area and must be in the stands outside the field.
- **5.5.3** - Random controls of the team roster will be carried out. Any irregularities may result in penalties or exclusion from the tournament.
- **5.6** - Player's Uniforms
- **5.6.1** - Numbers on jerseys are mandatory.
- **5.6.2** - If the player does not have a number on the jersey, he/she will need to add "manually" a number with a ribbon or will not be allowed to play the match.
- **5.6.3** - The number of players on the roster must match the numbers on the jerseys.
- **5.6.4** - Two players from the same team cannot use the same number in the match.
- **5.6.5** - The use of a shin guard is mandatory in all matches.
- **5.6.6** - All teams should be ready at the field no later than 15 minutes before kick-off with valid documents for the age control, in case they are asked.
- **5.7** - Match Balls
- **5.7.1** - For the age groups playing 7v7 and 9v9, all matches will use size 4.
- **5.7.2** - For the age groups playing 11v11, all matches will use size 5.
- **5.7.3** - The Tournament Organization will provide official match balls for the matches but the teams must also bring their own match balls for warming up before the matches.
- **5.8** - The Tournament Staff at the sporting facilities may have some bottled water for the teams but it's very important that the teams bring their own water for the matches.
- **5.9** - Some sporting facilities may have changing rooms but some are small and due to the large number of teams, your team may not get a place to get ready. It is recommended that the team arrives at the facilities already in their uniforms.
- **5.10** - The Tournament Organization and its Staff do not assume any responsibility in case of theft of sports equipment or personal belongings of participants in the hotel, during local transportation or at the sporting facilities.

## 6 - Registration - Age Control - Insurance

- **6.1** - For the purpose of identity verification, the following are accepted:
- **6.1.1** - For teams from Italy, we accept the player's card of the local football association to which they belong or the identity card.
- **6.1.2** - For foreign teams, we will only accept as a player's identification a valid identification card (legal card by a government institution and plastic-coated).

- **6.2** - Age control with a random check to the teams carried out by Tournament Staff can be done at any time.
- **6.3** - Foreign teams must make sure to have medical insurance to cover the group participants till the end of the tournament, both on and off the playing field.
- **6.4** - The Tournament Organization, including its Staff as well as the local authorities and their representatives and any local service providers do not carry any group insurance protecting participants in case of injury, illness, death, theft or damage to property and do not accept responsibility in any way for accidents, injury, illness, death or economic loss which may arise in the case of war, warlike events, civil war, revolution or civil disturbances or because of the actions of the authorities, strikes, lockouts, blockades, natural disasters, epidemics or similar events.
- **6.5** - Team managers must know in advance any "hospitals/clinics" with which their insurance company has agreements so that in the case of providing medical services, they can go with their athletes to them.
- **6.5.1** - Sporting venues may have an ambulance on the premises or nearby. If the ambulance drivers are not informed by the managers of the teams which clinic or hospital to be directed to, the team is responsible for paying for the service provided at the hospital to which the player was taken, if the same does not have an agreement with their insurer.

## 7 - Tournament Program

- **7.1** - The Tournament Organization Committee has the right to change the groups, match schedules and sporting facilities, at any time before and during the competition.
- **7.2** - In case of any changes, team managers will be promptly informed, but it is the responsibility of the teams to check on the website 2 hours before the match starts where it will take place.
- **7.3** - Team managers shall consult the match calendars all the time, especially when going to the next stages, as the Tournament Organization may be forced to make changes to the times and locations of the matches due to logistical requirements.
- **7.4** - In case of bad weather conditions matches may be decided by penalty kicks, coin toss challenge, or the Committee may decide to assign the title to the finalists ex aequo.

## 8 - Referees

- **8.1** - All the referees for the age groups playing 11v11 are members of the Italian Football Federation (FIGC), while for the other categories they are affiliated with local associations.
- **8.2** - All matches in each age group category have at least 1 referee.
- **8.3** - For the semifinals and finals in the 11v11 competitions, there will be two assistants in addition to the referee.

## 9 - Tournament Organization Committee / Protest and Sanctions

- **9.1** - The Tournament Organization Committee (the “Committee) handles protests, sanction matters, and unpredictable situations.
- **9.2** - All situations that occur will be analyzed always with “Fair-Play”.
- **9.3** - The Committee decisions cannot be appealed, and final decisions may not correspond to a FIFA and/or FIGC rule.
- **9.4** - All protests must be made in writing by the team manager and delivered to the Committee no later than 90 minutes after the match is finished.
- **9.4.1** - Protests that concern referees' decisions will not be accepted.
- **9.5** - In all the categories, if a player gets a red card the player with the red card can participate in the next match unless the referee reports the incident as very serious. In this case, the Committee must analyze and define whether or not the player will be suspended for one or more matches.
- **9.6** - Yellow cards are not accumulated.
- **9.7** - Severe offenses will be reported to the relevant Federation of the participating team.
- **9.8** - If a team fails to appear for a match, without a valid reason, the team can be declared with a loss by 0-3, after a decision by the Committee.
- **9.9** - If a team fails to appear on time due to transport reasons caused by traffic or other reasons, the Committee can decide to delay the match.
- **9.9.1** - In exceptional situations, the match can be rescheduled for another time in the same day or for another day, in case there aren't any venues available when the teams arrive.

## 10 - Standards of Conduct

- **10.1** - Team managers and coaches are responsible for the conduct of their players in case of damage caused in sports facilities, dressing rooms, hotels, transportation or other facilities; and teams are also responsible for their supporters’ conduct during the tournament.
- **10.2** - In case of damage the team managers should immediately contact the Tournament Staff.
- **10.3** - Failure to comply with the Tournament rules, including violent and verbal conduct from teams and/or their supporters towards the referee or the other team, will be dealt with by the Committee and may result in the exclusion from the competition.