



# FC POHU P11 (2012) Pre-Season Cup 22.4.2022

## RULES

### GENERAL REGULATIONS

The tournament is played on two levels – competitive (kilpa) and hobby (harraste). Players born on January 1<sup>st</sup>, 2012, and thereafter, have the right to participate in the tournament (overaged players, born in 2011, may only enter with a permit from the organizers).

There are 8 teams per level. Both levels are divided into two groups of four teams each. After the group stage, each team plays one placement game against the team from the other group with the similar group ranking (i.e. A1 plays B1 to determine the tournament winner and runner-up, A2 plays B2 for positions 3 and 4, and so on).

The tournament is played at 8 vs 8, 1x25 min games. 4 games per team.

In the group stage, a win yields 3 points, a draw 1 point, and a loss 0 points.

The tournament winners of both levels receive a trophy, the top three teams of each level are awarded with medals.

Offside rule: the offside area starts from the penalty area's boundary.

If the opposing teams' kits are indistinguishable from each other, the team mentioned last in the match programme (the away team) must change their kit (vests are permitted as away shirts).

All disagreements and objections relating to the tournament are resolved by the tournament jury. The jury's decisions cannot be appealed.

### ORDER OF TEAMS ON EQUAL POINTS

If two or more teams are on equal points, the victorious team will be determined as follows:

- a. the head-to-head higher points score for the teams in question;
- b. the head-to-head goal difference for the teams in question;
- c. the higher number of goals in matches completed by the teams in question.
- d. If, after applying criteria a) to c), there are fewer tied teams than at the start, criteria a) to c) shall be applied again between the teams that are still tied. If this does not resolve the situation for all teams, criteria e) to h) shall be applied to the teams whose order of precedence is yet to be determined:
- e. the goal difference in all group stage matches;
- f. the higher number of goals in all group stage matches;
- g. the higher number of wins in all group stage matches;
- h. drawing lots.

## **DETERMINING THE MATCH-WINNER OF A PLACEMENT GAME**

If a placement match is tied at full-time, a penalty shoot-out takes place. The players on the field at the end of the match are entitled to take part; the goalkeeper may be replaced if injured. There are 3 initial kickers per team. If the winning team cannot be determined during or after the penalty shoot-out, a sudden-death round will take place, one pair of kickers at a time, until one team succeeds and the other fails.