

Tournament Regulations 2010

1. The tournament is accomplished by the guidelines for indoor soccer of the DFB (German Soccer Federation) and the FVR (Soccer Alliance Rhineland). Also the following special provisions have to be noted.
2. There are only juniorplayers allowed to be appointed who have a valid playing pass. All of the passes and the teamlist are to be handed to the tournament administration for the checkup by 30 minutes before the tournament starts. The teamlist has to be written in block letters and in numeral order of the jersey-numbers, which are valid for the entire tournament. Players of outlandish teams/clubs, who can't present a playing pass, have to identify themselves by a certified document (passport/identity card). Only Players **born later than 01.01.1993** are permitted to attend.
3. **A team can consists max. 14 players**, which 5 (1 keeper/4 fieldplayers) are on the playing field at a time. **The keeper may leaves the goalmouth**, but to play the ball by hand is just allowed in the goalmouth. The players can be replaced at will while playing by flying splice. It has to happen at the cushion from the side of goal. The player who will replaced has to leave the field before the converted player enters the field. Re-Convert is possible. The substitutes, the trainers, choaches, physiotherapists and so forth have to stay at the reserve bench area behind the goal cushion at the playtime of their team.
4. The playing field is 23x41 meters big. There are cushions around the field. The penalty area is marked as a square goalmouth. The goals are 5 meters wide and 2 meters high. The 9 meter mark is marked and is to synonymous with the point of the penalty kick. If the ball is played over a side-gated cushion, it will come back into play again by rolling in. When playing over a goal-side-cushion, a corner kick or rather a keeper kick/dropping happen. The keeper can choose any option to bring the ball into play. If the ball gets from the keeper straight into the upfield without a contact to another player, an indirectly free kick from the midline has to be decided. It is played by the "Back-Pass-Rule".
5. The playing time of the plays 1 – 49 is 1x12 minutes without changeover. The both final plays take each 15 minutes without changeover. The playing time will be Recorded by an automatic timer.
6. The team, which is first mentioned in the playing schedule, starts on the right field half (view of grand-stand), kicks off and has to change the jersey in case of same football shirts with the opposing team. All teams have to bring 2 different coloured jersey-sets at least.
7. **The Prelim (15 teams)** is played in 3 groups each with 5 teams. The each 4 front placed teams out of the groups A - C are qualified for **the intermediate stage (12 teams = 4 scales each with 3 teams)**. For the **quarter-final (8 teams)** the teams have to be ranked in first or second place per scale then.
8. If the scores and the goals of the prelim or the intermediate stage are equal as well as the quarter- or half-final plays are drawn, a nine-metre-shooting will take place. Only each of the both final plays are elongated of 1x5 minutes.
9. If the referee decided a **time penalty** of 2 minutes, the involved player has to leave the field over the entire time. The team can add another player if the rival team scores a goal. In case of a field reprimand by **red card**, the person concerned is dropped out of the tournament and is to tell on to the award chamber. The team which has to accept the reprimand can be replenished by another player if the rival team scores a goal or after expiration of **3 minutes** at the latest. The penalty is controlled by the tournament administration and referee respectively.
10. The wearing of shin guard is duty. Only bright-soled sportshoes are allowed in/on the interior of the hall. The shoes have to be provided that these can't hurt a player or leave marks on the floor.
11. The usual 11 meter terms valid at the 9 meter shooting, except that all of the teamlist mentioned players are allowed to partake – unless they are not expelled by a red card during the previous course of the tournament. Each team has 5 tries at first. Is there no decision reached afterwards, the shooting will be continued until a winner is determined.
12. At the kick-off, rolling-in and other playing serial the opponent has to be minimum 3 meters away from the ball.
13. If the ball contacts the roof of the hall or an object/sector besides the playing field an indirect Throw-in will take place at that point where the ball has left the field of activity. Returns the ball from the object/section directly into the goal the playing serial is to do by kick-off rather by corner-ball.
14. Protests and vetoes because of breach of the referee are not allowed. By possibly other disputes the tournament administration will decide. A potential proof by videotaping will not admitted.
15. All tournament teams attend the opening ceremony on Saturday and the closing ceremony with the award ceremony on Sunday.
16. The 6 first ranked Teams are qualified automatically for the next tournament "WESTERWÄLDER KERAMIK CUP 2011" on 15rd and 16th of January 2011 in Montabaur.
17. In the course of the award ceremony on Sunday the top scorer, the best keeper and the best field player of the tournament will be honoured, who are elected by the coaches of the participated clubs. The out handed evaluation sheets have to fill out in readable block letters and give back to the tournament administration before the play of place 3 and 4 at latest.
18. Every participant is responsible for the safety and keeping of their own belongings (incl. clothing, valuables and so forth). The organizer(s) of the event do not hold responsibility for any kind of loss, damage or theft.
19. The organizer(s) do not assume an accident liability or any costs/financial consequences resulting from this.