



# SOCCER CUP WITHOUT DRUGS HUNGARY 2013



## Competition Plan

The Teams will be divided by drawing into two groups, each 5 Teams. To ensure the optimal mix between nations and organizations, we share the teams in 5 pots. One Team will be drawn from each pot and assigned to the respective group.

Pot No. 1: Tannenhof A (GER), Tannenhof B (GER)

Pot No. 2: Villa Renata (ITA), Polisportiva (ITA)

Pot No. 3: Grüner Kreis (AUT), Login (AUT)

Pot No. 4: Haus Weitenau (GER), Doroga (UKR)

Pot No. 5: Megálló (HUN), Madrisz (HUN)

Within the Groups everyone plays against everyone. The top two Teams of each Group qualify for the semi-finals, where the group winners will be drawn against the runners-up. Teams finished in each Group in Position 3 will play for 5th Place. The winners of the the semi-finals will play for the Cup, the losers for 3rd Place.

**Placement matches (Place 7-10.):** The bottom two Teams of each Group will be drawn against each other. Team in Position 4. in Group A will play against the Team finished in the 5th Position of Group B. 5th in Group A will play against 4th in Group B. The final placement will be decided on point.

**“All Star” Game:** The Committee consisting of the Team leaders will choose at least one day before the Game the Captains of the Teams and mark out the Team of “Therapists”. In the “Clients” Team the Team leaders of Teams finished in Position 3-10. delegates each 1 Person and Teams played in the Final each 2 Persons.

### Match Report

A Match Report will be issued for the administration of the Matches. The data will be submitted by the Game Commissioner and the Referee, who will confirm the Report with their Signature.

### Game Commissioner

All Matches will be supervised by one Game Commissioner. The Commissioners will be chosen from the Committee of the Team Leaders. Ideally one day before the match, at least one hour before the game. Conflicts of interests are excluded. The task of the Commissioner is to nominate the “best player of the game” and to judge the Fairness of each Team on a scale of 1-5. In case of Nomination and Measuring the Commissioner can work together with the Referee.

### Referee

All Matches will be prosiding by one Referee. Beside his responsibility over the game, the Referee has also reporting tasks, wich will be recorded in the Match Report. The task is to record and provide the Name of the goal scorer(s), the number of yellow card given and the Name of the Player, who got red.





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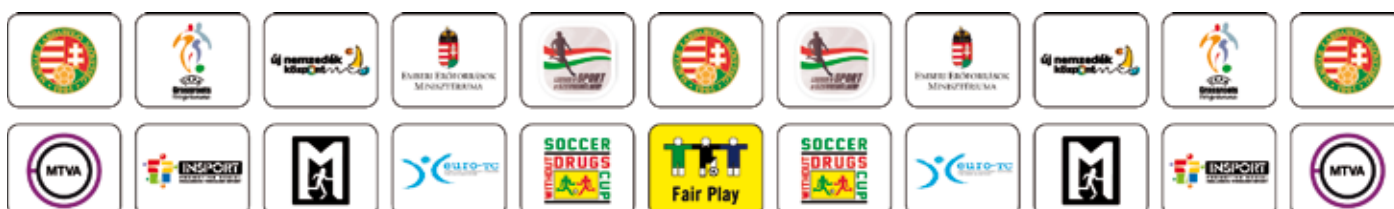
## Rules

Size of the Pitch: 65x39.5 m. Penalty area: 12x20 m. Size of the goals: 5x2 m. Ball: normal, size 5. Played will be without offside. Playing time: 2x20 minutes, with running clock. Halftime: 5 minutes. Warm-up/Administration time: 15 minutes. Number of Players: 6+1. (6 Field players, 1 goalkeeper). A team may nominate a maximum of 14 players. In case of colour similarity indicator jerseys has to be worn. The jersey of the goalkeeper must differ in color from their own team and the opponent. Flying changes are allowed, but only in the own half. Soccer shoes with rubber or plastic cleats and shin guards are recommended but are not mandatory. Equipment through which a player can hurt himself or the opponent are strictly prohibited.

The group matches and the placement matches will be played on two pitches and at the same time. The games are each directed by one referee. Rule violations and disciplinary problems are punished by the referee with yellow and red cards. After two yellow cards in one game, the affected player sees red and must leave the field immediately and can not interfere with the running game. In case of unsporting behavior or rude conduct the red card can be shown immediately. In addition, these players can be banned for one or more games. Measures shall be determined by the Committee. If the number of players reduced below 5, the game must be stopped immediately and the opposing team will be credited with 3 points and a goal difference of 3-0. Victory = 3 points, a draw = 1 point, Loss = no point. If teams equal on points, decided by 1) Number of wins, 2) Goal-difference, 3) Goals scored, 4) Head to head, 5) Draw.

The goalkeeper is allowed to bring the ball that has violated the baseline arbitrarily into play, but the ball must leave the penalty area. At goalkeeper drop-ins or kick outs the opposing players have to be outside the penalty area. When the whole of the ball crosses the touch line the game will be continued with a throw-in. At corners and free kicks the opponent must hold 5 meter distance from the ball. in quarter- and semi-finals and in the final if scores are level at the end of normal time, the tie is decided by a 9 meter penalty shootout. Both teams shoot 3-3 nines, and if a tie still exists an alternating-one, until victory.

In all other open questions, the guidelines of the committee and the UEFA are to consider.





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## Awards and special awards

1st Place: gold medal and challenge cup trophy

2nd Place: silver medal and cup

3rd Place: bronze medal and cup

4-10. Place: ceramic medal and cup

### Top scorer

The Award is given to the Player, who scores the most goals. The number of goals will be summarized from the Match Reports. If Players equal on goals they share the Title.

Award: Cup and surprise

### MVP - Most valued Player

Most valued player of the Tournament will be the Player, who gets the most nominations in the Match Report form.

For each nomination, there is a point. If players equal on points, decided by 1) Goals scored,

2) Number of wins with the Team, 3) Team head to head.

Award: Cup and surprise

### Fair-play Award

Fair-play winner will be the Team, who gets the most points in the Match Report form for the categorie fairness.

If a player of a Team sees a red card during the Tournament, the Team will be automatically excluded from this Award.

If Teams equal on points, decided by 1) less yellow cards, 2) vote by the committee.

Award: Cup and surprise

