



# Swiss Fund and Asset Management Cup

## Tournament Rules

### Principle

Fair play is more important than winning! Fun, respect and the enjoyment of football have the highest priority.

### Basis

The following basic rules will be applied:

- ▶ There is no offside
- ▶ Fair play is key! However games will be umpired
- ▶ Deliberate passing to one's own goal keeper is allowed
- ▶ Opponents must keep a distance of 5m during free kicks
- ▶ Shoes with removable cleats are not allowed; shin guards are recommended

### Number of players

Teams consist 1 goal keeper and 5 field players. Players may only belong to one team during the tournament. The number of substitutes is not limited.

### Substitutions

Substitutions are allowed at any time, whether the ball is dead or in play. New players must enter the playing field at the same spot where a field player exits the field and must wait until the field player has exited before doing so. Should a team gain an unfair advantage (either while attacking or defending) by breaking this rule, then a penalty kick is awarded to the opponents.

### Qualified players

- ▶ The basic rule is that all players belong to a team registered for the tournament.
- ▶ Exceptions can be granted by the organizing committee prior to the tournament date.
- ▶ A maximum of two active/qualified player can play in one team
- ▶ The organizing committee has the right to allow teams to participate

### Duration of games

- ▶ The team listed first on the tournament timetable is given the kick-off and chooses the direction of their play. Games
- ▶ are played over 10 minutes without a change of sides or half-time.
- ▶ Tournament administration is responsible for time-keeping and signals both the beginning and end of each round.

The teams are kindly asked to vacate the playing fields as soon as games are over. Delays can lead to a reduction in game duration.

### No-shows

- ▶ If a team does not show up on time for a scheduled game, the game will be counted as a forfeit win in favor of the team that showed up.

- ▶ If a team withdraws from the tournament, all further games of that team will be counted as a forfeit win in favor of their opponents.

### Forfeits

- ▶ Forfeits are given a 0:0 score (nil all).
- ▶ The eligible/present team is awarded 3 points.

### Qualifying

At the end of the qualifying phase, all teams are ranked within their groups according to the number of points each of them notched up.

In cases where teams have the same number of points, the following rules will be applied to designate the higher ranked team:

- ▶ The result of the direct encounter between the two teams
- ▶ The difference between the number of scored and conceded goals
- ▶ The number of scored goals
- ▶ A penalty shoot-out (3 per team followed by sudden death)

### Penalty shoot-out

A penalty shoot-out includes 3 penalties from each team in alternating order and taken by different players. If the score is still drawn after 3 penalties each, extra rounds of one shot each continue until a winner is decided. A player is only allowed to participate a second time in the same penalty shoot-out once all of his/ her team mates have had their turn.

### Protests

Protests must be announced to the organizing committee's tent before an objectionable game begins or continues and must be confirmed at the organizing committee's desk within 10 minutes of the end of the objectionable game. The referee's decisions are to be accepted without dispute and cannot be challenged by protest.

### Ejection from the tournament

Unsportsmanlike behavior can lead to single players or entire teams being ejected from the tournament. The organizing committee has the right to decide on this matter.

### Liability and Insurance

There is no liability taken for any goods in the changing rooms. Insurance against accidents etc. is the responsibility of the participants.