

Tournament regulation U8 REWE Richrath Pfingstcup 2023

1. It will be played according to German Football Association (DFB) rules.
2. **Team sheets** have to be handed over to the Infopoint (easily legible) at the latest 30 minutes before your first match. Passes/passports have to be shown to the tournament directors before the start of the tournament. Shirt numbers have to match the numbers on the team sheet.
3. **Age date:** born in 2015 or younger
4. **Mode of play:** see Schedule
5. **Goalie:**
In the U8 tournament it isn't allowed for the goalie to kick the ball out of his hands. So either he has to throw the ball or to put the ball on the pitch and shoot the ball from the ground of the pitch.
6. **Playing time:** see shedule.
All the matches will be started and finished centrally, with the use of a siren, by the tournament organizers. We would ask all trainers to remove injured players from the pitch for treatment, so that play may continue without significant delay. Should there be a need for a longer injury related break (more than 1 minute), the referee may extend play beyond the sounding of the siren, accordingly, and at his discretion. The team which is mentioned first in the schedule will be closer to the tournament board as his opponent at the beginning of a match.
8. **Teams:** U8-Tournament: – 4 outfield players + goalkeeper (+ substitutes)
9. **Substitutions:** Any number of players can be substituted from the touchline.
10. **Kick in:**
The ball will be kicked in. **A direct kick in CANNOT lead to a goal!**
11. **Kick off:**
A direct kick off CANNOT lead to a goal!
12. **Pass back:**
For all tournaments, the back-pass rule applies.
If a player passes the ball intentionally to his goalkeeper with the foot or by a throw-in, it is prohibited the goalkeeper from touching the ball with the hands or from taking up, otherwise it is decided on indirect free kick.
12. **Free kicks:** Directly explained free kicks can lead to the gate success. If a free kick is indirect, the referee will show it by raising his arm.
13. **Offside:** In the U8 tournament it is played without offside regulation.
14. **Personal Penalties:**
are bookings (yellow card), sending off (2 minute-suspension) as well as sending off for good (red card). In case of a sending off for good the tournament directors

will decide what penalty is appropriate.

15. Field of play/goals:

It will be played on a pitch with the size of 35 x 25 meters with Mini Soccer goals (5 x 2 m).

16. Evaluations:

Each team is allocated 3 points per win and 1 point per draw. Should at the end of a group stage teams be level on points the following criteria determine the place in the group:

1. Goal difference
2. More goals scored
3. Direct results between the teams in question
4. If only one of two (or several teams) might progress a penalty shoot-out (9m) will decide (3 penalty takers each team).
5. If all teams involved are already qualified for the next round a ballot will decide the places in the group (tournament directors).

17. Kits:

The team first mentioned on the schedule has to change shirt in the event of shirts having the same colour or wear the bibs provided by the tournament directors.

18. Challenge Cup:

The challenge cup of our respective tournaments remain in possession of the hosting club.

19. Entrance of the fields:

Entering the fields is limited to the players and up to 3 coaches. Would all parents and supporters please have a seat in the stand or stand on the terraces.

In the knock-out games a draw is immediately followed by a penalty shootout (9m) (3 penalty takers). If the scores remain level another player has to step up until there is a decision.

20. Miscellaneous

1. Shin pads are compulsory. Playing without shin pads is not allowed for insurance-related reasons.
2. The Organizers or organizing club do not take responsibility for any adversity suffered by any participant. We do not take any responsibility for theft!
3. With the participation in the tournament the participant association recognises the tournament order

The tournament management