

FOOTBALL TOURNAMENT RULES AND REGULATIONS

MADDCUP 2023

EXPERIENCE THE THRILL

FROM JUNE 23 TO 28 . 2023



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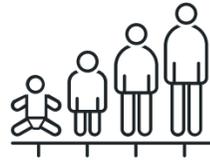


1. TOURNAMENT RULES AND REGULATIONS

The MADCUP 2023 international football tournament will be governed by the rules of FIFA and the Spanish Football Federation (RFEF) as well as those of the Federation of Football of Madrid (RFFM). The rules refer to 7-a-side and 11-a-side football competitions, with the exceptions provided for in these rules.

https://rfef.es/sites/default/files/reglas_de_juego_2022_23.pdf

<https://www.rffm.es/federacion/documentacion-circulares/normativa-reglamentos>



2. AGE CATEGORIES



BOYS

11-a-side

U19*

Born on or after:
01/01/2004

U16

Born on or after:
01/01/2007

U15

Born on or after:
01/01/2008

U14

Born on or after:
01/01/2009

U13

Born on or after:
01/01/2010

7-a-side

U12

Born on or after:
01/01/2011

U11

Born on or after:
01/01/2012

U10

Born on or after:
01/01/2013

U9

Born on or after:
01/01/2014

U8

Born on or after:
01/01/2015

U7

Born on or after:
01/01/2016

GIRLS

11-a-side

U19

Born on or after:
01/01/2004

U16

Born on or after:
01/01/2007

U14

Born on or after:
01/01/2009

7-a-side

U14

Born on or after:
01/01/2009

U12

Born on or after:
01/01/2011

MINIMUM SQUAD SIZE

7-a-side: 11 players

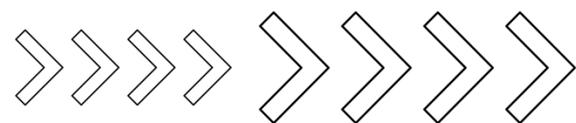
11-a-side: 16 players



EXCEPTIONS:



- In the boys' U15 and U13 categories, three (3) players of one year older may register.
- In the boys' U19 category, four (4) players of the U21 category (born in 2002) may register.
- In the girls' U16 and U19 categories, two (2) players of one year older may register.
- In the female categories, a player can participate in a maximum of two categories, provided that she is registered in one of the categories and the organization has authorized her participation in the other category, arriving, obligatorily, before the beginning of the second half of the match.
- Clubs that register two teams per category may not move players from one team to another within the same category (if he/she is registered in the B team, he/she cannot play in the A team and vice versa).



»»» EXCEPTIONS:



- In the boys' categories, a player is allowed to participate in several categories, as long as the team has already registered the minimum number of players required by the organization (16 players in 11-a-side football and 11 players in 7-a-side football).
- This player can only register in one of them and the club must communicate to the organization the name, surname, and ID number of that player in accordance with the registration deadlines set by the organization.
- The player may participate in a maximum of 3 different categories, provided that the above rule regarding the minimum number of players is respected.
- In the 7-a-side categories, older age players may not participate (boys or girls)
- Any player who shows up for the match after the end of the break may NOT participate in the match.
- A player may participate in a team of a maximum of two categories higher than his category.
- **In certain special cases, in order to facilitate the organization of the tournament, the Competition Committee may expressly authorize an exception to the age rule.** In these cases, the rest of the teams in their category will be informed.

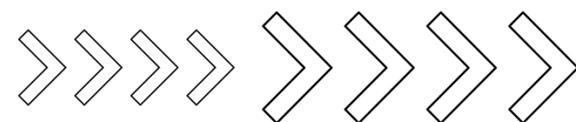


3. MATCH DURATION AND BREAKS



MATCH	BOYS	GIRLS	BREAK
2 x 25'	U 19 (2 x 35') U16 U15 U14 U13	U19 U16 U14	3'
2 x 20'	U12 U9 U11 U8 U10 U7	U14 U12	3'

- Matches: 2 x 25' / 2 x 20'
- Half-time break: 3'
- The breaks of all categories will take place on the playing field.





4. MATCH VENUES



All matches are played on artificial or natural grass pitches and will be played according to the schedule and calendar, which will be provided by the organization well in advance of the start of the tournament.



5. COMPETITION FORMAT



Group phase:

The teams in each category will be divided into groups, where they will face each opponent in a single match, round-robin format, which will be played from Friday to Monday (exceptions may be made for organizational reasons). The groups will be composed of 4, 5, or 6 teams.



As a general rule, subject to exceptions to be determined by the organization:



The 1st and 2nd placed teams of each group will play in **MADCUP GOLD**.



The 3rd and 4th placed teams of each group will play in **MADCUP SILVER**.



The 5th and 6th placed teams of each group will play in **MADCUP BRONZE**.

- The design of these phases will depend on the total number of teams participating in each category. Being the 4th and 5th teams able to participate in MADCUP SILVER or MADCUP BRONZE.

Goal difference caps:

The official score will be capped at a maximum goal difference of nine (9) goals. Although the match will continue to be played until the end, the goals scored above nine goals difference will not be counted. All disciplinary sanctions (cards and expulsions) during the entire duration of the match will be taken into account. For statistical purposes of the tournament, all goals scored by each player will be counted, up to a maximum of nine goals difference per match (i.e. a match that ends 14-2 the goals of the home team will be counted up to 11).



6. CLASSIFICATION CRITERIA



GROUP PHASE

MATCH POINTS SYSTEM:

Match won >>> 3 points

Match tied >>> 1 point

Match lost >>> 0 points

The ranking of the teams in each group of the group phase will be determined according to the following sequential criteria:

- 1st - The highest number of points obtained in all the matches of the group.
- 2nd - In case of a tie in the previous point, the classification will be determined according to the highest difference between goals scored and goals conceded, taking into account all the matches of the group, always considering the maximum difference of nine goals per match.
- 3rd - If two teams are still tied after applying the above criteria, the ranking will be determined by penalizing the greater number of disciplinary sanctions received by a team. (Counting one (1) direct red card as three (3) yellow cards, and one (1) red card for a double yellow card will count as two (2) yellow cards, not counting the red card).
- 4th - If the ranking continues to be tied, the "Goal Average" (of the particular result of the head-to-head match) will be taken into account.



- 5th - If after the previous point, the rankings are still tied, the final placing will be determined according to the fewest number of goals conceded in all the group matches, always taking into account the maximum difference of nine goals per match.
- 6th - If the tie persists, the ranking will be settled by a random draw by the Competition Committee, with the delegates of both teams being present. If they cannot be present in the time and manner determined by the Competition Committee, it will be decided by random draw, and the organization will communicate the results to the teams concerned.

If the tie occurs between three (3) or more teams, the ranking will be determined as follows:

- 1st - The highest number of points obtained in the group matches played against each other by the teams in question;
- 2nd - In case of a tie in the previous point, the ranking will be decided according to the goal difference in the group matches played against each other by the teams in question;
- 3rd - If after that the tie persists, the classification will be determined by penalizing the highest number of disciplinary sanctions received by a team, determined by the Competition Committee.
- 4th- In the event of a tie after the previous point, the fewest number of goals conceded in the group matches played against each other by the teams in question shall be taken into account.
- 5th - If a tie persists, the ranking will be settled by a random draw by the Competition Committee, with the team delegates being present. If they cannot be present in the time and manner determined by the Competition Committee, the Committee shall decide by random draw and shall inform the teams concerned.



KNOCKOUT PHASE

Head-to-head match between two (2) teams, with the team that wins the match advancing to the next round.

In the event of a tie, a series of penalty kicks will be taken from the penalty spot, five (5) penalties for each team, alternating one team with the other in their execution, after a random draw so that the team drawn may choose to be first or second in the taking their penalty kicks. Each penalty kick must be taken by a different player. All penalties shall be made in the same goal.

The team that scores the most goals in the series will be declared the winner. In the event of a tie, the kicks shall continue, in identical order, one for each team, by different players from those who took part in the previous series, until the moment that, with both teams having taken an equal number of kicks, one of the teams has scored one more goal. If the tie persists after all the players of a team have taken their kicks, they shall take penalties again in the same order as in the previous series, until one of the teams wins.

In both 11-a-side and 7-a-side football, any of the players listed on the roster of the match being played may take part in the penalty kick shootout, allowing the goalkeeper or the shooters to be changed before the start of the shootout. During the penalty shootout, those players who are not on the list of shooters/goalkeepers, along with the coaching staff, will remain in the half of the field where the penalties are not being taken.





7. NUMBER OF PLAYERS AND SUBSTITUTES



11-a-side

- An 11-a-side team may register a maximum of twenty-five (25) players in the tournament, and a maximum of twenty (20) players may be on the roster of each match. Likewise, a maximum of three (3) members of the coaching staff may be registered for the tournament.
- All substitutions are allowed, including that of the goalkeeper, always upon request to the referee by the coaching staff.
- Substitutions may be rotational, i.e. a player who has been substituted may re-enter the field.
- Each team has three (3) opportunities during the match to make substitutions (not counting the half-time break), when a substitution is made by both teams in the same opportunity, it is counted as an opportunity spent for both teams.
- All changes must be made from the center of the field, with the referee's authorization, and when play is stopped.

7-a-side

- A 7-a-side team may register a maximum of eighteen (18) players in the tournament, and a maximum of fourteen (14) players may be on the roster of each match. Likewise, a maximum of three (3) members of the coaching staff may be registered for the tournament.
- All substitutions are allowed, including that of the goalkeeper, always upon request to the referee by the coaching staff.
- Substitutions may be rotational, i.e. a player who has been substituted may re-enter the field.
- All changes must be made from the center of the field, with the referee's authorization, and when play is stopped.

In U8 and U7 categories **there is no offside, and the goalkeeper can pick up the ball with their hands when a player passes to them.** In the rest of the categories the offside rule will be applied and passing to the goalkeepers' hands will be penalized.





8. DOCUMENTATION FOR THE MATCHES



Fifteen (15) minutes before the start of each match, the delegates of each team must review with the field delegate, the list of players registered in the tournament platform and in the virtual record. All players must wear the identification wristband assigned by the Organization, and the color of these wristbands must correspond to those authorized for the dispute of that category. See point 22 (player accreditation).



9. TEAM UNIFORM / TEAM KIT



All jerseys must be marked with numbers that coincide with those appearing on the match sheet. The numbers must be placed on the back of the shirt. In the case of uniforms appearing too similar, the visiting team (2nd in the match report) must change their jerseys.

In the case of not having a second kit, the teams must provide bibs for the mandatory use of their players. The tournament will not provide any set of bibs to the teams, making it the responsibility of the club to have them. The field delegate will have the power to forfeit the match by three to zero (3-0) for the team that makes it impossible to play, for failure to comply with the rules on equipment. This decision will correspond exclusively to the field delegate, after having assessed it with the referee of the match.





10. MATCH PUNCTUALITY



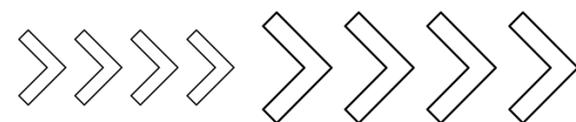
Match schedules shall be strictly followed. Teams must be present at the field where their match will be played fifteen (15) minutes before the start of the match. If teams fail to arrive on time and the organization deems that there is no justifiable cause for absence, the match will be forfeited by the offending team by a score of three to zero (3-0). The breaks of the matches will have a duration of three (3) minutes and must be held at the playing field, weather conditions permitting, at the discretion of the field delegate, and play is to be resumed with strict punctuality.



11. HYDRATION BREAKS



For the health and safety of all athletes, a hydration break will be held in the middle of each half. The hydration break will have a maximum duration of 1 minute which will be added to the end of each part as added time.





12. SUSPENSIONS / DISCIPLINARY SYSTEM



The player who was sent off by direct red card will be suspended with zero, one, or more matches, or expulsion from the tournament (depending on the cause of expulsion, to be determined by the Competition Committee). Yellow cards will not be accumulated from different matches.

- 11-a-side: If a team is left with 6 players, the game will be terminated with a 3-0 loss for the team with 6 players or with the score at that time of termination if it is better for the team left with more than 6 players.
- 7-a-side: If a team is left with 4 players, the match will be terminated with a 3-0 loss for the team with 4 players or with the score at that time of termination if it was higher for the team left with more than 4 players. Given the formative nature of the competition, in 7-a-side the referee has the power to expel a player for only two minutes from the field if they deem it appropriate based on the development of the match, not being able to enter another player in his place in that period, and the team must play with a numerical inferiority for the duration of the expulsion.

In the case of a tie, as one of the criteria to determine the final ranking, the accumulation of cards will have a negative value when qualifying (Fair Play), having a negative value of 1 point for each yellow card, 2 points for a double yellow card and 3 points for each direct red card. The sum of these points will only and exclusively be made through the match disciplinary reports of the organization.

If a team shows a violent attitude (physical or verbal) during the competition (inappropriate protests to referee decisions, confrontation with rivals, teammates, or with team leaders, members of the organization, etc.), it may be automatically banned from the competition. In the same way, unsportsmanlike conduct of the fans of the teams may be penalized, which may lead to the expulsion of a team from the competition if their behavior puts at risk the values that the tournament aims to transmit.

The MADCUP Organization reserves the right to report, before the RFFM Competition Committee of the corresponding territorial or international federations, any violent or unsportsmanlike behavior, so that it may review the possible disciplinary repercussions that may arise for the rest of the competitions of its Federation.

During the group phase, in the case of absence or expulsion of a team for serious misconduct, according to the criteria that the organization has established, all the results against opposing teams so far will be kept valid and, for the rest of the matches that were to be played against the expelled team, the opponents will be considered the winner by a score of 3-0.

In the case of matches played during the knockout phase, or if the withdrawal occurs before the start of the competition, their opponents will be awarded a win by the score of 3-0. If the event that the definitive suspension of a match is motivated by altercations initiated by both teams in play, and depending on the seriousness of the incidents, the organization may deem the match as a loss for both teams by the score of 3-0.



13. PLAYER REGISTRATION

Player registration must be completed by the deadlines indicated by the tournament organizers. No player may be registered after this deadline. Any incident related to this aspect must be immediately communicated to the Organization and the Competition Committee.

Since the same club may have more than one team in each category, it is prohibited for the same player to participate with more than one team in the same category. He/she may participate in another team of the same club, as long as he/she is registered, the team is of a higher age category, and as long as he/she shows up for the match before the start of the second half.



14. REFEREES



The referees who will officiate the matches of the tournament will be members of the RFFM Referees Committee, in order to ensure the highest level and rigor of the refereeing. The Organization may have several referees not belonging to the RFFM to be used in case of absence of the referees or substitutes appointed by the RFFM.

The referee will be the highest authority on the playing field and may suspend or terminate a game in case of a constant unsportsmanlike attitude or behavior of a team, although he/she will always try to find a way to achieve mutual understanding and to finish the games normally. To this end, maximum cooperation is expected from everyone: players, coaches, and players' companions, in accordance with the values established by the tournament.

In case of absence or significant delay of a referee, the Organization grants to the referees that are not members of the RFFM or, where appropriate, to the Field Delegates, the power to referee the match in question, so that the teams can play their matches according to the established schedule. Any absence, unjustified tardiness, or improper behavior of a Referee will be communicated by the Organization to the RFFM.





15. RESPECT

Team delegates will be responsible for the attitude and behavior of their players towards referees, teammates, opponents, public, organization and materials of the sports facilities (locker rooms, benches, playing fields, etc.).

Likewise, the organization will inspect the locker rooms (or common areas used for changing) before and after each match with each team delegate to certify that these areas are used correctly. In case of any damage to the tournament facilities, the club of the team that causes such damage will be held responsible for it.



16. COMPLAINTS

Appeals or complaints of any team must be submitted in writing and delivered by the delegate of each team to the field delegate, within sixty (60) minutes after the end of the match in question. The Organization will not be responsible for complaints related to the referee's performance, although they will be transferred to the RFFM referees committee.



17. COMPETITION COMMITTEE



The Competition Committee of the tournament will meet to analyze any notable or serious incident occurring during the day. Its decisions will be final and all participants must respect them without exception.

The sanctions that are imposed in each match will be applied immediately, not allowing the inclusion on the roster for the next match of players who were sent off in the previous match. If the sanction must be studied by the Competition Committee, the sanctioned player or team will not be allowed to participate in the tournament until the Committee's resolution.

The MADCUP Organization reserves the right to report, before the RFFM Competition Committee of the corresponding territorial or international federations, any violent or unsportsmanlike conduct, so that it may review the possible disciplinary repercussions that may arise for the rest of the competitions of its Federation.



18. SPECIAL SITUATIONS



In the case of suspension or cancellation of a match once it has started, due to reasons beyond the Organization's control, the Competition Committee and the Organization itself, based on the cause that motivated the suspension or cancellation, will decide the outcome of the match.

Likewise, in special cases that have prevented the game from being played, it will be played as arranged by the Organization.



19. MATCH SCHEDULE



For organizational and logistical reasons, as well as due to circumstances out of the control of the Organization, the Organization reserves the right to make changes in the scheduling of matches, both in terms of the division of groups, as well as in the schedules and playing fields. The information about the changes will be communicated to the delegate of the team with sufficient time in advance.





20. TOURNAMENT BALLS



The official balls of the tournament will be provided by the Organization in each match. It will be played with the official ball of the RFFM, except for exceptional circumstances at the discretion of the Organization.

- All 11-a-side matches will be played with the official RFFM ball, Kromex Karma size 5.
- All 7-a-side matches will be played with the official RFFM ball, Kromex Karma size 4; except for U8 and U7, which will be played with Kromex Karma size 3.

Any use of a different ball, at any time during a match, will be sufficient cause for a referee to annul any play not made with the official ball supplied by the Organization.

The organization will not provide balls for pre-match warm-ups; each team will be responsible for bringing their balls for warm-up exercises. In case a team may need balls for the warm-up, exceptionally, the organization may give a maximum of three (3) balls with a deposit of €20 per ball.



21. INSURANCE



TEAMS FEDERATED WITH THE COMMUNITY OF MADRID

- They will be covered by the medical insurance policy of the RFFM. If any non-federated player participates in these teams, they must communicate to the Organization the data of the player in the tournament app, indicating that they do not have a Federative Record, so that the organization includes the player in the policy that it subscribes for certain groups of the tournament. MADCUP is not responsible for the coverage of those non-federated players who have not provided their data to the organization according to the established procedure.
- In the event that a player participates with a team other than the club with which he has the license, he must communicate this situation to his federation and mutual insurance company, submitting the request of the club that will receive the player and the express authorization of the club that transfers the player.
- MADCUP cannot provide injury reports and it is up to the injured player's club to provide their player with an injury report properly signed, stamped and completed by the club itself.

NON-FEDERATED TEAMS FROM THE COMMUNITY OF MADRID, AS WELL AS OTHER NATIONAL AND INTERNATIONAL TEAMS

- Injuries during the matches played in the tournament will be covered by the policy subscribed by the Organization, for which all players must have previously provided the organization with their personal data through the tournament app. MADCUP is not responsible for the coverage of those non-federated players who have not provided their data to the organization according to the established procedure.
- At the end of the tournament, players who require assistance in their place of origin in their national territory, must process the transfer of the file. The insurance policy will not provide coverage for further treatment outside Spain.
- MADCUP will provide the injured player with the injury report, who will be responsible for providing it to the insurance company.



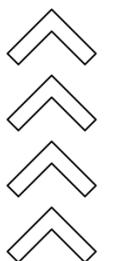
International teams must arrange their own travel assistance insurance.

At the venues, first aid will be provided and in the event of an emergency injury, the tournament ambulance will be contacted to transport the injured person to an authorized center for assistance.

These instructions are mandatory, and it is the responsibility of the club to ensure that they are known by all players, their parents or guardians, and all technical and managerial staff accompanying the teams.

Expenses resulting from failure to comply with these instructions shall be at the expense of the originating club.

Neither MADCUP nor the Atlético de Madrid SAD Club, as organizers of the tournament, are responsible for injuries, illnesses, losses, or thefts.





22. PLAYER ACCREDITATION AND DOCUMENTATION



All MADCUP participants must be provided with an identification wristband in order to be able to play the matches.

To obtain this identification wristband, it will be mandatory to perform an age verification, providing an original document proving the age of the player (federation record, national identity card, passport, or, in exceptional cases, an original ID card with a photo that is accepted by the organization). Players who will be provided with the identification wristband must have been previously registered by their clubs in the "List of team players" (a private area of the registration platform provided by MADCUP).

The list of players will be made available to all teams at the time of receiving the identification wristband and will be presented by the team delegates to the tournament organization before each match. It is expressly forbidden to register players once the registration period has closed.

If the player is not verified by the Organization, he/she will not receive the identification wristband and will not be able to participate in any of the matches of the tournament. This verification will be carried out exclusively by the Organization's staff, mandatory to receive the identification wristband always before the first match that the player will play.

After the verification and provision of the wristband to each player, each team must bring to the games they play the complete list of players and coaching staff participants, as well as **documentation proving the age of all of them**, not being necessary to present it, unless required by the Organization in case of detecting any anomaly or in case of a claim.

In the event that a player has a match suspension (player sanction), the penalized team is obligated to present documentation of all the players to be fielded, identifying the banned player, and the field delegate will verify the identity of all the players.

The wristband of each category will have a different color and clubs that have more than one team in the same category (teams A, B, etc.) will wear two (2) wristbands, one indicating the category and another indicating the letter of the team. If a wristband is broken during the course of a match, it must be noted in the score sheet and will be replaced by the organization's staff. If the breaking of the wristband does not occur during the match, or in the case of loss of the wristband outside the competition, the player's club must purchase a new wristband, at a cost of five euros (€5).