

## RULES OF THE GAME – COPPA PAVONE FEMMINILE 2016



The Committee encourage every participant to adhere to the spirit of **community and friendliness** which characterises and distinguishes the Coppa Pavone and to respect the following rules.

### Tournament organization

1. The tournament shall be organised as follows: a 1<sup>st</sup> round consisting of a group stage where everyone will play against everyone; and a 2<sup>nd</sup> round of one final for the 1<sup>st</sup> & the 2<sup>nd</sup> position.
2. Points are assigned as follows: 3 points for a win, 1 point for a draw, 0 points for a loss.
3. Where 2 or more teams end the group stage with equal points, access to the final stage will be decided on the basis of the match results between tied teams. If still undetermined, access will be decided on the basis of the better difference between goals scored and goals conceded. If still undetermined, access will be decided by the number of goals scored. If necessary, a sequence of 5 penalties will be used to break ties in a group.
4. In the group stage all matches will be 15 minutes a half/tempo, with a 5 minute break at half-time. In the final there will be extra-time (two halves of 5 minutes) and penalties if required (5 penalties per team).
5. Substitutions can be made as often as a team wishes.
6. At any point of the game, there must be players of each sex on the pitch. Guy has to be the goalkeeper.
7. All goals scored count as 1 goal. Both girls and guys are allowed to score.
8. All players must be aware that **football shoes with studs on them are strictly forbidden** in order to guarantee the safety of the rest of the players and to protect the surface of the pitch. No exceptions will be made.
9. For safety reasons, all players are strongly encouraged not to wear any metallic objects (i.e., earrings, necklaces) as well as glasses/sunglasses on the pitch.
10. Rescheduling of tournament matches is only possible with the consent of the four captains of the teams involved in the rescheduling procedure

### Gaming rules

1. The offside rule will not be in force.
2. When the football strikes the large tree on the pitch, or any of its overhanging branches, the football will be deemed to have left the field of play. Play will

resume with a sideline ball or goal kick, from the point closest to where the ball crossed the line.

3. After it has been awarded, a sideline ball must be kicked from the ground. The ball must be playable from the sideline with a minimum distance of 2 meters from the nearest opponent. Defenders must also respect a minimum distance of 2 meters from the kick of a corner.
4. A goal scored directly from the sideline will not count and the game will resume with a goal kick.
5. All free-kicks awarded during the game will be considered as direct ones in order to avoid confusion. The minimum distance will be of 5 meters (5 big steps given by the referee) and the taker must wait until the ref whistles.
6. In the event of a penalty-kick, all players except the goalkeeper must be behind the ball when the kick is taken. The person taking a penalty can only take 3 steps before he/she strikes the ball.
7. Sliding tackles are illegal. Sliding blocks (a tackle intended exclusively to intercept the ball whereby the opponent's body is not touched) are allowed. A failed sliding block may be considered by the referee as an illegal sliding tackle. A failed sliding block will always be considered a foul. The referee can award a yellow-card to the player failing more than one sliding block.
8. Aside from the specified rules above, all other normal **football rules** will apply to the game.

### **Goalkeepers**

1. Teams can change their goalkeeper during the course of a match, but the referee **MUST** be informed of the change.
2. Goalkeepers shall **NOT** cross the half-pitch line. In the event of a goalkeeper crossing the half-pitch line, the opposed team will be awarded a free-kick from the point to where the keeper crossed the line.
3. Goalkeepers shall **NOT** use their hands to receive a 'back-pass' (that is, an intentional pass made with the foot from a member of their own team). In the event of a goalkeeper handling the ball from a back-pass, the opposed team will be awarded a free-kick from the point outside the penalty box closest to where the keeper picked up the ball. The goalkeeper, as any other player, may use any part of their body other than the hands/arms to receive a back-pass.
4. Goalkeepers are allowed to throw the ball (with their hands) from goal kicks.

### **Referees**

1. The referee can in exceptional circumstances yellow-card a player (for instance, in the event of a foul occurring which the referee deems to be particularly shocking), in which case the player will be outside the pitch for a period of 4 minutes. A red-card may be shown to a repeat offender, in which case the team to which she or he belongs will continue until the end of the half without her/him or anyone replacing the offender.
2. The referee can never be a member of a team playing in Coppa Pavone Femminile. As for the final the organisers will make everything possible to have a referee not playing in the Coppa.
3. Match referees are responsible for the enforcement of those rules that refer specifically to the playing of the game, including timekeeping. Their decisions

are final, and should be accepted as such. Organisers and referees will take appropriate measures to protect those who volunteer to do this much-needed job. If you feel aggrieved with a particular refereeing decision taken in the course of a match, please only talk about it amongst your friends, in some bar far away from the Institute, when the match is over.

Fiesole, 26 May 2016

Coppa Pavone Committee