

RULES OF THE GAME – COPPA PAVONE 2016



The Committee encourages 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 division of teams into groups will be made by means of a draw. The draw will take place on Wednesday the 19th at the Bar Fiasco like every year and as ancient custom commands.
2. The organisers have taken into account the difference in quality between teams and seeded teams into different categories on the basis of team records on previous Coppa editions and team-members. The four seeded teams are 'HURRYKEYNES', 'ROKKAN RAWLS: THE BEE TEAM', 'MONTECARLA SPETTACOLO FOREVER' and 'SCHUMANIACS' to be selected through a pre-draw.
3. The tournament shall be organised as follows: a 1st round consisting of a multi-group stage. There will be 4 groups, 1 of which made of 5 teams and 3 made of 4 teams. There will be a seeded team in each group. The draw will assign unseeded teams to a group by means of a lottery. From this 1st round stage will advance to a knock-out stage. That means **8** teams will qualify for the next round so they will play (¼) finals as stated in the calendar. The winners of the quarter-finals will play in the semi-finals against each other according to the calendar. There will be two finals: one final for the 1st and the 2nd place will be played by the two respective winners of the semi-finals; the losers of the semi-finals will play for the 3rd and 4th place of the Coppa.
4. Points are assigned as follows: 3 points for a win, 1 point for a draw, 0 points for a loss.
5. Where 2 or more teams end the group stage with equal points, access to the finals 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.
6. In the group stages all matches will be 20 minutes a half/tempo, with a 5 minute break at half-time. In the knock-out stages there will be extra-time (two halves of 5 minutes) and penalties if required (5 penalties per team).
7. Substitutions can be made as often as a team wishes.
8. At any one point of the game, there must be on the pitch players of each sex.
9. As ancient custom commands, all goals scored by a female player will count double. The exception to this rule is when a female player scores an own goal/autogol. This shall only count as one goal.

10. All players must be aware that **football shoes with studs 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.
11. 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.
12. 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 'fallo laterale'/sideline ball or goal kick, from the point closest to where the ball crossed the line.
3. After it has been awarded, a fallo laterale/sideline ball must be kicked from the ground. The ball must be playable from the *fallo laterale*/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 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 opposition 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.
3. Goalkeepers may play the ball outside the area with any part of the body other than the hands/arms as a normal outfield player.
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 the same group. As for the knock-out stage/finals 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