



SOCCKER LAWS OF COPA DEL MAR TOURNAMENT

A. SOME 'BASIC' RULES

1. The matches are played according to the general rules of European Indoor Soccer, with a few changes put in by the organizers.
2. A match is played by two teams: each consisting of 4 fielders and 1 goalkeeper.
3. The visiting team kicks off the match.
4. The match is played one direction without changing sides.
5. Every team has to be present 10 minutes before kick-off.
6. The team that does not show up in time on the sports field, at kick-off time, will lose the match with 0 – 3.
7. For the team that wins that match by 'no-show', get these 3 goals for their score total, but these goals will not be counted for the best goal getter! Also no points will be awarded for the fair-play cup!
8. After every game the team captain or responsible must sign off the results on the referee table.
9. The number of substitutions made during a match is unlimited.
10. The substitution zone is situated on the same side of the pitch as the teams' benches and directly in front of them and is where the players enter and leave the pitch for substitutions.
11. The player entering the pitch must do so at his own substitution zone, but only until the player leaving the pitch has passed completely over the touch line (= a good replacement is one player out and then a new player in).
12. Each team needs to fill in a 'Players List' before the beginning of the tournament. Only those players, mentioned on the list, are allowed to compete in the tournament. The max. of players on the list is 14.
13. It is NOT possible to switch players from one team to another during the tournament. If a player is on the 'Players list' of a team, he only can play for that specific team.
14. We also compete for a fair-play cup!
15. There are special trophies for the best keeper and goal getter. Players who want to have a chance for these trophies must be enlisted on the players list. That list is given to the team responsible at the check-In and has to be returned to the organization before the beginning of the tournament.

B. OUTFIT OF THE PLAYERS

1. A team needs to wear shirts with visible numbers on the back.
2. Every team must be equipped with a second pair of shirts, which are deviant from the colors of the original club outfit. These shirts, also must have numbers on the back.
3. Goalkeepers have to wear a different color shirt, from the rest of the players of both teams.
4. When players use the 2nd pair of shirt, the number must be the same as the 1st shirt, if not it must be noted on the 'Players List'.
5. The first mentioned team (home team) has to change shirts (or wear a sport vest) if both outfits are the same (color).
6. Players must wear shoes for football on ARTIFICIAL GRASS. (NO METAL STUDS ALLOWED, only plastic tops are allowed!).
7. All players are able to make free use of the competition balls by courtesy of the organizers.
8. Every team brings their own practice balls which have a clear visible mark on them, that they're yours.

C. SAFETY, HEALTH CARE & RESPONSIBILITIES

1. Teams who register for this tournament, know that football carries a certain danger for injuries.
2. Players must wear "leg protectors" during the game.
3. A player must not use equipment or wear anything which is dangerous to himself or another player, including any kind of jewelry.
4. During the course of the tournament every team is responsible for their players and their actions.
5. Team must have an international sport insurance for injuries covering cost for medical help.
6. Every player is responsible for himself / herself as far as causing damages to the sports complex or to personal belongings of others.
7. The organization isn't responsible for any injury except these who are inflicted by them.
8. The organizers are not responsible for damages, physical injuries or theft of personal belongings of players and companions.
9. The organizers take lead in decisions in cases of a 'Force Major' and it's not possible to go against their decisions if it's necessary to protect the participants.
Example: a thunder storm, heavy lightning or rains which endanger the safety.
10. Register for the tournament, automatic says you, as a team agree to these regulations which are mentioned in the 'Laws of the Tournament'.

D. ARBITRAGE

1. The Organization arranges enough referees/timekeepers to ensure a safe judgement on the fields.
2. Protest against a referee's call is not possible.
3. In all cases not mentioned in the rules written here, the 'board of main referees' will judge.
4. The duration of the match is put down in writing in the Program Book.
5. The time-keeping is undertaken by the referee/timekeeper ON the field.
6. Referee/Timekeeper ensures that the duration of the match complies with the provisions of the rules by:
 - (a) Starting his clock after kick-off
 - (b) Indicates the end of the match
7. Referee stops the time if, in his opinion:
 - (a) A player is seriously injured and ensures that he is removed from the pitch
 - (b) One of the two teams are deliberately playing for time

E. FOULS AND MISCONDUCT

Fouls and misconduct are penalized as follows:

1. A 'DIRECT FREE KICK' is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- (a) Kicks or attempts to kick an opponent.
- (b) Trips or attempts to trip an opponent i.e. to make an opponent fall either with a leg or a foot, or by bending before or behind him.
- (c) To make a vicious attack on an opponent.
- (d) Jumps at an opponent.
- (e) Charges an opponent, even with the shoulder.
- (f) Strikes or attempts to strike an opponent.
- (g) Holds or stops an opponent, either by a part of the body or by the outfit.
- (h) Pushes an opponent.
- (i) Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle).
- (j) Spits at an opponent.

- (k) Obstructs the ball with one's foot at the moment the opponent is going to kick the ball.
- (l) Physical contact during a duel - direct free kick is taken from the place where the infringement occurred.
- (m) VERY IMPORTANT RULE: When a team cumulate 4 (or more) fouls by match/half sanctioned by a 'direct free kick' (counted by the Timekeeper), the direct free kick is replaced by a 10 meters penalty without opponent. All the players (except the opponent keeper) on the field must be behind and at least 5 meters from the ball. The keeper must be at least 5 meters from the ball until it is in play. The penalty kick must be taken in the direction of the goal in one time. (not via another player).

2. AN 'INDIRECT FREE KICK' is awarded to the opposing team, to be taken from the place where the infringement occurred, if a player or team commits one of the following offence:

- (a) All opponents must be at least 5 meters from the ball until it is in play.
- (b) A player deliberately impedes the progress of an opponent when the ball is not being played.
- (c) The kicks have to be taken within 4 seconds.
- (d) Deliberate play for time.
- (e) A player attacks the opponent's goalkeeper incorrectly.
- (f) A player prevents the goalkeeper from releasing the ball from his hands.
- (g) There are too many players on the field.
- (h) A team makes an incorrect substitution - indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

3. A 'KICK-IN' is awarded:

- (a) When the whole of the ball passes over a touch line, either on the ground or in the air.
 - (b) From the place where it crossed the touch line.
 - (c) To the opponents of the player who last touched the ball.
 - (d) Position of the ball and the players
- *1. The ball has to be stationary on the touch line.
*2. The ball is kicked back into play in any direction.

*3. The player taking the kick-in is part of each foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball.

*4. The players of the defending team are at least 5 meters from the place where the kick-in is taken.

*5. Procedure: The player taking the kick-in must do so in 4 sec of taking possession of the ball.

*6. The ball is in play immediately after it is kicked or touched.

4. THE 'GOALKEEPER':

if the goalkeeper has to throw a shot according to these regulations:

(a) The ball is thrown from any point in the goal area by the goalkeeper (must do so in 4 sec)

(b) Opponents remain outside the goal area until the ball is in play

(c) The ball is in play when it crosses the line, in the pitch, that marks out the goal area.

(d) After releasing the ball from his possession, the goalkeeper can receive it back from a team mate (within his own goal area), but he cannot touch or control the ball with his hands. An indirect free kick is awarded to the opposing team if the goalkeeper picks up the ball (6 meter)

F. FORCE MAJOR:

The organizers take lead in decisions in cases of a 'Force Major' and it's not possible to go against their decisions if it's necessary to protect the participants.

Example: a thunder storm, heavy lightning or rains which endanger the safety.

The organizers will stop the matches. If it isn't possible in the program to re-start or re-play the game(s), the organizers will take following decisions: when the match was in playing mode, we take that result. When 0-0, both get 1 point. For the matches which really can't be re-played, the result will be 0-0 and both get 1 point.

G. DISCIPLINARY SANCTIONS:

FAULT

1. A **two-minute penalty time** will be given to a player who breaks the rules of the games. The player has to leave the field. **(2 minutes)**. He needs to sit down at the seat appointed by the referee, at the referee table.

2. For a period of 2 minutes the team will continue the match with one less. This "penalty time" begins at the moment that the referee at the table starts his clock. That only will happen when the player sits down on the chair appointed to him.

3. A player can get more than once a two-minute penalty time during one match.

YELLOW CARD

1. If a player is cautioned and shown a yellow card he will be sent off the field. The player can no longer compete in the match and he has to leave the field. **(5 minutes)**. He needs to sit down at the seat appointed by the referee, at the referee table.

2. For a period of 5 minutes the team will continue the match with one less. This "penalty time" begins at the moment that the referee at the table starts his clock. That only will happen when the player sits down on the chair appointed to him.

RED CARD

1. If a player is shown a red card he will be sent off the field.
2. The player can **no longer compete in the match** and has he has to **leave the field**.
3. The player cannot be replaced and is automatically suspended for the next game.
4. Any further punishment for a player with a red card will be determined by the referees and this punishment will come into effect immediately.
5. The referee can consider further action against the suspended player.
6. A player who uses physical violence against a referee or a fellow player will be shown a red card and is immediately debarred from further participation.

H. PHYSICAL VIOLENCE:

1. Acts of violence shall be punished hard. We're a Fair Play event and will never tolerate physical violence against fellow players, supporters, referees or organizers.
2. The organization shall make an official complaint with the local police force and ask them to make an official police rapport.

I. OTHER VIOLENCE:

1. Actions against the referees and table personal, will be lead to a direct punishment of 2 minutes on the penalty-chair at the referee table.
We will not tolerate screaming in the face and calling of bad words towards the referees

J. RULES & DISCIPLINAIR ACTIONS AROUND THE AGE CATEGORIES:

(a) you can participate in 1 of the 4 age categories:

* **OPEN** in which there is no age category of the players required. Only a minimal age of 18y.

* **SILVER 35+** all players must be 35y old or older. (on the date of the start of the tournament)

Exception: max. 2 players who are -35y old (on your TEAM LIST)

But not younger than 30y (on the date of the start of the tournament)

* **GOLD 45+** all players must be 45y old or older (on the date of the start of the tournament)

Exception: max. 2 players who are -45y old, (on your TEAM LIST)

But not younger than 35y (on the date of the start of the tournament)

* **PLATINUM 55+** all players must be 55y old or older (on the date of the start of the tournament)

Exception: max. 2 players who are -55y old, (on your TEAM LIST)

But not younger than 45y (on the date of the start of the tournament)

(b) The referee, referee coordinator or main organization, may ask the players, mentioned on the TEAM LIST for their ID to check the age of a player. For that reason each player which are mentioned on the PLAYERS LIST has the obligation **to bring his ID or a copy of the ID with him during the games**. If a players is not able to proof his age to the referee, the referee has the right to exclude the player from the matches until he can prove his age!

(c) When a team play with more than the registered 2 younger players, **that team will be disqualified from the tournament.**

(d) A player can NOT play in 2 different teams. Even if they play in another category! Another team is another team! Switching players from one to another team is also prohibited! When teams break this rule, **the team will be disqualified from the tournament!**

(e) Complaints of the items a-b-c & d : To avoid incorrect accusations and badgering, **a sum of**

€ 100 need to be handed over to the Admin Table. They shall start an investigation of the complaint. When the fact are correct, the sum will be returned immediately to the team who made the complaint. The incorrect one will be punished. If the investigation has a negative result and all is in order, the sum will be hold by the Organization.

(f) A match will always be played, while we investigate. Even direct after the match, a complaint can be made. When the result leads to a prove that the complaint was correct, the results will be adapted by the Admin leader. In case the proved accused team won, the results will be 3-0 for the team which have been proven right.

K. **RANKING SYSTEM:** To make the final ranking we shall use this system:

1. First we count the total of won games (total of all points).

With an equal score in a group these rules decide:

- (a) Goal difference (scored goals - goals against)
- (b) Highest number of scored goals
- (c) The least goals against
- (d) The mutual results
- (e) Fair-play

2. The final ranking for the next round and finales:

In category 'Open', each team plays 6 matches divides over 2 days.

In category 'Silver 35+' each team plays 6 matches divides over 2 days.

In category 'Gold 45+' each team plays 6 matches divides over 2 days.

In category 'Platinum 55+' each team plays 5 matches divides over 2 days.

SYSTEM ON DAY 3:

1. IN CATEGORY 'OPEN': 2 groups of 7 teams

(a) for the 2 teams (the 7th ranked of each group) the tournament stops. The team who made the most goals in their qualifying games take 13th place, the other 14th.

The 2 teams (the 5th ranked of each group) play for the 9-10th places and 2 teams (6th ranked of each group) play for the 11-12th places

Points gain in the second round don't count anymore. Goals made in these games DO count.

With an equal score in this match, players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will

be repeated again until one team wins with a lead by one goal.

(b) 8 teams (the 4 first ranked teams of group A and B) are qualified for the finales (quarter, semi, cons & final).

In quarter, the teams that wins the game goes on for the next round. For the team that loses the game, the tournament stops.

Points gain in the second round don't count anymore. Goals made in these games DO count.

With an equal score in the finale matches (quarter, semi & final), players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will

be repeated again until one team wins with a lead by one goal.

2. IN CATEGORY 'SILVER 35+': 21 teams

This category will be played as like the UEFA European Competitions. 21 teams will play 6 games and will be ranked on a single table from 1st to 21st place.

(a) The TOP 16 teams (1st to 16th) are qualified for the finales (round of 16, quarter, semi, cons & final). From round of 16, quarter and semi, the team that wins the game goes on for the next round.

For the team that loses the game, the tournament stops. Points gain in the second round don't count anymore. Goals made in these games DO count. With an equal score in the finale matches (quarter, semi & final), players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will be repeated again until one team wins with a lead by one goal.

(b) For the remaining rankings 17th to 21st teams the tournament stops

3. IN CATEGORY 'GOLD 45+': 2 groups of 7 teams

(a) for the 2 teams (the 7th ranked of each group) the tournament stops. The team who made the most goals in their qualifying games take 13th place, the other 14th.

The 2 teams (the 5th ranked of each group) play for the 9-10th places and 2 teams (6th ranked of each group) play for the 11-12th places

Points gain in the second round don't count anymore. Goals made in these games DO count.

With an equal score in this match, players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will be repeated again until one team wins with a lead by one goal.

(b) 8 teams (the 4 first ranked teams of group A and B) are qualified for the finales (quarter, semi, cons & final).

In quarter, the teams that wins the game goes on for the next round. For the team that loses the game, the tournament stops.

Points gain in the second round don't count anymore. Goals made in these games DO count.

With an equal score in the finale matches (quarter, semi & final), players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will be repeated again until one team wins with a lead by one goal.

4. IN CATEGORY 'PLATIN 55+': 2 groups of 6 teams

(a) for the 2 teams (the 6th ranked of each group) the tournament stops. The team who made the most goals in their qualifying games take 11th place, the other 12th.

The 2 teams (the 5th ranked teams of each group) play last match for the 9-10th places.

(b) 4 teams (the 4 highest ranked teams) are qualified for the finales (quarter, semi, cons & final).

In finales (quarter), the team that wins the game goes on for the next round.

For the team that loses the game, the tournament stops.

Points gain in the second round don't count anymore. Goals made in these games DO count.

With an equal score in the finale matches (4th, semi & finale), players take penalties.

- Each team takes 3 penalties.

- If the score remains unchanged the entire procedure (3 penalties each team) will be repeated again until one team wins with a lead by one goal.

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- 5 teams will be placed in one group. Each team will play 4 games in one round.

- Matches are played as the best of three sets, meaning a team must win two sets to win the match (2-0 or 2-1). Each set consists of 6 games, with a required two-game lead to win (6-4 or 7-5).

- If the set score reaches 6-6, a tiebreak is played. The first team to reach seven points, with a two-point advantage will win the set (e.g. 7-0, 7-5, 8-6, 10-8).

- If there is a 1-1 draw in the match, a tiebreak must be played.

- If the game goes to 40-40 a golden point must be played

Points

- If a team wins by 2-0 gets 3 points

- If a team wins by 2-1 gets 2 points

- If a team loses by 1-2 gets 1 point

- If a team loses by 0-2 gets 0 points

When 2 teams finish with equal number of points, decision will be done by:

Direct encounter

If 3 or more teams finish with equal number of points

- Set differences in all group

- More Sets in favour in all group

- Game differences in all group

- More games in favour in all group