



## General provisions for ALL age groups (Valid till 30.Juni 2022)

### Protest

- ✓ Every protest must be submitted to the tournament management within 15 minutes of the end of the game become. Protest against referee decisions will not be accepted.
- ✓ If in doubt, the tournament management decides.
- ✓ Decisions of the tournament management are not contestable.

### Team behavior

- ✓ Any team that shows bad behavior during the tournament (protest against Referee decisions, clashes with opponents or with the organization) can result from excluded from the tournament. All serious cases of wrongdoing will be dem relevant football association reported. The team managers of the teams are responsible for behavior and the behavior of their players towards referees, opponents, the audience, the organization and Sports facilities responsible.

### Insurance

- ✓ All clubs must have their players insured both inside and outside the field of play. the Teams are advised that it is their responsibility to ensure that that the players contribute their European health cards or their private insurance data to have each other.
- ✓ The tournament assumes no responsibility in the event of theft or damage to property, Injuries or other actions by authorities or organizational transport due to of strikes.
- ✓ The clubs are responsible for the participants of the tournament because they have registered and state that all players are physically able to participate in the event. Champions Trophy is not liable for damage suffered by the participants themselves or other participants during the Inflict or suffer competition.

### Participation in the final tournament of the Champions Trophy

- ✓ The participating teams undertake to take part in the final tournament of the Champions Trophy and the Austrian Trophy of the respective age group.
  - └ This is accompanied by overnight stays in the official championships specified by the Champions Trophy Tournament hotels at the specified conditions. Independent hotel bookings are not permitted and lead to exclusion from the final tournament. Excluded from the hotel booking are only Locally based clubs (club headquarters within a radius of approx. 100 km based on the venues of the Final tournament).
- ✓ The package prices offered can be seen on the homepage [www.champions-Trophy.com](http://www.champions-Trophy.com). Individual offers are possible and will be handled by our travel partner.
- ✓ Meals during the final tournament can also be booked by all participants.

## Modus Qualification

- ✓ Tournament mode depends on the number of participating teams. Group classification and tournament schedule of the qualifier are specified by the organizer. The winner is qualified for the world final. Qualified teams of a qualifier make a commitment to participate in Champions Trophy final tournament of respective age group.

## Modus Champions Trophy

- ✓ Group games: number of groups depending on the field of participants.
- ✓ Main round: KO rounds up to the final placement. Depending on the group placement, this results in the final placement. Usually every place is played out. In tournaments with few teams, the main round can also be decided in group games.
- ✓ In the event of a tie in the K.O. the winners will be determined immediately by penalty shoot-outs.
- ✓ Penalty shootout with 3 players each and, if necessary, alternately until the decision is made.
- ✓ All places are played out.
- ✓ In the event of a tie in the group phases, the following criteria will be used in the order listed:
- ✓ 1. Goal difference
- ✓ 2. higher number of goals scored
- ✓ 3. Direct duel
- ✓ 4. Penalty shooting with 3 shooters each and, if necessary, KO shooting (with one other shooter each time until the decision is made).
- ✓ We reserve the right to make changes due to the number of participants.

## Rules for Champions Trophy

- ✓ The tournament will be played according to the rules of the Austrian Football Association (ÖFB).

## Cards, Penalties and Sending-off Offences

- ✓ Blue card = 2 minutes suspension, a suspended player cannot be replaced. The suspension is terminated if the team of the suspended player concedes a goal.
- ✓ Red card = player is excluded from the game. The excluded player may be replaced after 2 minutes or if the team of the excluded player concedes a goal. The tournament committee has the right to exclude the player for additional games or to fully exclude the player from the tournament.
- ✓ IMPORTANT NOTE: If a player, who is suspended, is participating in a match, the team automatically loses the match 0:3.

## Non-appearance

- ✓ Non-appearance of the team will be classified with 0:3, except if there is a valid reason (= final decision from tournament committee).

## Tournament Fee

A maximum rate of EUR 70 is provided for the qualifier. The entry fee for the Champions Trophy: EUR 200.-



**Players** Game is played with 6 field players + 1 goalkeeper / 7v7. Maximum squad size: 14 players.

**Age Control** Only players born 2014 (or later) are eligible to play

**Playing fields and ball** Playing area: approx. 55 x 35 m. Ball size: 3. Goal: 3x1,60 meters

**Playing time** 1 x 13 minutes without changing sides.

There is no limit for changing players in a match, but game must be interrupted for a change.

**No offside rule** No offside rule. No back pass rule (= goalkeeper is allowed to pick up back pass ball).



**Players** Game is played with 6 field players + 1 goalkeeper / 7v7. Maximum squad size: 14 players.

**Age Control** Only players born 2013 (or later) are eligible to play

**Playing fields and ball** Playing area: approx. 55 x 35 m. Ball size: 3. Goal: 3x1,60 meters

**Playing time** 1 x 15 minutes without changing sides.

There is no limit for changing players in a match, but game must be interrupted for a change.

**No offside rule** No offside rule. No back pass rule (= goalkeeper is allowed to pick up back pass ball).



**Players** Game is played with 6 field players + 1 goalkeeper / 7v7. Maximum squad size: 14 players.

**Age Control** Only players born 2012 (or later) are eligible to play

**Playing fields and ball** Playing area: approx. 55 x 35 m. Ball size: 3. Goal: 3x1,60 meters

**Playing time** 1 x 15 minutes without changing sides.

There is no limit for changing players in a match, but game must be interrupted for a change.

**No offside rule** No offside rule. No back pass rule (= goalkeeper is allowed to pick up back pass ball).



**Players** Game is played with 8 field players + 1 goalkeeper / 9v9. Maximum squad size: 18 players.

**Age Control** Only players born 2011 (or later) are eligible to play.

**Playing fields and ball** Playing area: approx. 60 x 45 m. Ball size: 5 light. Goal: 5x2 meters

**Playing time** 1 x 17 minutes without changing sides for all games.

There is no limit for changing players in a match, but game must be interrupted for a change.

**Offside rule** Offside and back pass rule (= goalkeeper is not allowed to pick up back pass ball) apply.



**Players** Game is played with 8 field players + 1 goalkeeper / 9v9. Maximum squad size: 18 players.

**Age Control** Only players born 2010 (or later) are eligible to play.

**Playing fields and ball** Playing area: approx. 60 x 45 m. Ball size: 5 light. Goal: 5x2 meters

**Playing time** 1 x 17 minutes without changing sides for all games.

There is no limit for changing players in a match, but game must be interrupted for a change.

**Offside rule** Offside and back pass rule (= goalkeeper is not allowed to pick up back pass ball) apply.



**Players** Game is played with 10 field players + 1 goalkeeper / 11v11. Maximum squad size: 18 players.

**Age Control** Only players born 2009 (or later) are eligible to play.

**Playing fields and ball** Playing area: approx. 90 x 45 m. Ball size: 5 light. Goal: 7,32x2,44 meters

**Playing time** 1 x 20 minutes without changing sides for all games.

There is no limit for changing players in a match, but game must be interrupted for a change.

**Offside and back pass rule** (= goalkeeper is not allowed to pick up back pass ball) apply.



**Players** Game is played with 10 field players + 1 goalkeeper / 11v11. Maximum squad size: 18 players.

**Age Control** Only players born 2008 (or later) are eligible to play.

**Playing fields and ball** Playing area: approx. 90 x 45 m. Ball size: 5 light. Goal: 7,32x2,44 meters

**Playing time** 1 x 20 minutes without changing sides for all games.

There is no limit for changing players in a match, but game must be interrupted for a change.

Offside and back pass rule (= goalkeeper is not allowed to pick up back pass ball) apply.



**Players** Game is played with 8 field players + 1 goalkeeper / 9v9. Maximum squad size: 18 players.

**Age Control** Only players born 2010 (or later) are eligible to play for G12

**Playing fields and ball** Playing area: approx. 60 x 45 m. Ball size: 5 light. Goal: 5x2 m

**Playing time** 1 x 17 minutes without changing sides for all games.

There is no limit for changing players in a match, but game must be interrupted for a change.

Offside and back pass rule (= goalkeeper is not allowed to pick up back pass ball) apply.