

FOOTBALL

TECHNICAL RULES AND REGULATIONS





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GENERAL

The purpose of the “ISF Football Technical Rules and Regulations” is to provide standardised rules and regulations for all Football competitions. This document is set up in accordance with the ISF Statutes, the ISF Sport Policy and the ISF General Competition Regulations.

This document is intended to ensure that all matters related to competitions are conducted in a fair and orderly manner.

The specific objectives of this document are to:

1. Define and specify the **general conditions** under which participants can take part in the ISF football events;
2. Determine the **delegation composition**;
3. Determine the **sport program**;
4. Determine the **technical rules**.
5. Set the **draw** procedure.
6. Set **protests and appeals** procedure.

Please note that the technical rules and regulations are applicable to all ISF events. In case of variation of rules and regulations in relation to the type of event, the variation will be specified in the text.

1. GENERAL CONDITIONS

The competition of ISF Football events will be run according to the ISF rules and regulations and Fédération Internationale de Football Association (FIFA) technical rules under the direction of the ISF Football Technical Commission. Any decisions over matters not mentioned in the present document will be taken by the ISF Technical Commission.

- The ISF Football events are open to school teams and/or selected teams. Specific sports formats shall be described in the event bulletins.
- The competition is categorised as: boy categories, girl categories.
- Mixed teams are not allowed.
- The composition of each delegation, age category and number of teams that each ISF Football event is accepting will be defined for each event accordingly.
- The competition is held over six (6) days for any event type.

AGE CATEGORY

- **For the U15 category**, students aged **13, 14 and 15** on 31 December of the year of the competition concerned can participate.
- **For the U18 category**, students aged **16, 17, and 18** on 31 December of the year of the competition concerned can participate.

2. DELEGATION COMPOSITION

Each delegation will consist of:

- Head of delegation
- Deputy Head of delegation (where applicable)
- Additional adults
- Athletes
- Team officials
 - Coaches
 - Other team officials
- Field of play officials (referees)

HEAD OF DELEGATION (HoD)

- HoD shall be the main intermediary between the delegation and the Local Organising Committee, the ISF Technical Commission and the ISF Delegate.
- They may not combine their role of HoD with that of a coach or any other official role.
- Each delegation is entitled to enter 1 HoD.

DEPUTY HEAD OF DELEGATION (Deputy HoD)

- The role of Deputy HoD is to assist the Head of Delegation.
- The presence of the Deputy HoD is not mandatory.
- Number of Deputy HoD depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

ADDITIONAL ADULTS

- The function of additional adults can be: interpreter, security personnel, ministry representative, media, etc....
- The presence of additional adults is not mandatory.
- The function of each additional adult must be specified during the registration process.
- Any other additional persons not specified during registration or exceeding the limit specified in this document will not be considered part of the official delegation and will not be accredited by the LOC.
- Number of additional adults depends on the size of the delegation. Specific numbers shall be defined in the event bulletins.

ATHLETES

- Athletes must be students attending schools that provide general education.
- Athletes must be enrolled as full-time students at a school in the country which they represent.
- Each team is entitled to enter:
 - ✓ **a minimum of sixteen (16) athletes,**
 - ✓ **a maximum of eighteen (18) athletes.**

TEAM OFFICIALS

Coaches

- The presence of a coach is mandatory.
- Teams cannot participate in the competition without the presence of a coach.
- Each team is entitled to enter a minimum of one (1) and a maximum of two (2) coaches.



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Other Team officials

- The function of other team officials can be: doctor, trainer, physiotherapist, statistician, team manager etc.
- The presence of the other team officials is not mandatory.
- The function of the other team officials must be specified during the registration process.
- Any person not specified during registration or exceeding the limit will not be considered part of the team.
- Each team is entitled to enter up to two (2) other team officials.

FIELD OF PLAY OFFICIALS

- Each team shall enter one (1) field of play official (referee).
- The Field of play officials cannot combine their position with other positions, such as heads of delegation, team officials or additional adults.
- Field of play officials (referees) must accept possibility they might be in the position of referee or assistant referee at the event matches.
- Field of play officials (referees) shall be in possession international (FIFA) or national qualification depending on the event type. Level of qualification shall be described in the event bulletins.
- The qualification will be reviewed and approved by the ISF Football technical commission. Delegations must provide certificates for field of play officials during the registration process.
- Failure to provide the required number of field of play officials (referees) will lead to a fine of 900€ (per referee) payable to the organiser prior to the competitions.

3. SPORT PROGRAM

EVENTS

- Boys and Girls Tournament

4. TECHNICAL RULES

SYSTEM OF PLAY

Please refer to the ISF General Competition Regulations.

- First part of the competition:
Qualification games in groups (all x all)
- Second part of the competition:
Classification games by a knockout system.

System of play according to the number of teams:

12 teams

- ✓ The teams will be divided into four groups of three teams.
- ✓ The qualification round will consist of three rounds of one match per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:



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- Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

- Places from 9 to 12 for teams ranked 3rd in each pool.

# game	9th - 12th place		Final ranking games		
1	A3	C3	9th - 10th	W1	W2
2	B3	D3	11th - 12th	L1	L2

16 teams

- ✓ The teams will be divided into four groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

- Rank from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

- Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

24 teams

- ✓ The teams will be divided into four groups of six teams.
- ✓ The qualification round will consist of five rounds of three matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

- Places from 1 to 8 for the winners and runners-up of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C2	5	W 1	W 2	1st - 2nd	W5	W6
2	C1	A2	6	W 3	W 4	3rd - 4th	L5	L6
3	B1	D2	# game	5th - 8th place		5th - 6th	W7	W8
4	D1	B2	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			



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- Places from 9 to 16 for teams ranked 3rd and 4th in each pool.

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A3	C4	5	W 1	W 2	9th - 10th	W5	W6
2	C3	A4	6	W 3	W 4	11th - 12th	L5	L6
3	B3	D4	# game	13th - 16th place		13th - 14th	W7	W8
4	D3	B4	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

- Places from 17 to 24 for teams ranked 5th and 6th in each pool.

# game	17th - 24th		# game	17th - 20th		Final ranking games		
1	A5	C6	5	W 1	W 2	17th - 18th	W5	W6
2	C5	A6	6	W 3	W 4	19th - 20th	L5	L6
3	B5	D6	# game	21st - 24th		21st - 22nd	W7	W8
4	D5	B6	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			

32 teams

- ✓ The teams will be divided into eight groups of four teams.
- ✓ The qualification round will consist of three rounds of two matches per pool, according to the Berger table.
- ✓ The classification round will consist of knock-out matches organised as follows:

- Places from 1 to 8 for the winners of each pool.

# game	1st - 8th place		# game	1st - 4th place		Final ranking games		
1	A1	C1	5	W 1	W 2	1st - 2nd	W5	W6
2	B1	D1	6	W 3	W 4	3rd - 4th	L5	L6
3	E1	G1	# game	5th - 8th place		5th - 6th	W7	W8
4	F1	H1	7	L 1	L 2	7th - 8th	L7	L8
			8	L 3	L 4			

- Places from 9 to 16 the runners-up from each pool

# game	9th - 16th place		# game	9th - 12th place		Final ranking games		
1	A2	C2	5	W 1	W 2	9th - 10th	W5	W6
2	B2	D2	6	W 3	W 4	11th - 12th	L5	L6
3	E2	G2	# game	13th - 16th place		13th - 14th	W7	W8
4	F2	H2	7	L 1	L 2	15th - 16th	L7	L8
			8	L 3	L 4			

- Places from 17 to 24 for teams ranked 3rd in each pool.

# game	17th - 24th place		# game	17th - 20th place		Final ranking games		
1	A3	C3	5	W 1	W 2	17th - 18th	W5	W6
2	B3	D3	6	W 3	W 4	19th - 20th	L5	L6
3	E3	G3	# game	21st - 24th place		21st - 22nd	W7	W8
4	F3	H3	7	L 1	L 2	23rd - 24th	L7	L8
			8	L 3	L 4			



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- Places from 25 to 32 for teams ranked 4th in each pool.

# game	25 th - 32 nd place		# game	25 th - 28 th place		Final ranking games		
1	A4	C4	5	W 1	W 2	25 th - 26 th	W5	W6
2	B4	D4	6	W 3	W 4	27 th - 28 th	L5	L6
3	E4	G4	# game	29 th - 32 nd place		29 th - 30 rd	W7	W8
4	F4	H4	7	L 1	L 2	31 st - 32 nd	L7	L8
			8	L 3	L 4			

* ISF TC will adjust the system of play according to the final number of the registered teams

SPECIFIC RULES

- Duration of the match
 - 2 x 40 minutes (U18 Gymnasiade and U18 WSC finals) with a half-time interval of 15 minutes.
 - 2x 30 minutes (U18 WSC and U15 age category) with a half-time interval of 10 minutes;
- Points shall be awarded as follows (qualification games in groups):
 - Win = 3 points
 - Draw = 1 point
 - Match lost = 0 points

RANKING SYSTEM AFTER GROUP PHASE

- Points after all matches of group phase
- Result of game between the two equal teams
- Goals difference in all matches of group phase
- More goals scored - in the case that the difference between the goals scored and received goals is the same
- Yellow cards (-1 point) and Red cards (-3 points) received in all matches of group phase
- Draw

PENALTY KICKS

- If, after the standard time in classification games, a match ends in a draw, kicks from the penalty mark will be taken to determine the winner with the following procedure:
- The referee chooses the goal at which the kicks will be taken. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick;
- Subject to the conditions explained below, both teams take five kicks. The kicks are taken alternately by the teams;
- If, before both teams have taken five kicks, one has scored more goals than the other could score even if it were to complete its five kicks, no more kicks are taken;
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks;
- All players who finish the game are authorized to take the penalty kicks. Each kick is taken by a different player and all eligible players must take a kick before any player take a second kick;

If, at the end of the match and before the kicks start to be taken from the penalty mark, one team has a greater number of players, than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded.

In the match, the rule of showing yellow or red cards will apply, and all according to the FIFA rules.



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- If a player is penalized with two yellow cards during the same match he will be suspended in the following match of his team.
- If the player get two yellow card in two different game, automatically he cannot play in the following match for his team
- The yellow card count is erased after the end of the group phase, unless the second yellow card is shown to a player during the last game in group stage. In that case he cannot play in the first classification game
- In case of red card suspension, the player will not play in the next game and the Disciplinary Commission can decide to suspend the athlete for more than one match in the case of a serious offense.

OTHER RULES

- All teams must show up at the competition venue not later than 15 minutes before the scheduled beginning of the match.
- In case a team shows up later than 5 minutes after the scheduled beginning of the match, it will automatically lose the match by 0-3.
- In case a team fails to show up, it will automatically lose the match by 0-3.
- 10 minutes before the beginning of the match, referees shall check players of both teams according to the specified lists.
- Shirt numbers from 1 to 99 shall be used. All players shall wear the same shirt number throughout the whole tournament.
- Participating teams must bring their own bibs.
- Each player must wear shin guards.
- The official competition balls size 5 must bear one of the following logos: “FIFA Quality PRO” , FIFA Quality” or “IMS – International Match Standard”
- The brand of the official competition ball shall be communicated in Bulletin 2.
- 6 warm-up balls per team will be provided by the Local Organising Committee (LOC) before the game; teams needing more than 6 warm-up balls must bring their own extra balls.

5. DRAW

- The ISF is responsible for establishing, criteria’s and fixing timing of the draw.
- The ISF Technical Commission is responsible of the draw.
- The draw will take into account results achieved in previous ISF football competitions and any other information relevant to ISF.

6. PROTESTS AND APPEALS

Appeals involving results or any matter not concerning discipline will be heard by the Appeal Jury. The appeal must be lodged within 30 minutes of the incident and be submitted in English to the TC. The payment of amount 50€ must accompany the appeal and is to be paid to LOC in cash. This payment will be refunded only if the appeal is upheld or at the discretion of the Appeal Jury. In the case of an unsuccessful appeal, the payment will be retained by the ISF.



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