

Tournament Rules - 2008

1. Tournament Jury

The tournament jury is comprised of:

Håkon Bondal (NFF instructor in football rules)

Søren Bak (Responsible for appointment of referees)

Poul Pedersen (Vendsyssel Referee Club)

The jury office is located in the Vendiahallen.

The jury has control and is responsible, that the tournament is played in a sportsmanlike manner (Fair Play). They deal with protests, the interpretation of the rules and all matters of doubt.

The decisions of the jury cannot be appealed.

2. Classes and Age Limits - 2008

Class B19 Boys born on or after 01.01.1989

Class B17 Boys born on or after 01.01.1991

Class B16 Boys born on or after 01.01.1992

Class B15 Boys born on or after 01.01.1993

Class B14 Boys born on or after 01.01.1994

Class B13 Boys born on or after 01.01.1995

Class B12 Boys (7) born on or after 01.01.1996

Class B11 Boys (7) born on or after 01.01.1997

Class G19 Girls born on or after 01.01.1989

Class G17 Girls born on or after 01.01.1991

Class G16 Girls born on or after 01.01.1992

Class G15 Girls born on or after 01.01.1993

Class G14 Girls born on or after 01.01.1994

Class G13 Girls (7) born on or after 01.01.1995

3. Dispensations etc

There is given an automatic dispensation to use 3 players per team in 11 a side and 2 players in 7 a side, who are 1 year too old.

Any player can participate in two classes, as long as the age limit is kept. This requires however, that he/she is listed on the team list for both teams. He/she may not play for more than one team in the same class.

Any girls can participate in classes for boys as long as they are the correct age.

In any one game you can use a maximum of 3 players per team in 11 a side and 2 players in 7 a side, who are 1 year too old.

4. Name of participants - Identification

All teams must complete and send in or hand in a team list. The latest time to hand in a team list is at the Dana Cup Check-in on arrival.

A player will be eligible to play when listed on the team list and the Dana Cup participant fee has been paid.

A copy of the team list and player identification (with photo) must be taken to each game and shown to a jury member or a representative for the jury at any time it may be requested.

There will be random checks of player identification and player eligibility during the tournament.

It can result in a lost game if there is not sent or handed in a team list, if a team uses an ineligible player or if there is not shown sufficient identification for a player. The jury decides what a satisfactory identification is.

5. Length of play

Class	Qual. gam.	Finals
B19, B17, B16, B15, G19, G17, G16, G15	2x25 min.	2x30 min.
B14, B13, B12, B11, G14, G13	2x20 min.	2x25 min.

6. Division into groups

The teams are divided into groups of four or five teams, with all teams playing against each other.

Teams are then placed according to points won.

3 points for a win.

1 point for a tie.

No points for a defeat.

If two or more teams achieve the same point score, their placing order is decided as follows:

1. The goal difference in all games.
2. The highest number of goals scored.
3. Points in their games between each other.
4. Drawing lots.

The two best teams of each group will advance to the A-Final round, which is played to cup rules, i.e. the losing teams drop out.

The other teams advance to the B-Final round which is also played to cup rules.

7. Tied matches - the final rounds

Tied matches in the opening final rounds are decided by penalty shoot-outs and are normally held within a specially closed off area.

Tied semi-finals and finals are decided by extra time of 2 x 5 minutes.

If the game is still a tie at the end of extra time it will be decided by a penalty shoot-out.

The penalty shoot-out is held according to FIFA's rules.

8. Rules

The Dana Cup is played according to the rules set down by FIFA and DBU with the following amendments:

Number of players.

A team can use a maximum of 16 players in any given one game, this means in any one game you can use a maximum of 5 substitutes.

In Classes B12, B11 and G13 the teams are allowed to use as many players as they want.

Substitution.

You are freely allowed to substitute players in and out of the field.

The substitution has to happen during a break in the match and from the middle of the pitch. The referee must be notified before each substitution.

Ball size.

Classes B14, B13, B12, B11, G14 and G13 play with a size 4 ball.

All other classes play with a size 5 ball.

Soccer jerseys.

Jerseys must be numbered.

Players must use the same jersey number in all games.

If both teams have the same colours, the team mentioned last in the tournament plan will change jerseys.

Shin guards (leg pads).

Shin guards are obligatory.

Failure to wear pads will entail the player being sent off from the field until pads are worn.

7 a side teams - Classes B12, B11, G13.

Field etc

These matches are played on a football field (about 65 x 51 m).

Mini football goals are used (5 x 2 m).

The goal area and penalty area are identical (8 x 25 m).

Penalties are taken 8 m from the goal line and opposite the goal centre.

The distance from the initial kick, free kicks, penalties, goal kicks and corners is 7 meters.

Offside.

The offside rule is not used.

Free kicks.

All free kicks, direct and indirect are taken as direct free kicks.

6 second rule.

The 6 second rule does not apply for getting rid of the ball.

Play the ball to own goalkeeper.

The goalkeeper may touch the ball with their hands, if one of their team players plays the ball to them.

Goal kicks etc.

Goal kicks and free kicks in your own penalty area are correctly taken even if the ball isn't kicked directly outside the area.

The goalkeeper can take the goal kick or free kick in his own penalty area as a kick or a throw, and the keeper can also take the ball up again before it is touched by another player.

The ball is in play as soon as it has been moved, and then any opposition player can move into the penalty area.

Short corner.

The corner is taken on the goal line between the sideline and goal box.

9. Time for matches - playing time

For a team to be ready for a game they must have a minimum of 7 players ready at the field and at the time mentioned in the official program.

In classes B12, B11 and G13 however at least 5 players should be ready to play.

If a team is not ready at the time mentioned in the official program the game will still be played if there is no more than a 10 minute delay.

In the event of a team not being ready in time and in the event of a protest the match may be declared a forfeit by the infringing team, unless special circumstances apply.

Special circumstances can include sudden illness, traffic accidents or similar unforeseeable circumstances.

In such cases the tournament jury may determine that the result of a delayed match shall apply notwithstanding or that an unplayed match shall be played.

10. Sent off players

Sent off players are automatically suspended for the teams next game.

The tournament jury can, in special cases, decide on stricter penalties e.g. if they use a disqualified player.

Only when a player is suspended for more than one game will notice of the suspension be given in writing.

11. Absence

If a team defaults or loses on protest the score is set at 0-3.

12. Protests

Protests concerning matches must be submitted in writing by the respective managers to the tournament jury, no later than one hour after the end of the match.

Any decisions made by a referee during a game are final and cannot be appealed.

Failure to wear shin pads, lack of jersey numbers or participant armbands are not grounds for a protest.

A protest fee of Dkr. 300 must be paid with the submission of a protest. The fee is refunded if the protest is upheld.

The decisions of the jury can not be appealed.

13. Modification of the tournament program

The tournament jury reserves the right to change the venue and kick-off time of any match at any time during the tournament.

Opening rounds.

Alterations will be notified to the involved teams in conjunction with check-in.

Final rounds.

Alterations appear in the alterations program that is handed out to all teams in conjunction with check-in.

14. Referees - Linesmen

Dana Cup will, in cooperation with Vendsyssel Football Referee Club, select the referees for all matches and the linesmen for the following matches:

A-Final round game.

From and including the 1/16's finals in classes B19, B17, B16 and B15.

From and including the 1/4 finals in classes B14, G19, G17, G16 and G15.

From and including the 1/2 finals in classes B13 and G14.

Finals in classes B12, B11 and G13.

B-Final round game.

From and including the 1/2 finals in classes B19, B17, B16, B15, B14, G19, G17, G16 and G15.

Finals in classes B13, B12, B11, G14 and G13.

Linesmen.

In matches where no neutral linesmen are used the two teams are obliged to present their own linesman.