



ESPLENDIDO 
FOOTBALL TOURNAMENTS

Rules & Regulations

ESPLENDIDO



THE PLAYERS

1. Each team can have a squad of 5 to 8 players.
2. 5 players shall normally be present on the pitch at any one time. A team may never have more than 5 players on the pitch.
3. Any team with more players on the pitch than authorised will be penalised with a yellow card to the player at fault.
4. A team cannot start a match without a minimum of 4 healthy players.
5. During a match, any team who cannot field a minimum of 3 players due to suspensions or injuries will forfeit the match and will result in a 3-0 loss or the actual score, whichever has the worst goal differential.
6. All players must be listed and checked off on the referee's team sheet prior to kick off.
7. Each team must have a team captain identified by an arm band or other clear mark identifying the player.
8. Any team playing an unregistered player, suspended player or a player who is not an amateur as defined by Esplendido will be disqualified.

TIME OF PLAY

1. Matches will be a total of 20 minutes played in 10-minute halves with 2 minutes half time.
2. Matches during the knockout phase will be a total of 20 minutes played in 10-minute halves with 2 minutes half time.
3. The final match will be a total of 30 minutes played in 20-minute halves with 5 minutes half time.

GENERAL RULES

1. Football used is size 5.
2. Every team should be present 30 minutes before their match
3. All players must wear shin guards.
4. The wearing of any form of jewellery, including (but not limited to) necklaces, bracelets, fitness bands and watches is not permitted during play.
5. Any team that reports for a match any later than 5 minutes from kick off time or with insufficient players will forfeit the match 3-0.
6. Substitutions are unlimited during a match and are permitted during play.
7. A substitute can only get on to the pitch once the player he is replacing has come off.
8. A change of goalkeeper must be authorised by the referee.
9. If the ball touches the net on the goalkeeper sides, the match will restart with a goalkeeper throw.
10. There is no offside rule.

SLIDING

1. Players must maintain their feet at all times when they are engaging the ball and/or other players.
2. Slide tackles are forbidden.
3. Players must not use defensive slides to intercept a ball regardless of whether they are near another player or not.
4. Players must not use attacking slides when shooting for goal or when passing.
5. Lunges that result in slides are illegal.
6. Goalkeepers are permitted to slide in order to save goals, but must not do so in a way that may be dangerous to attacking players.
7. The referee will be the sole adjudicator on whether a player has legitimately slipped or attempted to slide. A player who makes a slide that involves contact with an opponent will be penalised and given either a yellow or red card.

GOALKEEPERS

1. Goalkeepers are allowed to go forward outside the penalty box during open play.
2. Goalkeepers are allowed to take penalties, free kicks, corners and kick ins.
3. Goalkeepers may use any part of their body to make a save inside the penalty box including their hands.
4. Goalkeepers are not allowed to handle back passes. This shall result in a free kick and a yellow card.
5. A goalkeeper throw-in must be an under arm or side arm action. An over arm throw-in will result in a free kick at the edge of the penalty box

SET PLAYS

1. Aside from a penalty kick, all free kicks are indirect. A goal scored via a deflection (via team mate or opposition) shall count.
2. The opposition team must be 5 steps away from where a free kick is taken. Contravention of this rule will result in the kick being taken again.

PENALTY KICKS

1. The goalkeeper cannot take a step forward while saving a penalty but may take steps to either side. Contravention of this rule will result in the kick being taken again, unless a goal was scored on the kick.
2. A penalty kick shall be taken from the penalty kick mark and, when it is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper, shall be at least five steps from the ball and must stand behind the penalty kick mark.

GROUP STAGES

1. Three points will be awarded for a win, one point for a draw and zero points for a loss.
2. If only two teams are tied on points, the head to head result in group stage will determine the winner.
3. If section 10.3 doesn't apply or is not conclusive and teams are tied on points, the following will be used: (1) goal difference (2) goals for (3) least red cards (4) least yellow cards.
4. If still equal, team captains will draw lots or flip a coin to determine position.

Qualification

1. First of the group qualified directly.all second will be in a league format and first 12 will qualified. The league format will set base on goals difference, then goals scored, then goals conceded, then red cards, then yellow cards, and a toss if necessary

KNOCKOUTS

1. If the match is tied after full time, a penalty shootout shall decide the winner.
2. The winner of a knockout round match advances to the next stage.

PENALTY SHOOTOUTS

1. If 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. Any player thus excluded may not participate in the penalty shootout.
2. Penalty shootouts consist of 3 penalty kicks per team, in alternation.
3. If tied after 3 penalties, the shootout shall go into sudden death. During sudden death, if the team shooting first misses, the team shooting second must score to win. If the team shooting first scores, the team shooting second must score to stay alive and a miss will result in elimination.
4. No kicker can kick again until all players of the team (excluding suspended players and injured players) have kicked the same number of times.

THE REFEREE

1. The referee's decision is final. Any fouls or penalties will be awarded at the sole discretion of the referee.

2. The referee reserves the right to penalise a player for aggressive behaviour or excessive arguments towards the referee.
3. The referee also reserves the right to penalise coaches, team organisers and substitutes situated on the bench, including a red card for any of the aforementioned parties.
4. The referee is the official timekeeper for the match and may make an allowance for time lost through substitutions, injured players requiring attention, or other stoppages.
5. The referee may restart play using a drop ball if he is required to stop play temporarily for any circumstances.

YELLOW CARDS

1. Two yellow cards by the same player in the same match will result in a red card.

RED CARDS

1. A red card will result in an immediate suspension for the player who must exit the pitch immediately.
2. The team cannot replace the player having received the red card.
3. If a player, coach or team organiser is given a red card whilst off the pitch for unacceptable conduct on the sideline the team must correspondingly reduce the number of players on the pitch.
4. A player who receives the red card will serve a 1 match ban which will result in him not being eligible for the following match as well.

DISCIPLINE AND FAIR PLAY

1. Violent and aggressive play, unsportsmanlike behaviour, and foul and abusive language will not be tolerated. Players exhibiting such behaviour will be penalized by the referee.
2. The referee may punish infringements with a yellow or red card.
3. In the event of persistent or extreme abuse or bad behaviour, the referee has the power to abandon the game which may result in the disqualification of one or both teams from the tournament.
4. Violent conduct on or off the pitch will result in the immediate suspension of the individual and could result in a ban from Esplendido. Esplendido's management reserves the right to ban a team or individual from further participation in all tournaments.
5. Referees must be treated with respect by all teams. Players may be suspended and/or banned by Esplendido management for abuse/harassment of referees, on or off the pitch.
6. The decision of Esplendido management in all matters pertaining to the administration of tournaments is final.
7. Esplendido management may overturn a rule if it is perceived that a team is deliberately using an interpretation of the rules to gain an unfair advantage.

APPEALS PROCESS

Teams with any complaint against a match official must address it immediately Esplendido management. The complaint may only be presented by the Captain representing the team. Esplendido management will assess all complaints on its merits.

ELIGIBILITY

For the purposes of establishing eligibility to participate in Esplendido, you must:

- Be aged 16 and over as at the time of registration to a qualifier tournament;

NOTE: Esplendido Football Tournament reserves the right of admission