



THE PLAYING FIELD

DIMENSIONS:

1. The pitch will be made of natural grass and will be rectangular in shape:
 - 1.1. FUT 07 - 45 to 55 meters long and 25 to 35 meters wide.
2. The side lines must be longer than the goal lines.

FIELD MARKING:

1. The field of play must be marked by clearly visible white lines, 10 cm wide, which must follow the level of the field.
2. The longest lines are called side lines and the shortest are called end lines.
3. In the middle of the pitch, a transversal line must be drawn from side to side, called the center line.

GOAL AREA AND PENALTY SPOT:

FUT 07

1. From each end of the pitch, two lines must be drawn perpendicular to the end line, at a distance of 5m from each goal post. These lines will advance 7m down the pitch and will be joined at their ends by a transverse line parallel to the end line and 15m long.
2. The penalty mark will be defined by a clearly visible point with a radius of 10 cm, halfway along the front line of the goal area, and a distance of 7 m from the end line. The referee will set a distance of 03 meters behind the penalty mark for players who will not be taking the kick.

GOALS

1. Goals must be:

Fut-7 - 4.00 to 5.00 m long by 1.80 to 2.20 m high.



SUBSTITUTION AREA:

1. Located in front of the representative's table, next to the sideline, in the middle of the pitch; with a yellow line indicating the position of the substitutions.

TECHNICAL AREA:

1. Technical areas are for matches played in stadiums that provide seating for substitute players and team officials and must comply with the following guidelines:
 - 1.1. The technical areas may extend a maximum of 1 m to either side of the existing seats and be at least 1 m away from the side line of the pitch;
 - 1.2. It is recommended that markings be used to delimit the technical areas; in dotted or straight lines from end to end.
 - 1.3. Only duly registered persons (Technical Commission) will be allowed on the field of play, with a maximum of 03 persons allowed on the field of play;
2. Only one person at a time is authorized to give tactical instructions from the technical area. The rest must remain seated.

THE BALL

1. The balls used in the competition will be:
 - 1.1. Under 07/08/09 categories reference No. 03**
 - 1.2. Under 10/11/12 categories reference No. 04**
 - 1.3. Under 13/14 category reference No. 05**
2. The organizing committee will provide 01 ball per team for each category.
3. Teams must present the ball provided by the organization in order to play the match with it.



DOCUMENTATION

1. All registered athletes (except those up to the age of 07, i.e. born up to 2017) must present - through the representatives of their Football Schools - an Official Document with a Photo, in order to pick up the OFFICIAL CREDENTIAL for the competition, which will be handed out by the coordinator in charge, after confirming the data entered into the registration system with the Document presented.
 - 1.1. Athletes born up to the year 2017 (up to 07 years of age), if they do not have an Official Document with photo, as an exception, may present the BIRTH CERTIFICATE accompanied by a card with photo (school, club, etc.), to attest to the confirmation of the data in the CREDENTIAL photo check.
2. If the OFFICIAL CREDENTIAL is lost, a new copy MUST be requested so that the athlete can take part in the respective matches.

This document will be held by the referees/masters from the start to the end of each match, so that the coaches can check the players' information and confirm the authenticity of the data.

- 2.1. Any player who does not have their OFFICIAL CREDENTIAL will not be able to play in the match.

MATCHES - NUMBER OF PLAYERS - COACHING STAFF

PARAGRAPH 1 - The start of the first match must take place at the time marked on the fixture list, or up to 15 minutes later. If the team cannot prove the physical presence of its players, it will be considered a loser by W.O.

PARAGRAPH 2 - In the event of a "W x O", three positive points will be awarded to the team that took to the field, with a score of 3-0. The team that loses by W.O, for not showing up at the field of play, will be counted as a defeat, with a score of 3-0 and will be able to play in the next match. Goals will not be credited to any player.

PARAGRAPH 3 - In the event of a team withdrawing during the competition, W x O will be given, but the team that won by W x O will have the lowest score that the losing team suffered during the qualifying matches in the final score of the match. Goals will



not be credited to any player.

FUT 07

1. A minimum of 10 and a maximum of 14 players and up to 03 members of the coaching staff must be registered on the field of play; **players will not be allowed to play in two categories, if this happens the team will be irregular in the match, and the 03 points will go to the opposing team by the score of 3-0.**
2. The matches will be played by two teams made up of a maximum of 7 players each, one of whom will play as goalkeeper. No match will start or continue if one or both teams have fewer than 04 players
3. If a team fields an irregular player, or one over the age of the category, it will lose the points awarded, and if the infraction persists the team may be eliminated from the competition.
4. If both teams are reduced to fewer than 04 (four) players, neither team will score points.
5. Substitutions are unlimited and free-flowing, with no need to stop the game, as long as they are made in front of the referee's table, and are restricted to the players recorded on the score sheet.
6. Members of the Technical Commission may not be substituted during matches.

PLAYERS' UNIFORM / COACHING STAFF

1. The players' uniform consists of: a half-sleeved or long-sleeved shirt, short shorts, long socks, official shin guards, sneakers or boots suitable for playing soccer, and they may use protective equipment appropriate to the sport.
 - 1.1. **It is MANDATORY to wear shin pads**, which must be covered by the socks, and must be made of appropriate material that offers protection to the player. **Players will not be allowed to play with boots with iron or aluminum studs. If this is noted on the score sheet by the refereeing team, they will lose the match points.**



2. Players may appear on the pitch wearing short-sleeved shirts and others wearing long-sleeved shirts, as long as they are the same color as the sleeves of the short-sleeved shirts.
3. The goalkeeper must wear a different color uniform to the other players, and is allowed to wear pants suitable for the sport.
4. The shirts must be numbered on the back without repeating numbers on the same team; numbering on the front of the shirt is optional. The color of the numbers must be different from the color of the shirt and they must be 0.20 to 0.30 cm high.
5. The referee will demand that the athlete or member of the coaching staff remove any object that, in their opinion, could cause harm to themselves or others, such as a necklace, earring, piercing, rings, wedding rings, including images or texts that make an apology contrary to the morals of the sport. Failure to comply will prevent your participation.
6. At the start and restart of the match, the players must always be in uniform, with their shirts inside their shorts and their socks up, as stipulated in the rule, and during the match, their shirts may be worn outside their shorts, but their socks must always be up.
7. If the team does not have a reserve goalkeeper, they must present a goalkeeper's shirt with a different number to their players recorded on the score sheet, which must remain on the bench for eventual use.
8. The team that opts for a goalkeeper must have a single shirt on the bench with the same number as the player who will play this role, and this shirt must be a different color from the players' shirts or the same color as the goalkeeper's shirt.
9. The use of thermal shorts is subject to their color being identical to the predominant color of the shorts. Or if the whole team wears the same color, even if it differs from the color of the shorts.
10. Athletes may not use bandages or adhesive tape on the outside of their socks to hold their shin pads in place, unless it is the same color as the shin pads.
11. The members of the coaching staff who remain on the bench must be dressed in the team's official shorts, pants or tracksuit bottoms, a shirt with sleeves or similar, and appropriate shoes, sneakers or boots.
12. If the teams have uniforms of the same color, the referee will draw lots and the team that loses must change into another uniform or put on vests.



13. It is the teams' total obligation to have vests in their belongings so that in the event of equality with the opposing team, they can make the change. The organization is not responsible for the vests.

GAME TIME AND CATEGORIES

CATEGORIES	TIME	
Under 07 - Until 2017	20X20	Fut 7
Under 08 – Until 2016	20X20	Fut 7
Under 09 – Until 2015	20X20	Fut 7
Under 10 – Until 2014	20X20	Fut 7
Under 11 – Until 2013	20X20	Fut 7
Under 12 – Until 2012	20X20	Fut 7
Under 13 – Until 2011	20X20	Fut 7
Under 14 – Until 2010	20X20	Fut 7

1. Female athletes are allowed to play in their category or up to one category below their age.
2. For the purpose of distinguishing the limits of the categories specified above, the age completed in the year of the competition will be taken into account.
3. All matches must have an interval of no more than 5 minutes.
4. It is the referees' sole responsibility to set the game time and extra time, and time control will be the responsibility of the referee designated as being in charge of the game.
5. Women's teams will be allowed to play in their category or even a category below their age.



START AND RESTART OF THE GAME

1. For the start of the game, the choice of field or kick-off must be made by a coin toss, with the winner choosing the side that will defend or kick the ball off. THE USE OF THE BENCH MUST BE ON THE SIDE THAT THE TEAM IS DEFENDING.
2. The match will begin, after authorization from the referee, when an athlete from the team benefiting from the throw-in moves the ball, which must be stationary in the center of the field, IN ANY DIRECTION.
 - 2.1. A one-touch direct free-kick will be prohibited at the start, restart or after a goal has been scored;
 - 2.2. The player who takes the kick-off may not touch the ball again until it has been touched or played by another player.
 - 2.3. All players must be in their field of defense, behind the line marked 04 meters from the spot where the ball is at the start of play, and those on the opposite side of the field to the one in possession of the ball must be behind the line of departure.
 - 2.4. Once a goal has been scored, the match will be restarted in the same way by an athlete from the team that conceded the goal.
 - 2.5. After half-time, the teams change sides and the restart will be carried out by the team opposite the one that came out in the first period.

BALL IN PLAY OR OUT OF PLAY

BALL OUT OF PLAY

1. The ball is out of play when:
 - 1.1. It completely crosses a goal line or the sideline, either on the ground or overhead;
 - 1.2. Play is interrupted by the referee.



BALL IN PLAY

1. The ball is in play in all other situations, including when it touches an official of the refereeing team, the goal posts and crossbars or the corner kick poles and as long as it remains in the field of play.

THROW-INS, CORNER KICKS AND GOAL KICKS

1. **Lateral** - In all categories, it will be taken with the hands.
2. **Corner kick** - In all categories it will be taken with the feet. It must be taken on the corner line.
3. **Goal kick** - In all categories, it will be taken with the feet. When the goal kick is taken, the opposing team must complete a distance of 7 (seven) meters to be allowed to restart the game.

3.1. A goal will not be scored from a goal kick, so there must be a second touch for the goal to be validated.

OFFSIDE

1. **Fut 07** - There will be no offside.

FOULS AND INFRINGEMENTS

1. Indirect and direct free kicks and penalties can only be awarded for fouls and infringements committed when the ball is in play.



DIRECT FREE KICK

1. A direct free kick will be awarded in favor of the opposing team to a player who takes one of the following actions considered by the referee to be reckless, reckless or using excessive force:
 - 1.1. Charging an opponent;
 - 1.2. Jumping on an opponent;;
 - 1.3. Kicking or attempting to kick an opponent;
 - 1.4. Pushing an opponent;
 - 1.5. Striking or attempting to strike (including headbutting) an opponent;
 - 1.6. Kicking or attempting to kick an opponent.
2. If an infringement involves contact, it will be punished with a direct free kick or penalty kick.
 - 2.1. Imprudence means that a player shows a lack of attention or consideration, or acts without caution towards an opponent, when taking part in a dispute with them. No disciplinary sanction is required;
 - 2.2. Recklessness means that a player does not consider the risk or consequences for his opponent. The player must be cautioned with a yellow card;
 - 2.3. Use of excessive force means that a player exceeds the necessary force and takes the risk of causing injury to an opponent. The player must be sent off.
3. A direct free kick will also be awarded if a player commits one of the following offenses:
 - 3.1. Deliberately touching the ball with his hands (except the goalkeeper within his own penalty area);
 - 3.2. Grabbing an opponent;
 - 3.3. Impeding an opponent's movement with contact;
 - 3.4. Spitting at an opponent.

TOUCHING THE BALL WITH THE HAND

1. Touching the ball with the hands implies the deliberate act of a player touching the ball with the hands or arms.



2. The following criteria must be considered:
 - 2.1. The movement of the hand towards the ball (not the ball towards the hand);
 - 2.2. The distance between the player and the ball (unexpected ball);
 - 2.3. The position of the hand does not necessarily imply an infringement;
 - 2.4. Touching the ball with an object that is being held in the hand (garment, shin guard, etc.) is an infringement;
 - 2.5. Touching the ball with an object played with the hand (boot, shin guard, etc.) is also an infringement.
3. Outside his own penalty area, the goalkeeper is subject to the same restrictions as the other players for touching the ball with his hands. Inside his own penalty area, the goalkeeper cannot be punished with a direct free kick for touching the ball with his hand.
4. Nor can he be disciplined for this. He can, however, be punished for a handball infringement with an indirect free kick.

INDIRECT FREE KICK

1. An indirect free kick will be awarded to the opposing team of a player who:
 - 1.1. Plays in a dangerous manner;
 - 1.2. Impedes the movement of an opponent without any contact;
 - 1.3. Disagree using offensive, insulting or abusive language and/or gestures or other verbal offenses;

To make it clear that: gestural and verbal offenses are punishable by an indirect free kick, even if a yellow or red card is applied. There have been mistaken punishments of direct free kicks for offenses of this nature against refereeing officials.

Offenses against referees, but this can only occur when the offense is physical.

 - 1.4. Preventing the goalkeeper from playing or attempting to play the ball with their hands or feet when they are in the process of putting the ball into contention;
 - 1.5. Committing any other offense not previously mentioned in the rules for which play is interrupted to caution or send off a player.
 - 1.6. An indirect free kick will be awarded to the opposing team if the goalkeeper commits one of the following infractions within their own penalty area:



- 1.7. Holding the ball in his hands for more than six seconds before releasing it;
2. Touching the ball with their hands after:
 - 2.1. Having placed the ball in contention and before the ball is touched by another player;
 - 2.2. Receiving the ball deliberately passed with the feet by a teammate;
 - 2.3. Receiving the ball directly from a throw-in by a teammate.
3. The goalkeeper is considered to have control, possession of the ball when:
 - 3.1. Holds the ball in his hands or when the ball is between his hand and a surface (e.g. the ground, his body) or when he is touching the ball with any part of his hands or arms, except if the ball rebounds accidentally or even after making a deliberate save;
 - 3.2. You have the ball in your open palm;
 - 3.3. Touching the ball on the ground or throwing it into the air.
4. During the period in which the goalkeeper is in control or has control of the ball with his hands, no opponent may dispute the ball with him.

PLAYING DANGEROUSLY

1. Playing dangerously is any action of trying to play the ball when there is a risk to someone (including the player himself). This action is also characterized when a player who is close to the ball gives up playing it for fear of injury.
2. “Scissors” or ‘bicycles’ are allowed, as long as they do not constitute a danger to the opponent.
3. Preventing an opponent from advancing without contact.
4. Preventing an opponent from advancing means standing in their way in order to obstruct their advance, slow them down or make them change direction, when the ball is not within the distance of dispute between the players.
5. All players have the right to occupy a position, a space on the field of play. Finding yourself in your opponent's way is not the same as putting them in your way.
6. A player can protect the ball by placing himself between an opponent and the ball, as long as the ball is in playing distance and the player is not held with his arms or



body. If the ball is in playing distance, the player can be legally charged by an opponent.

DISCIPLINARY MEASURES

1. The referee has the authority to apply disciplinary sanctions from the moment he enters the field of play for the pre-match inspection and until he leaves the field after the end of the game (including during free kicks from the penalty spot).
2. If, before entering the field of play for the start of the match, a player commits an infringement that is liable to expulsion, the referee has the authority to prevent the player from taking part in the match; the referee must report any other unsportsmanlike conduct to the competent authorities.
3. If a player or committee member commits an offense punishable by a yellow card warning or expulsion, whether on or off the field of play, against an opponent, a teammate, a referee or any other person, they must be punished according to the nature of the offense committed.
4. The yellow and blue cards are used to issue a caution and the red card to issue an expulsion.
5. Yellow and red cards can be shown to players, substitutes, substituted players and committee members.
6. Committee members can be shown yellow and red cards.

DELAYING THE RESTART OF THE GAME TO SHOW THE CARD

1. When the referee decides to penalize a player with a yellow or blue card or to send him off, the game must not restart until the sanction has been applied.



ADVANTAGE

1. If the referee applies an advantage after a foul punishable by a yellow card or sending off, the caution or sending off must be applied when the ball is out of play, except when a clear goal-scoring opportunity is cut off and the goal is still scored, because in that case the player must be punished with a yellow card for unsportsmanlike conduct.
2. Advantage should not be given in situations of serious rough play, violent conduct or in the event of a second yellow card, unless it is a clear goal-scoring opportunity. In this case, the referee must send off the player at the first interruption of play, unless the player throws the ball, disputes it or interferes with an opponent, in which case the referee must stop the game, send off the player and restart the game with an indirect free kick against the team of the sent off player, unless the player has committed a more serious infraction.
3. If a defender begins to hold (grab) an attacker outside the penalty area and continues the action into the penalty area, the referee must award a penalty kick.

OFFENSES PUNISHABLE BY A WARNING - YELLOW CARD

1. A player must be cautioned with a yellow card for:
 - 1.1. Delaying the restart of the game ;
 - 1.2. Disagreeing with the referee's decisions with words or actions;
 - 1.3. Entering or returning to or deliberately leaving the field of play without the referee's authorization;
 - 1.4. Not respecting the distance required for restarts, such as corner kicks, free kicks and throw-ins;
 - 1.5. Persistently infringing the rules of the game (there is no specific number or standard to characterize a “persistent infringement”);
 - 1.6. Practicing an unsportsmanlike attitude.

A substitute or a substituted player must be cautioned with a Yellow Card for:



1. Delaying the restart of the game;
2. Disagreeing with the referee's decisions with words or actions;
3. Entering or returning to the field of play without the referee's permission;
4. Practicing an unsportsmanlike attitude.
5. Not using the yellow strip (substitution area), except in an emergency.

WARNINGS FOR UNSPORTSMANLIKE CONDUCT

1. There are different circumstances in which a player should be cautioned with a yellow card for unsportsmanlike conduct, for example:
 - 1.1. Trying to deceive the referee by pretending to have suffered an injury or a foul (simulation);
 - 1.2. Changing positions with the goalkeeper during the game without the referee's authorization;
 - 1.3. Committing a reckless foul punishable by a direct free kick;
 - 1.4. Committing a foul or touching the ball with the hand to prevent a promising attack;
 - 1.5. Committing a foul that prevents a promising attack, except when the referee awards a penalty kick and the foul was committed while trying to dispute the ball;

A player must be cautioned with a yellow card for:

1. Climbing on the pitch's protective equipment and/or approaching spectators in a way that causes insecurity or violates safety principles;
2. Making provocative, debauched or inflammatory gestures or actions;
 - 2.1. To make it clear that: actions that violate safety issues or are provocative must be punished with a yellow card - CA.
3. Covering the head or face with a mask or other similar article;
4. Taking off your shirt or covering your head with your shirt.



DELAYING THE RESTART OF THE GAME

1. Referees must give a yellow card to players who delay the restart of the game by actions such as:
 - 1.1. Pretending to execute a throw-in from the side, but leaving the ball for a teammate to take;
 - 1.2. Delaying leaving the field when being substituted;
 - 1.3. Excessively delaying the restart of the game;
 - 1.4. Touching or carrying the ball away from the place of the restart, or provoking a confrontation by deliberately touching the ball after the referee has stopped play;
 - 1.5. Executing a free kick from the wrong place to force a repeat restart.

OFFENSES PUNISHABLE BY EXPULSION

1. A player, a substitute or a substituted player must be sent off when he commits one of the following offenses:
 - 1.1. Deliberately preventing a goal or a clear goal-scoring opportunity for the opposing team with a deliberate hand (this does not apply to the goalkeeper in his own penalty area);
 - 1.2. Preventing a goal or a clear scoring opportunity when an opponent is heading diagonally towards the opposing goal, committing an infringement punishable by a free kick (except in the situations described below).
 - 1.3. Serious rough play;
 - 1.4. Spitting at an opponent or any other person;
 - 1.5. Violent conduct;
 - 1.6. Using offensive, insulting or rude language or gestures;
 - 1.7. Receiving a second yellow card caution in the same match.
2. A player, a substitute or a substituted player sent off or punished with a blue card must leave the vicinity of the pitch and the technical area.



PREVENTING A GOAL OR A CLEAR GOAL-SCORING OPPORTUNITY

1. When a player prevents a goal or a clear goal-scoring opportunity for the opposing team by deliberately touching the ball with his hand, the player must be sent off regardless of where the infringement is committed.
2. When a player commits an infringement against an opponent within their penalty area which prevents a goal or a clear goal-scoring opportunity and the referee signals a penalty, the offending player must be cautioned if the infringement was committed in an attempt to play the ball. In other circumstances (e.g. holding, pulling, pushing or when there is no possibility of disputing the ball) the player must be sent off.
3. An expelled player, a substitute player or a substituted player who enters the field of play without the necessary permission from the referee and interferes with play or an opponent and prevents a goal or a clear scoring opportunity for the opposing team must be sent off.
4. To make it clear: anyone who enters the field of play without the referee's permission - including a player when this is required, for example after injury treatment, and prevents a goal or a clear goal-scoring opportunity must be punished with a red card - CV, even if no other infraction is committed.
5. The following circumstances must be taken into account:
 - 5.1. The distance between the site of the infringement and the goal;
 - 5.2. The direction in which the play was developing;
 - 5.3. The possibility of keeping or controlling the ball;
 - 5.4. The position and number of defenders.

SERIOUS ROUGH PLAY

1. An entry (trolley) or a dispute that endangers the physical integrity of an opponent or practiced with the use of excessive force or brutality must be punished as serious rough play.
2. Any player who disputes the ball from the front, side or back using one or both legs with excessive force, or endangering the physical integrity of an opponent, is committing serious rough play.



VIOLENT CONDUCT

1. Violent conduct occurs when a player uses or attempts to use excessive force or brutality against an opponent who is not in contention for the ball, or against a teammate, a team official, a referee, a spectator or any other person, regardless of whether there is contact or not.
2. Violent conduct is also practiced by any player who, while not in contention for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, unless the force used is insignificant.

OFFENSES INVOLVING THE THROWING OF AN OBJECT

(INCLUDING THE BALL)

1. In all cases the referee must apply the appropriate disciplinary punishment:
 - 1.1. Recklessness - punish the player with a yellow card for unsportsmanlike conduct;
 - 1.2. Excessive force – must send off the offending player for violent conduct.

REINÍCIO DO JOGO APÓS FALTAS E INCORREÇÕES

1. If the ball is not in play, play shall be restarted in accordance with the decision previously taken;
2. Use of excessive force - the offending player must be sent off for violent conduct.
 - 2.1. An opponent - indirect free kick, direct free kick or penalty kick;
 - 2.2. A teammate, a substitute or a substituted player, an expelled player, a team official or a referee - direct free kick or penalty kick;
 - 2.3. Any other person - ball on the ground.

IF, WHEN THE BALL IS IN PLAY:

1. A player commits an infringement against a refereeing official or an opponent, substitute, substituted or sent-off player or team official outside the field of play;



2. A substitute, substituted or sent-off player or team official commits an infringement against or interferes with an opponent or referee outside the field of play.
3. The game must be restarted with a free kick on the boundary line of the pitch at the nearest point where the infringement or interference occurred. A penalty kick must be awarded if the infringement is characterized as a direct free kick and if it occurs within the limits of the offender's penalty area.
4. If a player who is on or off the field of play throws an object (including the ball) at an opposing player, at a substitute, at a substituted or sent-off player, or at a team official, or at a refereeing official, or at the ball, the game must be restarted with a direct free kick, taken at the place where the object hit or could hit the person or the ball. If such a position is outside the field of play, the direct free kick shall be taken at the point closest to the demarcation line. A penalty must be awarded if this occurs in the offender's penalty area.
5. If a substitute, substituted, sent-off or player who is temporarily off the field of play, or team official throws and kicks an object (including the ball) onto the field of play and if the object interferes with play, an opponent or a referee, play must be restarted with a direct free kick (or a penalty kick), to be taken from where the object interferes with play, from where it hits or from where it could hit an opponent, a referee or the ball.

CARDS

1. In the Under 07 and Under 08 categories, cards will be shown in an educational manner during the game, so that only the athlete and the Coach will be informed of the red card warning;
2. In the Under 09, Under 10, Under 11, Under 12, Under 13 and Under 14 categories, the cards will normally be shown as a corrective measure;
 - 2.1. **Yellow Card** - Warning
 - 2.2. **Blue Card** - Substitution of the player (cannot remain on the bench)
 - 2.3. **Red Card** - Exclusion from the match

Note: In the women's soccer category, cards must also be shown to players who receive a warning.



3. Players cautioned with a blue card will be automatically substituted from the match and will not be allowed to return to the field of play, but will be eligible to play in the next match.
4. Yellow cards will not be cumulative for suspension purposes.
5. Athletes or committee members penalized with a red card will automatically be suspended from the next match regardless of the 1st, 2nd, 3rd or 4th phase. They will be judged if necessary for elimination from the competition.

FORMS OF COMPETITION, PENALTIES AND TIE-BREAKERS

1. The groupings for the first phase of the competition will be announced, as well as the fixture tables and cross-overs to other phases, which have already been determined and established according to the organizing committee's own criteria.

1.1. Classification will be based on points won (P.G.) as follows:

I – Victory 03 (three) P.G

II – Draw 01 (one) P.G

III – Defeat 00 (zero) P.G

2. In the event of equality in points won between two or more teams in any position in the 1st Phase (qualifying), the following tie-breaking criteria will be observed for the purposes of classification for the 2nd Phase:

- a) Highest number of points;**
- b) Greater number of wins;**
- c) Greater number of points won in head-to-head matches;**
- d) Higher goal difference;**
- e) The highest number of goals scored;**
- f) Lowest number of goals conceded;**
- g) Lowest number of red cards received;**
- h) Draw of lots**



3. In the quarter-finals or semi-finals, the first-placed team will not have the advantage of a draw, and the winner will be determined by a penalty shoot-out.
4. For the penalty shootout, it will be mandatory to match the number of players between the teams, so that they can be ready to take the penalty.
5. In the finals, in the event of a draw after regulation time, we will use three (03) alternating penalty kicks for each team, and if the score remains equal, we will continue to take penalty kicks until one team scores and the other misses. Based on the substitutions for the match, all players may take the penalty, including the goalkeeper, who may also be substituted if there is a reserve goalkeeper on the score sheet.
6. After the start of the penalty shoot-out, no change of goalkeeper will be allowed.

IMPORTANT INFORMATION

1. The organizing committee has complete autonomy to draw up and change the dates and times of the matches, in the event of unforeseen weather conditions, unforeseen circumstances on the playing fields or any other type of interruption that prevents the matches from taking place on previous days.
2. The organization of the event does not follow 7-a-side soccer rules, but adapted 11-a-side soccer rules.

PRIZES

1. The champion, runner-up, third and fourth-placed teams in each playoff will receive trophies and medals.
2. Participating teams that do not play in any playoff will receive a medal.
3. A maximum of 02 (two) medals will be awarded to the members of each team's coaching staff.
4. Each category will have individual prizes for top scorer and lowest-scoring defense.



First paragraph: Prizes will be awarded to the top four (04) scorers in the category. As well as the four (4) lowest-scoring defenses in the category.

Each category will have individual prizes for top scorer and lowest-scoring defense. The criterion used will be the top scorer or the best-placed team's defense at the end of the competition.

Paragraph 2: The teams that receive the participation medals must be present on the day of the awards ceremony, and if any players or committee members are absent on the day, the medals will only be given to those who are present.

CONDUCT OF FAMILY MEMBERS AND FANS

1. Teams are responsible for the conduct of family members and fans;
2. If a fan invades the field and it is reported in the match report, the team will be punished with the loss of 03 points in the competition, regardless of the result.
3. If the match referee finds that there is verbal and violent misbehavior by family members and fans, he can end the match and the team whose supporters caused the incident will lose.
4. The team could even be excluded from the championship.

LOSS AND THEFT

1. The organizing committee is not responsible for any loss or theft.
2. A lost and found area will be available at the event.

RESOURCES

1. Videos, photos, reports from fans and third parties will not be accepted as official proof or counter-evidence. Only coaches, assistants and the match referee will be allowed to give their testimony regarding the requested appeal;
2. Only members of the coaching staff recorded in the match report may file an appeal;



3. The appeal request will have a fixed value of R\$500.00 (five hundred reais), for each appeal to be analyzed. If the appeal is upheld, the amount paid will be refunded;
4. The deadline for lodging an appeal is 3 hours after the end of the match in question;
5. The appeal will be analyzed by the refereeing disciplinary committee.

Team Dani Cup Brasil - AUGUST 2024.