

Tournament Rules for S AM CUP by Halter

Organisation

The Swiss Architecture Museum S AM, based in Basel City, organises the tournament and is responsible for running it.

Participation

Each team at the tournament is allowed a maximum of 10 male players. On the playing field, there are 6 outfield players and one goalkeeper.

Eligibility to play

Each player is only entitled to play for one team at the tournament. The players can be substituted on and off throughout the entire match on an ongoing basis. Each team must have at least one female player on the pitch. If she is suspended by the referee or is injured and cannot continue playing at the tournament, another female player must be found to play in the next round. It is thus recommended that every team includes at least 2 female players.

Grouping of the 24 teams

The teams are divided into 4 groups of 6 by means of a random draw. The exact tournament structure is shown in the match plan. Each team plays against all the other teams in its group. All matches take place on Saturday (group matches and knockout matches).

Match duration

Each match lasts 15 minutes, with NO changing of ends. The jury starts and ends the matches by means of a signal. The team named first in the match plan plays from left to right and kicks off.

Playing rules

The offside and back-pass rules are not used. All other Swiss Football Association (SFV) playing rules apply. Referees' decisions cannot be contested. The goalkeeper can also score goals if the ball is in play.

Fairness

All teams are obliged to play with utmost fairness. It goes without saying that a player shall admit to being the last to touch the ball. Fouls from behind or excessively hard tackles immediately result in a 2-minute suspension or a dismissal, as the referee sees fit. The teams must refrain from complaining to the referee.

Our objective is to see good fair football, so that we can all resume our work on Monday in good health. No alcohol is to be consumed before or during the playing phase. The consumption of alcohol or other addictive substances can pose a health risk and reduce the chance of matches proceeding in a trouble-free manner. We appreciate responsible handling of such substances. If referees believe that there is a risk of accident, they are authorised to exclude players from matches. Any accident insurance benefits in this context can be ruled out on grounds of personal responsibility.

Kit/footwear**SHIN PADS ARE COMPULSORY!!**

Each team must appear in a uniform kit. If two teams have the same shirts, the team mentioned first has priority.

All participants must wear shin pads and football boots. It is advisable to wear studded boots. Football boots with replaceable studs are prohibited. Jewellery is also prohibited, as is the wearing of watches.

Disciplinary regulations

If a player is dismissed from the field, their eligibility to play can be revoked for all remaining matches. This decision is made by the tournament organisers and the referee. However, this player can be replaced in the next match. If a match is abandoned due to a team's unsporting behaviour, this match and all the team's previous and subsequent matches are recorded as 3:0 losses by default.

Matches for which a team does not arrive or arrives 3 minutes late, or in which there are fewer than 4 players, or in which there are unqualified players are also recorded as 3:0 losses by default. Further-reaching decisions are the responsibility of the tournament organisers.

Accident insurance / theft

The Accident insurance is the responsibility of each individual participant. No liability shall be accepted for theft.

Determining placings

The placings in each group are determined by the points system. If two or more teams have the same number of points, the placings are decided according to the following:

- a) Goal difference
- b) Mutual matches
- c) Penalty shoot-out with 3 shots each.

Knockout matches

If the quarter-finals end with a draw, there shall be no extra time, but instead a penalty shoot-out. The winners of the two semi-finals play against each other to decide places 1 and 2; the losers play for places 3 and 4. If these matches end in a draw, 1 x 5 minutes of extra time is played without changing ends. If the extra time also ends in a draw, a penalty shoot-out decides the winner.

Penalty shoot-outs

These are conducted according to modified rules. Penalties shall be taken by 3 players from each team. If a winner has yet to be found after these 3 shots, the shoot-out continues until the winner is finally decided. Once a player has taken a penalty, they cannot take another until all their teammates have also taken a penalty. At the start of the penalty shoot-out, the two teams' contingents must be of equal number.

Free kicks

The official Swiss Football Association (SFV) playing rules apply. The wall must be at least 5 metres from the ball.

Special situations

The tournament organisers decide how to proceed in special cases that are not covered by these rules. The tournament organisers' decisions are final and cannot be contested. If a team is disqualified by the tournament

organisers, the entry fee is not reimbursed. Acknowledgement of the rules is confirmed upon registration.

Random draw

The random draw is conducted by the tournament organisers. The match plan is sent by email to each captain about a week before the tournament.

FAIR PLAY!

The tournament organisers