



## **MILO SOCCER CUP 2017 – COMPETITIVE CATEGORY**

### **Objective**

The “Milo Soccer Cup 2017 – Competitive Category” is a football tournament aimed at young passionate footballers who are looking to hone their football skills against other likeminded teams and individuals.

### **1 Age Groups**

1.1 U12 – Boys born 2005 and 2006, Girls born 2004 and 2005

### **2 Tournament Format**

- 2.1 This is nine a side football tournament, played on a half pitch.
- 2.2 The tournament will consist of a maximum of 16 teams.
- 2.3 Teams will be split into 4 groups of 4 teams for a round robin group stage.
- 2.4 Top 2 teams of each group will qualify for the quarter-finals.
- 2.5 During the group stage, teams are awarded 3 points for a win, 1 point for a draw and 0 for a loss.
- 2.6 In the event where teams have same number of points all group matches, the ranking will be decided in the following order:
  - i. Goal Difference of all matches
  - ii. Goals Scored in all matches
  - iii. Direct result of teams level of points
- 2.7 For the knock out rounds, any matches resulting in a draw will be decided with 3 mandatory kicks from the penalty spot, followed by sudden death kicks from the penalty spot if the score remains a draw after the 3 mandatory kicks.

### **3 Laws of the Game**

- 3.1 All matches will be played in accordance to the FIFA Laws of the Game 2016/2017, unless otherwise stated as part of this document.
- 3.2 Each match will be officiated by a referee.
- 3.3 All decisions made by the organizing committee are considered to be final.
- 3.4 A player who receives a red card will be suspended for the next immediate match.
- 3.5 There will be no suspension for any accumulation of yellow cards over the course of the tournament.

### **4 Duration of Match**



4.1 Each match will be a straight 10 minute game, with no half time.

4.2 Matches will be controlled by a central timing whistle.

## **5 Player Registration**

5.1 Each team is allowed to register up to 12 players for this tournament.

5.2 There are no age or nationality restrictions for players registered.

5.3 Players are only allowed to register for 1 team in this tournament

5.4 Players are required to bring along their NRIC, Driving Licence or Passport for identity verification purposes.

## **6 Substitutes and Substitution**

6.1 There is no need to name substitutes for each match and all 12 players are eligible to participate at any point during the match

6.2 Each team is allowed to make an unlimited number of substitutions.

6.3 A substituted player **is allowed** to re-enter the match as a new substitute.

## **7 Team Jerseys and Colours**

7.1 All teams are expected to don the tournament T-shirt provided by the organizer.

7.2 Bibs will be provided for all matches.

## **8 Match Procedure**

8.1 Team Managers are expected to report to the tournament officials' corner 10 minutes before the start of their match to confirm their jersey colours.

8.2 There is no need for teams to submit match line-ups for each individual match.

8.3 Both teams are required to line up for a handshake with the other teams after the match.

8.4 After each match, both team managers are expected to report to the tournament officials' corner to confirm and sign off on the score-sheet.

## **9 Medical Coverage**

9.1 An ambulance will be on standby at the tournament venue during both tournament days.

9.2 A medic trained in Standard First Aid, Advanced First Aid and Basic Cardiac Life Support and AED use will be on standby together with the ambulance.



## **10 Team Registration and Deposit**

10.1 All team registration forms and player registration forms are to be emailed to [milosoccercup@lfa.sg](mailto:milosoccercup@lfa.sg).

## **11 Role & Responsibility of Team Managers**

11.1 Every team must appoint at least one representative as a Team Manager, to communicate with the LOC organizer. Both representatives are required to have an e-mail account for primary communication. Mobile phones numbers must be forwarded to The Organiser via email ([liyu@footballpod.com](mailto:liyu@footballpod.com)).

11.2 Team Managers are to update/ inform their players of any news, announcements and information pertaining to the tournament. This includes but not limited to, date, time & venue of tournament and colour of team jersey for the match fixture.

11.3 Team Managers are to make sure that their team turns up punctually and on time for their match at least 10 minutes before the kick-off time.

11.4 We rely on the Team Managers to uphold the integrity of the tournament.

11.5 Team Managers are to make sure their players maintain good sporting etiquette on and off the field.

## **12 Liability**

12.1 The participating teams shall provide the necessary insurance coverage for their players and team officials

12.2 The organizers shall not be responsible or in any way liable for any death, disabilities, injuries, loss of property or any other loss arising from any cause related to or in the course of competition.



## **MILO SOCCER CUP 2017 – FUN AND FRIENDSHIP CATEGORY**

### **Objective**

The “Milo Soccer Cup 2017 – Fun and Friendship Category” is a football tournament aimed at promoting fun and friendship amongst primary school children through the beautiful game. The tournament is designed in a unique manner which differs from all previous standard type of football competitions.

### **1. Age Groups**

- 1.1 U8 – Boys born 2009 and 2010, Girls born 2008 and 2009
- 1.2 U10 – Boys born 2007 and 2009, Girls born 2006 and 2007

### **2. Tournament Format**

- 2.1 This is seven a side football tournament, played on a quarter pitch.
- 2.2 The tournament will consist of a maximum of 12 teams.
- 2.3 Each team can register up to 10 players.
- 2.4 Tournament will be played in a “Swiss” format
- 2.5 All teams will play a total of 5 matches
- 2.6 3 points for a win, 2 points for a draw and 1 point for a loss
- 2.7 Teams will be matched randomly for the first match, and subsequent matches will be between teams with the same number of points
- 2.8 Top 4 teams will be given the “Gold” certificate. Middle 4 teams will be given the “Silver” certificate. Bottom 4 teams will be given the “Bronze” certificate.
- 2.9 All players will be presented with a Medal of participation

### **3. Laws of the Game**

- 3.1 All matches will be played in accordance to the FIFA Laws of the Game 2016/2017, unless otherwise stated as part of this document.
- 3.2 Each match will be officiated by a referee.
- 3.3 All decisions made by the organizing committee are considered to be final.
- 3.4 A player who receives a red card will be suspended for the next immediate match.
- 3.5 There will be no suspension for any accumulation of yellow cards over the course of the tournament.

### **4. Duration of Match**



4.1 Each match will be a straight 10 minute game, with no half time.

4.2 Matches will be controlled by a central timing whistle.

## **5. Player Registration**

5.1 Each team is allowed to register up to 10 players for this tournament.

5.2 There are no age or nationality restrictions for players registered.

5.3 Players are only allowed to register for 1 team in this tournament

5.4 Players are required to bring along their NRIC, Driving Licence or Passport for identity verification purposes.

## **6. Substitutes and Substitution**

6.1 There is no need to name substitutes for each match and all 10 players are eligible to participate at any point during the match

6.2 Each team is allowed to make an unlimited number of substitutions.

6.3 A substituted player **is allowed** to re-enter the match as a new substitute.

## **7. Team Jerseys and Colours**

7.1 All teams are expected to don the tournament T-shirt provided by the organizer.

7.2 Bibs will be provided for all matches.

## **8. Match Procedure**

8.1 Team Managers are expected to report to the tournament officials' corner 10 minutes before the start of their match to confirm their jersey colours.

8.2 There is no need for teams to submit match line-ups for each individual match.

8.3 Both teams are required to line up for a handshake with the other teams after the match.

8.4 After each match, both team managers are expected to report to the tournament officials' corner to confirm and sign off on the score-sheet.

## **9. Medical Coverage**

9.1 An ambulance will be on standby at the tournament venue during both tournament days.

9.2 A medic trained in Standard First Aid, Advanced First Aid and Basic Cardiac Life Support and AED use will be on standby together with the ambulance.



## **10. Team Registration and Deposit**

10.1 All team registration forms and player registration forms are to be emailed to [ilosocccup@lfa.sg](mailto:ilosocccup@lfa.sg).

## **11. Role & Responsibility of Team Managers**

11.1 Every team must appoint at least one representative as a Team Manager, to communicate with the LOC organizer. Both representatives are required to have an e-mail account for primary communication. Mobile phones numbers must be forwarded to The Organiser via email ([liyu@footballpod.com](mailto:liyu@footballpod.com)).

11.2 Team Managers are to update/ inform their players of any news, announcements and information pertaining to the tournament. This includes but not limited to, date, time & venue of tournament and colour of team jersey for the match fixture.

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11.4 We rely on the Team Managers to uphold the integrity of the tournament.

11.5 Team Managers are to make sure their players maintain good sporting etiquette on and off the field.

## **12. Liability**

12.1 The participating teams shall provide the necessary insurance coverage for their players and team officials

12.2 The organizers shall not be responsible or in any way liable for any death, disabilities, injuries, loss of property or any other loss arising from any cause related to or in the course of competition.