

LALIGA

YOUTH TOURNAMENT

Rules and Regulations

Tournament Format:

1. Time and number of players on the field are varies following the info pack.
2. Each team must have a minimum of 4 players on the field to start a match.
3. A maximum of 12 registered players allowed per team for Under-8, Under-10, and Under-12.
4. A maximum of 15 registered players allowed per team for Under-14 and Under-16.
5. Number of games played in the Group & Knock-out Stages is dependent on the number of teams in the group.
6. The Top 2 teams will qualify for the knockout stage which will be played on the next day.
7. NO offside law.
8. Heading the ball is acceptable in all divisions.
9. Result scoring will be as follows: Win = 3pnts, Draw = 1pnt, Loss = 0pnts
10. All players are highly recommended to wear shin guards and proper equipment for their protection.
11. Substitutions will be unlimited and will occur without stoppage of play. However, all players must have the referee's permission before they can enter the field of play and they must wait for the substituted player to leave the field.

12. Teams must be on the side of the field and ready to play 5 MINUTES before the scheduled kick-off time. If a team is late to the field but has enough 4 players to play the match, the match will proceed.
13. If a team is late for more than 5 minutes for the match and not enough 4 players to play the match, they will forfeit the game by a score of 0-3.
14. The referee's word in all cases is final. The referees have been instructed to issue cards to any player who shows dissent.
15. If a player receives two yellow cards in a match this will result in a red card and a one-match ban.
16. Straight reds will result in a player being dismissed for the remainder (without replacement) of the active game as well as a one-match ban for the following game. (Bans can be increased upon the organizing committees and referees' approval)
17. Any acts of intentional violence may result in a team being disqualified from the tournament based on the organizer's decision and referee's report and banned from any future LaLiga World tournament
18. All games are on a fixed schedule and your team is expected to be ready for your scheduled game time.
19. To enter the field area, you must have your sleeve badge and Ink stamp on hand.
20. Coaches and team supporters will not question the decision of the referee. Sideline coaching/instructions by team supporters are NOT allowed. If supporters continue with offensive language or attempt to distract the Referee from the game, the Referee will ask the Team Manager to restrain their supporters. If this appeal is not heeded, the Referee will warn the Team

Manager that this is a breach of the Tournament rules and that disciplinary action will be taken against the team after the game.

21. In this case, the Referee reserves the right to default the infringing team, abandon the game and submit a report to the Organizing Committee for a decision. If for any reason, a match could not be played, the match may be rescheduled at the discretion of the organizer.

22. In the case of any appeal or protest on any decision of the referee and team result, the team manager is required to submit a deposit of RM100 (USD 30) to the organizer desk to begin the appeal investigation. If the investigation result favour the team, the organizer will return the deposit. If otherwise, the deposit will be forfeited.

PLAYER REGISTRATION

1. All players' team lists must be submitted into the application system as per the PDF sent (Infopack 3.0).
2. All players must bring along their original valid passport or another valid identification card on all days of the tournament for verification purposes.
3. All teams will be required to register as a team with ALL players at the main stage one (1) hour before their first game of play with their original passport/ID on DAY 1, at the venue where they are playing their first games.
4. If a player does not have his/her original passport or respective ID validation, then he/she will not be registered and will not be allowed to participate until they produce the original.
5. All players will receive a Stamp on their hand upon registration with their original identification. All players are required to ensure their jersey has the LaLiga Youth Tournament official sleeve badge.
6. Players are required to wear appropriate attire including boots and shin guards. Any player inappropriately dressed can be disqualified from playing.
7. Teams are required to have numbers on their jersey that relates to their team/player registration.
8. Teams are encouraged to bring two (2) sets of numbered Jerseys of different colors.
9. In the event of a color clash, the team named second shall be required to make a change.
10. In the event of a color clash for both team and both jersey color, the away team are required to wear a bib provided by the organizer.

11. The Team Managers will be responsible to monitor and ensure that any player/s under suspension is not fielded for subsequent matches, if a team is found in violation, they will lose any game that applies in a 3 – 0 result.

COMPOSITION OF TEAMS

1. Each team is allowed to register 2 coaches/managers. Team coaches must wear their Coach/Manager Official Tag at all times.
2. ONLY Coach/Official Staff are allowed to enter the playing area. Parents of the players are strictly prohibited.

ELIGIBILITY

1. Boys Age Groups – Players can only play for 1 team per age group.
2. Girls – Players can play one age group younger than their age. For example, if the girl player is 10 years old, she can play Under 8.
3. Submission of ineligible players may render the team to be disqualified from the tournament.
4. All players' team lists should be submitted to the application link sent.
5. Every participating team/club will be eligible to inspect any team registration list of any team in their age group before any particular match at the Registration Tent. This can only be done by the Team Manager and NOT any parents.

Tie Breakers:

1. During the group stages, all matches that end in a draw will stay as such, with 1 point being awarded to each team.
2. In the event of a tie in the standings, we will use the following measures to determine the winner: 1) Goal Differential, 2) Goals For, 3) Head to Head, 4) Sudden Death Penalty Shoot-out.
3. If a playoff or championship match ends in a draw, the match will be decided using the following format:

Golden Goal (Knock-Out Stage):

- The teams will immediately line up for a Golden Goal extra period: Extra time of 2 minutes each half (all categories)
- Team who scores first will win the game.
- A coin toss will determine who starts.
- If the match remains to tie after the extra time, a penalty of 3 counts will be taken.

Delays:

1. Matches will continue as scheduled except in the case of only severe rain or lightning. The decision to postpone a match will be at the discretion of the tournament organizers.
2. If a match has less than 8 minutes remaining the score at the time will stand.
3. In the event of a rain delay, a make-up match will be played in the following format: The teams will kick off as normal.
4. In the worst case when the rain has to continue prohibiting the tournament to carry on the whole period of the tournament, the organizer will consider extending one more day of the tournament.

Medal & Trophy

1. Team manager to collect the medals and merchandise from the organizer desk after all their game is ended.

Medical & Liability:

1. A medical team of officers will be on-site during the tournament play hours to assist anyone that needs it. If they need to be transported to the hospital, it will be prioritized and is under the discretion of the medical personnel and guardian of the person if any.
2. Organizers will not be held liable for any death, disability, personal injury, loss of property, or any other loss howsoever arising from any cause whatsoever at any time during this tournament.

By clicking and filling up the app link (Easy Tournament, LaLiga Youth Tournament 2023) as in the infopack 3.0, you understand and agree with the terms and conditions above mentioned.