

# SALONICA SOCCER CUP

INTERNATIONAL YOUTH SOCCER TOURNAMENT



info@pentagon.gr | www.salonicasoccercup.com

## TOURNAMENT RULES

### CATEGORY

**U16** | Boys born on / after 01.01.2010 (exception: boys born on / after 01.09.2009 only for clubs that belong to football federations that apply this regulation)

### TOURNAMENT DATES & STARTING HOURS

DATES		STARTING HOURS	
STARTING	FINISHING	MORNING	AFTERNOON
Monday 06.04.2026	Wednesday 08.04.2026	09:00	15:00

\* Tournament committee keeps the right to change the day & hour of matches kick off if this is necessary for the better organization of the tournament

### TOURNAMENT STRUCTURE

GROUPS (A+B+C)	PLAYERS	MATCH DURATION	SUBS	REFEREES PER GAME	FIELD	BALL SIZE
3x4 Teams	11x11	2x30' / 5' break	7	2	11x11	Nº 5

\* The number of subs can be increased only if there is an agreement between the coaches of the opponents prior the game, in presence of the referee of the game and/or the tournament representative at the field

\* Once a player is substituted CAN NOT re-enter again at the same game

\* A player is permitted to play in 2 teams of a Club, as far as the 2<sup>nd</sup> team of the Club plays in an older category. If the Club participates with 2 or more teams in one category, it's NOT permitted to move players between these teams.

\* In case that a referee won't show up, the game will be played by one (1) referee

\* All games will be played with the tournament soccer balls (during warm up teams use their own balls)

### 1. Group Stage

\* All teams in the group play against each other

\* Points will be awarded as follows: three (3) points for a win, one (1) point for a draw, zero (0) points for a defeat

\* In case of same point ranking at the standing table between two (2) teams the following rules apply:

a: goal difference, b: goals for, c: goals against, d: game between the 2 teams, e: lottery

\* In case of same point ranking at the group standing table between three (3) teams, a new standing table takes place with the results of these teams and the following rules apply based on the new standing table:

a: points, b: goal difference, c: goal difference of the group table, d: goals for, e: goals against, f: tie-braker draw

### 2. Classification

\* Semifinals (teams that finished first in each group plus the best second from all groups)

**SF1** (Places 1-4): ABC1/1- ABC2/1

**SF2** (Places 1-4): ABC1/2- ABC1/3

\* Finals

**F6** (Places 11-12): ABC4/2-ABC4/3

**F3** (Places 5-6): ABC2/2-ABC2/3

**F5** (Places 9-10): ABC3/3-ABC4/1

**F2** (Places 3-4): D/SF1-D/SF2

**F4** (Places 7-8): ABC3/1-ABC3/2

**F1** (Places 1-2): W/SF1-W/SF2

\* In case of a draw both teams kick 5 penalties each. If there is no winner, they continue to kick 1 penalty each time till a team winning

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## DELAYS

- \* The team must be at the pitch at least thirty (30') minutes before the scheduled game kick off
- \* The greatest allowable delay owing only to proven force majeure will be fifteen (15') minutes
- \* Any team not appearing at the scheduled time and place for a game without a valid excuse will automatically be declared defeated by 3-0. In case of repetition the team is disqualified from the tournament
- \* Different dispositions might be taken by the tournament committee, whose decisions are binding and irrevocable

## TOURNAMENT DOCUMENTS

### 1. Before Tournament

- \* Sending by email the Tournament Participation Form & all relative documents
- \* Sending by email Players List for each Team per category according to participation form

### 2. During Tournament

- \* Fifteen (15') minutes before the kickoff the teams deliver to the tournament representative at the field or the referee, the list with the players who will take place in the game
- \* The referee and tournament representative have the right -before, during or at the end of the game- to ask from the team to show them the original documents that certify players' age
- \* A Club can transfer a player between 2 teams from different categories as far as this player is younger and is listed in the younger team's players list
- \* In case that a team wishes to appeal against the opposing one for the usage of overage player(-s), team's officials must inform the referee during the game or at the half-time and immediately after the game the referee will check the official docs of the player(-s). The checking result of the referee will be announced to the committee of the tournament that will get the final decision for the appeal, which is binding and irrevocable

## DISCIPLINARY ACTIONS

- \* Two (2) yellow cards at the same game: the player is sent-off from the game but has the right to participate in the next one
- \* Direct red card: the player is sent-off from the game and misses the next one unless a different decision is taken because of the seriousness of the misconduct. All the decisions of tournament committee are binding and irrevocable

## SOCCER UNIFORM & EQUIPMENT

- \* If the uniform of both opponent teams is same colored, the team which referred as first one in the scheduled game wears a different colored uniform or bibs. Goalkeepers' uniform color must be different from those ones of the rest players of both teams
- \* Each player's jersey must be numbered
- \* Wearing shin guards during the game is obligatory for all the players

## OTHER

- \* Any dispute or decision not regulated in the present tournament rules will be settled by the tournament committee, whose decisions are binding and irrevocable

# SALONICA SOCCER CUP

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## TOURNAMENT RULES

### CATEGORY

**U14** | Boys born on / after 01.01.2012 (exception: boys born on / after 01.09.2011 only for clubs that belong to football federations that apply this regulation)

### TOURNAMENT DATES & STARTING HOURS

DATES		STARTING HOURS	
STARTING	FINISHING	MORNING	AFTERNOON
Monday 06.04.2026	Wednesday 08.04.2026	09:00	15:00

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### TOURNAMENT STRUCTURE

GROUPS (A+B+C+D+E)	PLAYERS	MATCH DURATION	SUBS	REFEREES PER GAME	FIELD	BALL SIZE
5x4 Teams	11x11	2x30' / 5' break	7	2	11x11	Nº 5

\* The number of subs can be increased only if there is an agreement between the coaches of the opponents prior the game, in presence of the referee of the game and/or the tournament representative at the field

\* Once a player is substituted CAN NOT re-enter again at the same game

\* A player is permitted to play in 2 teams of a Club, as far as the 2<sup>nd</sup> team of the Club plays in an older category. If the Club participates with 2 or more teams in one category, it's NOT permitted to move players between these teams.

\* In case that a referee won't show up, the game will be played by one (1) referee

\* All games will be played with the tournament soccer balls (during warm up teams use their own balls)

#### 1. Group Stage

\* All teams in the group play against each other

\* Points will be awarded as follows: three (3) points for a win, one (1) point for a draw, zero (0) points for a defeat

\* In case of same point ranking at the standing table between two (2) teams the following rules apply:

*a: goal difference, b: goals for, c: goals against, d: game between the 2 teams, e: lottery*

\* In case of same point ranking at the group standing table between three (3) teams, a new standing table takes place with the results of these teams and the following rules apply based on the new standing table:

*a: points, b: goal difference, c: goal difference of the group table, d: goals for, e: goals against, f: tie-braker draw*

#### 2. Classification

\* Quarter Finals (all the teams that finished first in each group plus the 3 best second from all groups)

**QF1** (Places 1-8): ABCDE1/1-ABCDE2/3

**QF3** (Places 1-8): ABCDE1/3-ABCDE2/1

**QF2** (Places 1-8): ABCDE1/2-ABCDE2/2

**QF4** (Places 1-8): ABCDE1/4-ABCDE1/5

\* Semifinals

**SF1** (Places 1-4): W/QF1-W/QF2

**SF3** (Places 5-8): D/QF1-D/QF2

**SF2** (Places 1-4): W/QF1-W/QF2

**SF4** (Places 5-8): D/QF3-D/QF4

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### \* Finals

<b>F10</b> (Places 19-20):	ABCDE4/4- ABCDE4/5	<b>F5</b> (Places 9-10):	ABCDE2/4- ABCDE2/5
<b>F9</b> (Places 17-18):	ABCDE4/2- ABCDE4/3	<b>F4</b> (Places 7- 8):	D/SF3-D/SF4
<b>F8</b> (Places 15-16):	ABCDE3/5- ABCDE4/1	<b>F3</b> (Places 5-6):	W/SF3-W/SF4
<b>F7</b> (Places 13-14):	ABCDE3/3- ABCDE3/4	<b>F2</b> (Places 3-4):	D/SF1-D/SF2
<b>F6</b> (Places 11-12):	ABCDE3/1- ABCDE3/2	<b>F1</b> (Places 1-2):	W/SF1-W/SF2

\* In case of a draw both teams kick 5 penalties each. If there is no winner, they continue to kick 1 penalty each time till a team winning

## DELAYS

- \* The team must be at the pitch at least thirty (30') minutes before the scheduled game kick off
- \* The greatest allowable delay owing only to proven force majeure will be fifteen (15') minutes
- \* Any team not appearing at the scheduled time and place for a game without a valid excuse will automatically be declared defeated by 3-0. In case of repetition the team is disqualified from the tournament
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## TOURNAMENT DOCUMENTS

### 1. Before Tournament

- \* Sending by email the Tournament Participation Form & all relative documents
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### 2. During Tournament

- \* Fifteen (15') minutes before the kickoff the teams deliver to the tournament representative at the field or the referee, the list with the players who will take place in the game
- \* The referee and tournament representative have the right -before, during or at the end of the game- to ask from the team to show them the original documents that certify players' age
- \* A Club can transfer a player between 2 teams from different categories as far as this player is younger and is listed in the younger team's players list
- \* In case that a team wishes to appeal against the opposing one for the usage of overage player(-s), team's officials must inform the referee during the game or at the half-time and immediately after the game the referee will check the official docs of the player(-s). The checking result of the referee will be announced to the committee of the tournament that will get the final decision for the appeal, which is binding and irrevocable

## DISCIPLINARY ACTIONS

- \* Two (2) yellow cards at the same game: the player is sent-off from the game but has the right to participate in the next one
- \* Direct red card: the player is sent-off from the game and misses the next one unless a different decision is taken because of the seriousness of the misconduct. All the decisions of tournament committee are binding and irrevocable

## SOCCER UNIFORM & EQUIPMENT

- \* If the uniform of both opponent teams is same colored, the team which referred as first one in the scheduled game wears a different colored uniform or bibs. Goalkeepers' uniform color must be different from those ones of the rest players of both teams
- \* Each player's jersey must be numbered
- \* Wearing shin guards during the game is obligatory for all the players

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## OTHER

\* Any dispute or decision not regulated in the present tournament rules will be settled by the tournament committee, whose decisions are binding and irrevocable

# SALONICA SOCCER CUP

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## TOURNAMENT RULES

### CATEGORY

**U12** | Boys born on / after 01.01.2014 (exception: boys born on / after 01.09.2013 only for clubs that belong to football federations that apply this regulation)

### TOURNAMENT DATES & STARTING HOURS

DATES		STARTING HOURS	
STARTING	FINISHING	MORNING	AFTERNOON
Monday 06.04.2026	Wednesday 08.04.2026	09:00	15:00

\* Tournament committee keeps the right to change the day & hour of matches kick off if this is necessary for the better organization of the tournament

### TOURNAMENT STRUCTURE

GROUPS (A+B+C+D+E)	PLAYERS	MATCH DURATION	SUBS	REFEREES PER GAME	FIELD	BALL SIZE
5x4 Teams	9x9	2x25' / 5' break	99	1	65-55x45-40m	Nº 4

- \* Once a player is substituted CAN RE-ENTER again at the same game. All subs take place when the ball is "dead"
- \* A player is permitted to play in 2 teams of a Club, as far as the 2<sup>nd</sup> team of the Club plays in an older category. If the Club participates with 2 or more teams in one category, it's NOT permitted to move players between these teams
- \* OFF-SIDE rule is applying
- \* All games will be played with the tournament soccer balls (during warm up teams use their own balls)

#### 1. Group Stage

- \* All teams in the group play against each other
- \* Points will be awarded as follows: three (3) points for a win, one (1) point for a draw, zero (0) points for a defeat
- \* In case of same point ranking at the standing table between two (2) teams the following rules apply:  
*a: goal difference, b: goals for, c: goals against, d: game between the 2 teams, e: lottery*
- \* In case of same point ranking at the group standing table between three (3) teams, a new standing table takes place with the results of these teams and the following rules apply based on the new standing table:  
*a: points, b: goal difference, c: goal difference of the group table, d: goals for, e: goals against, f: tie-braker draw*

#### 2. Classification

- \* Quarter Finals (all the teams that finished first in each group plus the 3 best second from all groups)

**QF1** (Places 1-8): ABCDE1/1-ABCDE2/3

**QF3** (Places 1-8): ABCDE1/3-ABCDE2/1

**QF2** (Places 1-8): ABCDE1/2-ABCDE2/2

**QF4** (Places 1-8): ABCDE1/4-ABCDE1/5

- \* Semifinals

**SF1** (Places 1-4): W/QF1-W/QF2

**SF3** (Places 5-8): D/QF1-D/QF2

**SF2** (Places 1-4): W/QF1-W/QF2

**SF4** (Places 5-8): D/QF3-D/QF4

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\* Finals

<b>F10</b> (Places 19-20):	ABCDE4/4- ABCDE4/5	<b>F5</b> (Places 9-10):	ABCDE2/4- ABCDE2/5
<b>F9</b> (Places 17-18):	ABCDE4/2- ABCDE4/3	<b>F4</b> (Places 7- 8):	D/SF3-D/SF4
<b>F8</b> (Places 15-16):	ABCDE3/5- ABCDE4/1	<b>F3</b> (Places 5-6):	W/SF3-W/SF4
<b>F7</b> (Places 13-14):	ABCDE3/3- ABCDE3/4	<b>F2</b> (Places 3-4):	D/SF1-D/SF2
<b>F6</b> (Places 11-12):	ABCDE3/1- ABCDE3/2	<b>F1</b> (Places 1-2):	W/SF1-W/SF2

\* In case of a draw both teams kick 5 penalties each. If there is no winner, they continue to kick 1 penalty each time till a team winning

## DELAYS

- \* The team must be at the pitch at least thirty (30') minutes before the scheduled game kick off
- \* The greatest allowable delay owing only to proven force majeure will be fifteen (15') minutes
- \* Any team not appearing at the scheduled time and place for a game without a valid excuse will automatically be declared defeated by 3-0. In case of repetition the team is disqualified from the tournament
- \* Different dispositions might be taken by the tournament committee, whose decisions are binding and irrevocable

## TOURNAMENT DOCUMENTS

### 1. Before Tournament

- \* Sending by email the Tournament Participation Form & all relative documents
- \* Sending by email Players List for each Team per category according to participation form

### 2. During Tournament

- \* Fifteen (15') minutes before the kickoff the teams deliver to the tournament representative at the field or the referee, the list with the players who will take place in the game
- \* The referee and tournament representative have the right -before, during or at the end of the game- to ask from the team to show them the original documents that certify players' age
- \* A Club can transfer a player between 2 teams from different categories as far as this player is younger and is listed in the younger team's players list
- \* In case that a team wishes to appeal against the opposing one for the usage of overage player(-s), team's officials must inform the referee during the game or at the half-time and immediately after the game the referee will check the official docs of the player(-s). The checking result of the referee will be announced to the committee of the tournament that will get the final decision for the appeal, which is binding and irrevocable

## DISCIPLINARY ACTIONS

- \* Two (2) yellow cards at the same game: the player is sent-off from the game but has the right to participate in the next one
- \* Direct red card: the player is sent-off from the game and misses the next one unless a different decision is taken because of the seriousness of the misconduct. All the decisions of tournament committee are binding and irrevocable

## SOCCER UNIFORM & EQUIPMENT

- \* If the uniform of both opponent teams is same colored, the team which referred as first one in the scheduled game wears a different colored uniform or bibs. Goalkeepers' uniform color must be different from those ones of the rest players of both teams
- \* Each player's jersey must be numbered
- \* Wearing shin guards during the game is obligatory for all the players

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## OTHER

\* Any dispute or decision not regulated in the present tournament rules will be settled by the tournament committee, whose decisions are binding and irrevocable

# SALONICA SOCCER CUP

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## TOURNAMENT RULES

### CATEGORY

**U10** | Boys born on / after 01.01.2016 (exception: boys born on / after 01.09.2015 only for clubs that belong to football federations that apply this regulation)

### TOURNAMENT DATES & STARTING HOURS

DATES		STARTING HOURS	
STARTING	FINISHING	MORNING	AFTERNOON
Monday 06.04.2026	Wednesday 08.04.2026	09:00	15:00

\* Tournament committee keeps the right to change the day & hour of matches kick off if this is necessary for the better organization of the tournament

### TOURNAMENT STRUCTURE

GROUPS (A+B+C+D+E)	PLAYERS	MATCH DURATION	SUBS	REFEREES PER GAME	FIELD	BALL SIZE
5x4 Teams	7x7	2x20' / 5' break	99	1	65-55x45-40m	Nº 4

- \* Once a player is substituted CAN RE-ENTER again at the same game. All subs take place when the ball is "dead"
- \* A player is permitted to play in 2 teams of a Club, as far as the 2<sup>nd</sup> team of the Club plays in an older category. If the Club participates with 2 or more teams in one category, it's NOT permitted to move players between these teams
- \* OFF-SIDE rule is NOT applying, throw-in with hands, the goalkeeper can't catch the ball with his hands after a back pass from a teammate
- \* All games will be played with the tournament soccer balls (during warm up teams use their own balls)

#### 1. Group Stage

- \* All teams in the group play against each other
- \* Points will be awarded as follows: three (3) points for a win, one (1) point for a draw, zero (0) points for a defeat
- \* In case of same point ranking at the standing table between two (2) teams the following rules apply:  
*a: goal difference, b: goals for, c: goals against, d: game between the 2 teams, e: lottery*
- \* In case of same point ranking at the group standing table between three (3) teams, a new standing table takes place with the results of these teams and the following rules apply based on the new standing table:  
*a: points, b: goal difference, c: goal difference of the group table, d: goals for, e: goals against, f: tie-braker draw*

#### 2. Classification

- \* Quarter Finals (all the teams that finished first in each group plus the 3 best second from all groups)

**QF1** (Places 1-8): ABCDE1/1-ABCDE2/3

**QF3** (Places 1-8): ABCDE1/3-ABCDE2/1

**QF2** (Places 1-8): ABCDE1/2-ABCDE2/2

**QF4** (Places 1-8): ABCDE1/4-ABCDE1/5

- \* Semifinals

**SF1** (Places 1-4): W/QF1-W/QF2

**SF3** (Places 5-8): D/QF1-D/QF2

**SF2** (Places 1-4): W/QF1-W/QF2

**SF4** (Places 5-8): D/QF3-D/QF4

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\* Finals

<b>F10</b> (Places 19-20):	ABCDE4/4- ABCDE4/5	<b>F5</b> (Places 9-10):	ABCDE2/4- ABCDE2/5
<b>F9</b> (Places 17-18):	ABCDE4/2- ABCDE4/3	<b>F4</b> (Places 7- 8):	D/SF3-D/SF4
<b>F8</b> (Places 15-16):	ABCDE3/5- ABCDE4/1	<b>F3</b> (Places 5-6):	W/SF3-W/SF4
<b>F7</b> (Places 13-14):	ABCDE3/3- ABCDE3/4	<b>F2</b> (Places 3-4):	D/SF1-D/SF2
<b>F6</b> (Places 11-12):	ABCDE3/1- ABCDE3/2	<b>F1</b> (Places 1-2):	W/SF1-W/SF2

\* In case of a draw both teams kick 5 penalties each. If there is no winner, they continue to kick 1 penalty each time till a team winning

## DELAYS

- \* The team must be at the pitch at least thirty (30') minutes before the scheduled game kick off
- \* The greatest allowable delay owing only to proven force majeure will be fifteen (15') minutes
- \* Any team not appearing at the scheduled time and place for a game without a valid excuse will automatically be declared defeated by 3-0. In case of repetition the team is disqualified from the tournament
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## TOURNAMENT DOCUMENTS

### 1. Before Tournament

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### 2. During Tournament

- \* Fifteen (15') minutes before the kickoff the teams deliver to the tournament representative at the field or the referee, the list with the players who will take place in the game
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## SOCCER UNIFORM & EQUIPMENT

- \* If the uniform of both opponent teams is same colored, the team which referred as first one in the scheduled game wears a different colored uniform or bibs. Goalkeepers' uniform color must be different from those ones of the rest players of both teams
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# SALONICA SOCCER CUP

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## TOURNAMENT RULES

### CATEGORY

**U8** | Boys born on / after 01.01.2018 (exception: boys born on / after 01.09.2017 only for clubs that belong to football federations that apply this regulation)

### TOURNAMENT DATES & STARTING HOURS

DATES		STARTING HOURS	
STARTING	FINISHING	MORNING	AFTERNOON
Monday 06.04.2026	Wednesday 08.04.2026	09:00	15:00

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### TOURNAMENT STRUCTURE

GROUPS (A+B)	PLAYERS	MATCH DURATION	SUBS	REFEREES PER GAME	FIELD	BALL SIZE
2x4 Teams	6x6	2x20' / 5' Break	99	1	30x20m	Nº 4

- \* Once a player is substituted CAN RE-ENTER again at the same game. All subs take place when the ball is "dead"
- \* A player is permitted to play in 2 teams of a Club, as far as the 2<sup>nd</sup> team of the Club plays in an older category. If the Club participates with 2 or more teams in one category, it's NOT permitted to move players between these teams
- \* OFF-SIDE rule is NOT applying, throw-in with hands, the goalkeeper can't catch the ball with his hands after a back pass from a teammate
- \* All games will be played with the tournament soccer balls (during warm up teams use their own balls)

#### 1. Group Stage

- \* All teams in the group play against each other
- \* Points will be awarded as follows: three (3) points for a win, one (1) point for a draw, zero (0) points for a defeat
- \* In case of same point ranking at the standing table between two (2) teams the following rules apply:  
*a: goal difference, b: goals for, c: goals against, d: game between the 2 teams, e: lottery*
- \* In case of same point ranking at the group standing table between three (3) teams, a new standing table takes place with the results of these teams and the following rules apply based on the new standing table:  
*a: points, b: goal difference, c: goal difference of the group table, d: goals for, e: goals against, f: tie-braker draw*

#### 2. Classification

\* Finals

**F1** (Places 1, 2): A1-B1

**F2** (Places 3, 4): A2-B2

**F3** (Places 5, 6): A3-B3

**F4** (Places 7, 8): A4-B4

\* In case of a draw both teams kick 5 penalties each. If there is no winner, they continue to kick 1 penalty each time till a team winning

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## DELAYS

- \* The team must be at the pitch at least thirty (30') minutes before the scheduled game kick off
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- \* Sending by email Players List for each Team per category according to participation form

### 2. During Tournament

- \* Fifteen (15') minutes before the kickoff the teams deliver to the tournament representative at the field or the referee, the list with the players who will take place in the game
- \* The referee and tournament representative have the right -before, during or at the end of the game- to ask from the team to show them the original documents that certify players' age
- \* A Club can transfer a player between 2 teams from different categories as far as this player is younger and is listed in the younger team's players list
- \* In case that a team wishes to appeal against the opposing one for the usage of overage player(-s), team's officials must inform the referee during the game or at the half-time and immediately after the game the referee will check the official docs of the player(-s). The checking result of the referee will be announced to the committee of the tournament that will get the final decision for the appeal, which is binding and irrevocable

## DISCIPLINARY ACTIONS

- \* Two (2) yellow cards at the same game: the player is sent-off from the game but has the right to participate in the next one
- \* Direct red card: the player is sent-off from the game and misses the next one unless a different decision is taken because of the seriousness of the misconduct. All the decisions of tournament committee are binding and irrevocable

## SOCCER UNIFORM & EQUIPMENT

- \* If the uniform of both opponent teams is same colored, the team which referred as first one in the scheduled game wears a different colored uniform or bibs. Goalkeepers' uniform color must be different from those ones of the rest players of both teams
- \* Each player's jersey must be numbered
- \* Wearing shin guards during the game is obligatory for all the players

## OTHER

- \* Any dispute or decision not regulated in the present tournament rules will be settled by the tournament committee, whose decisions are binding and irrevocable