

COMPETITION RULES



COMPETITION REGULATIONS

The ÍscarCup® International Tournament will follow the regulations of the Spanish Football Federation (RFEF) and the Madrid Football Federation (RFFM) for 7-a-side football.

CATEGORIES

The participating categories in the tournament will be:

- **U8 (Second-year Pre-Benjamín):** Players born on or after 01-01-2018
- **U9 (First-year Benjamín):** Players born on or after 01-01-2017
- **U10 (Second-year Benjamín):** Players born on or after 01-01-2016
- **U11 (First-year Alevín):** Players born on or after 01-01-2015

ACCREDITATION

Participants must register before the start of the tournament using:

- ID card
- Passport (foreign players)
- Federation license

Only **original documents** will be accepted.

Teams must submit a list of all participants **one month before the tournament.**

On the first day, the team manager must check player data **one hour before the first match.**

Accreditations will be valid for the entire tournament.

REGISTRATION & SQUADS

Unlimited players may be registered.

Maximum squad per match: **15 players**

A player may only play for one team.

Registrations will be published on the official website.

SUBSTITUTIONS

Unlimited substitutions are allowed.

Changes must be authorized by the referee.

Substitutions take place at midfield.

A substituted player may re-enter the match

MATCH DURATION

For the **U8 category**, each match will consist of two halves of **12 minutes** during the Group Stage and the Gold, Silver, and Bronze phases.

The **Gold Phase semifinals and final** will have two halves of **15 minutes** each.

For the **U9, U10, and U11 categories**, each match will consist of two halves of **15 minutes** during the Group Stage and the Gold, Silver, and Bronze phases.

The **Gold Phase semifinals and final** will have two halves of **20 minutes** each.



FACILITIES

The tournament will take place simultaneously at two venues in Boadilla del Monte (Madrid):

CDM ÁNGEL NIETO

28660 Boadilla del Monte, Madrid
<https://maps.app.goo.gl/uzx1AWNqSLdw6DA>

Hosts U8 & U10 group stage



CDM CONDESA DE CHINCHÓN

C/ Menéndez Pidal s/n con esquina C/Infante Don Luis
28660 Boadilla del Monte, Madrid
<https://maps.app.goo.gl/xfxfmtLqukue5gVa7>

Hosts U9 and U11 group stages



UNIFORMS



All teams must attend the tournament with **two different numbered kits**. These numbers must match the player list submitted to the organization.

In addition, teams must bring **training bibs in a different color** from their kits, which substitutes must wear on the bench or during warm-ups.

In case of a color clash between teams and/or with the referee, the **away team** (the second name listed in the match schedule) will be required to change its kit.

The use of **shin guards is recommended**, and **regulation footwear is mandatory**. The use of **metal studs is strictly prohibited**.

BALLS

The balls used during the tournament will be official and approved by the RFEF, size **4** for the **U9, U10, and U11** categories.

Official and RFEF-approved balls, size **3**, will be used for the **U8** category.

COMPETITION SYSTEM

U8 AND U9 CATEGORY

In the Group Stage, the **24 teams** will be divided into **four groups of six teams each**.

A single round-robin format will be played, where all teams face each other once. After this phase, teams will qualify for the **Gold, Silver, and Bronze Phases**, as well as matches to determine positions **13th to 24th**, depending on the results obtained.

GOLD PHASE

Four teams qualify: the **first-place team from each group**. Matches will be played in a direct knockout format.

The semifinals will be:

- Group A Winner vs Group B Winner (Semifinal 1)
- Group C Winner vs Group D Winner (Semifinal 2)

The winners of these matches advance to the **U8 Gold Phase Final**.

SILVER PHASE

Four teams qualify: the **second-place team from each group**. Matches will be played in a direct knockout format.

The semifinals will be:

- Group A Runner-up vs Group B Runner-up (Semifinal 1)
- Group C Runner-up vs Group D Runner-up (Semifinal 2)

The winners advance to the **U8 Silver Phase Final**.

BRONZE PHASE

Four teams qualify: the **third-place team from each group**. Matches will be played in a direct knockout format.

The semifinals will be:

- Group A Third-place vs Group B Third-place (Semifinal 1)
- Group C Third-place vs Group D Third-place (Semifinal 2)

The winners advance to the **U8 Bronze Phase Final**.

POSITIONS 13th TO 24th

The **12 teams finishing 4th, 5th, and 6th** will play an extra match to determine their final ranking:

- 4th Group A vs 4th Group C
- 4th Group B vs 4th Group D
- 5th Group A vs 5th Group C
- 5th Group B vs 5th Group D
- 6th Group A vs 6th Group C
- 6th Group B vs 6th Group D

U10 CATEGORY

In the **Group Stage**, the 48 teams will be divided into **twelve groups of four teams each**.

A single round-robin format will be played, where all teams face each other once. After this phase, teams will qualify for the **Gold, Silver, and Bronze Phases** based on the results obtained.

GOLD PHASE

Twelve teams qualify for the Gold Phase: the **first-place team from each group**.

The twelve teams will then be divided into **four groups of three teams each**. A single round-robin format will be played, where all teams face each other once.

- **Group A** will be made up of the winners of Groups A, B, and C.
- **Group B** will be made up of the winners of Groups D, E, and F.
- **Group C** will be made up of the winners of Groups G, H, and I.
- **Group D** will be made up of the winners of Groups J, K, and L.

GROUP A		GROUP B	
1A	Winner Group A	1B	Winner Group D
2A	Winner Group B	2B	Winner Group E
3A	Winner Group C	3B	Winner Group F
GROUP C		GROUP D	
1C	Winner Group G	1D	Winner Group J
2C	Winner Group H	2D	Winner Group K
3C	Winner Group I	3D	Winner Group L

The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B**.
- The winner of **Group C** will face the winner of **Group D**.

The winners of each semifinal will meet in the **Gold Phase Final**.

SILVER PHASE

Twelve teams qualify for the Silver Phase: the **second-place teams from each group** in the Group Stage.

- **Group A** will be made up of the runners-up from Groups A, B, and C.
- **Group B** will be made up of the runners-up from Groups D, E, and F.
- **Group C** will be made up of the runners-up from Groups G, H, and I.
- **Group D** will be made up of the runners-up from Groups J, K, and L.

GROUP A		GROUP B	
1A	Runners-up Group A	1B	Runners-up Group D
2A	Runners-up Group B	2B	Runners-up Group E
3A	Runners-up Group C	3B	Runners-up Group F
GROUP C		GROUP D	
1C	Runners-up Group G	1D	Runners-up Group J
2C	Runners-up Group H	2D	Runners-up Group K

3C	Runners-up Group I	3D	Runners-up Group L
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The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B**.
- The winner of **Group C** will face the winner of **Group D**.

The winners of each semifinal will meet in the **Silver Phase Final**.

BRONZE PHASE

Twelve teams qualify for the Bronze Phase: the **third-place teams from each group** in the Group Stage.

- **Group A** will be made up of the third-place teams from Groups A, B, and C.
- **Group B** will be made up of the third-place teams from Groups D, E, and F.
- **Group C** will be made up of the third-place teams from Groups G, H, and I.
- **Group D** will be made up of the third-place teams from Groups J, K, and L.

GROUP A		GROUP B	
1A	Third Group A	1B	Third Group D
2A	Third Group B	2B	Third Group E
3A	Third Group C	3B	Third Group F
GROUP C		GROUP D	
1C	Third Group G	1D	Third Group J
2C	Third Group H	2D	Third Group K
3C	Third Group I	3D	Third Group L

The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B**.
- The winner of **Group C** will face the winner of **Group D**.

The winners of each semifinal will meet in the **Bronze Phase Final**.

SAPPHIRE PHASE

Twelve teams qualify for the Sapphire Phase: the **fourth-place teams from each group** in the Group Stage.

- **Group A** will be made up of the fourth-place teams from Groups A, B, and C.
- **Group B** will be made up of the fourth-place teams from Groups D, E, and F.
- **Group C** will be made up of the fourth-place teams from Groups G, H, and I.
- **Group D** will be made up of the fourth-place teams from Groups J, K, and L.

GROUP A		GROUP B	
1A	Fourth Group A	1B	Fourth Group D
2A	Fourth Group B	2B	Fourth Group E
3A	Fourth Group C	3B	Fourth Group F
GROUP C		GROUP D	
1C	Fourth Group G	1D	Fourth Group J
2C	Fourth Group H	2D	Fourth Group K
3C	Fourth Group I	3D	Fourth Group L

The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B**.
- The winner of **Group C** will face the winner of **Group D**.

The winners of each semifinal will meet in the **Sapphire Phase Final**.

U11 CATEGORY

In the **Group Stage**, the 36 teams will be divided into **nine groups of four teams each**.

A single round-robin format will be played, where all teams face each other once. After this phase, teams will qualify for the **Gold, Silver, and Bronze Phases** based on the results obtained.

GOLD PHASE

Twelve teams qualify for the Gold Phase based on Group Stage results: the **nine group winners and the three best runners-up**.

The twelve teams will then be divided into **four groups of three teams each**, playing a single round-robin format.

- **Group A** will be made up of the winners of Groups A, B, and C.
- **Group B** will be made up of the winners of Groups D, E, and G.
- **Group C** will be made up of the winners of Groups F and I, plus the **best runner-up**.
- **Group D** will be made up of the winners of Groups H and J, plus the **second-best runner-up**.

GROUP A		GROUP B	
1A	Winner Group A	1B	Winner Group D
2A	Winner Group B	2B	Winner Group E
3A	Winner Group C	3B	Best Runner-Up
GROUP C		GROUP D	
1C	Winner Group G	1D	Winner Group F
2C	Winner Group H	2D	Winner Group I
3C	Third-Best runner-up	3D	Second-best runner-up

The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B**.
- The winner of **Group C** will face the winner of **Group D**.

The winners of each semifinal will meet in the **Gold Phase Final**.

SILVER PHASE

Twelve teams qualify for the Silver Phase based on Group Stage results: the **remaining runners-up and the six best third-placed teams.**

- **Group A** will be made up of the **4th best runner-up**, the **4th best third-placed team**, and the **5th best third-placed team.**
- **Group B** will be made up of the **5th best runner-up**, the **8th best runner-up**, and the **3rd best third-placed team.**
- **Group C** will be made up of the **6th best runner-up**, the **9th best runner-up**, and the **2nd best third-placed team.**
- **Group D** will be made up of the **7th best runner-up**, the **best third-placed team**, and the **6th best third-placed team.**

GROUP A		GROUP B	
1A	4th best runner-up	1B	5th best runner-up
2A	4th best third	2B	8th best runner-up
3A	5th best third	3B	2nd best third
GROUP C		GROUP D	
1C	6th best runner-up	1D	7th best runner-up
2C	9th best runner-up	2D	Best third
3C	2nd best third	3D	6th best third

The **first-place teams from each group** will advance to the semifinals:

- The winner of **Group A** will face the winner of **Group B.**
- The winner of **Group C** will face the winner of **Group D.**

The winners of each semifinal will meet in the **Silver Phase Final.**

BRONZE PHASE

The **remaining 12 teams** based on Group Stage results will qualify for the Bronze Phase.

- **Group A** will be made up of the **7th best third-placed team**, and the **4th-placed teams from Groups A and B.**

- **Group B** will be made up of the **8th best third-placed team**, and the **4th-placed teams from Groups C and D**.
- **Group C** will be made up of the **9th best third-placed team**, and the **4th-placed teams from Groups E and F**.
- **Group D** will be made up of the **4th-placed teams from Groups G, H, and I**.

GROUP A		GROUP B	
1A	7th best third	1B	8th best third
2A	4th Group A	2B	4th Group C
3A	4th Group B	3B	4th Group D
GROUP C		GROUP D	
1C	9th best third	1D	4th Group G
2C	4th Group E	2D	4th Group H
3C	4th Group F	3D	4th Group I

POINT SYSTEM

- Win: **3 points**
- Draw: **1 point**
- Loss: **0 points**

Maximum goal difference recorded: **9 goals**

TIEBREAK CRITERIA

GROUP STAGE

BETWEEN TWO TEAMS

1. Head-to-head goal difference.
2. Overall goal difference.
3. Higher number of goals scored.
4. Lower number of goals conceded.
5. Younger team.

BETWEEN THREE OR MORE TEAMS (in their mini-league)

1. Head-to-head goal difference.
2. Overall goal difference.
3. Number of goals scored in matches played between the teams involved.
4. Number of goals scored in the overall group standings.
5. Lower number of goals conceded in matches played between the teams involved.
6. Lower number of goals conceded in the overall group standings.
7. Younger team.

* If a tie between more than two teams is reduced at any stage to a tie between two teams, it will then be considered a **tie between two teams** and resolved according to the corresponding criteria.

GOLD, SILVER AND BRONZE PHASES

In the event of a tie on points in the Gold, Silver, and Bronze phases, it will be resolved according to the following criteria:

1. Head-to-head goal difference.
2. Overall goal difference.
3. Number of goals scored in matches played between the teams involved.
4. Goal difference considering goals scored and conceded in the Group Stage.
5. Number of goals scored in the overall group standings.
6. Lower number of goals conceded in matches played between the teams involved.
7. Lower number of goals conceded in the overall group standings.
8. Younger team.

In the event of a draw at the end of regular time in knockout matches, the winner will be decided by a **penalty shoot-out**.

Each team will take up to **three penalties alternately**. If the tie persists, it will proceed to **sudden death**, with alternating kicks until one team misses.

Each penalty must be taken by a **different player**. If the tie still remains after all players have taken a penalty, players may begin taking penalties again in the same order.

REFEREES

The tournament referees belong to and are appointed by the **Madrid Football Federation (RFFM)**.



MATCH SUSPENSION

If, for any reason, the referee decides to suspend a match, the ÍscarCup Competition Committee, after reviewing the situation, may take one of the following decisions:

- Resume the match from the moment it was suspended.
- Restart the match from the beginning.
- Maintain the result that was in place at the moment of suspension.
- Award a **3–0 victory to the home team**.
- Award a **3–0 victory to the away team**

CLAIMS

In the event of any incident during a match, the team delegate may file a complaint with the Competition Committee within **30 minutes** after the match ends.

The complaint must be submitted at the ÍscarCup organization desk located at each venue.

INSURANCE

All players will be covered by medical insurance arranged by the tournament organization. Additionally, since the tournament is sanctioned by the RFFM, all nationally registered players will also be covered by the footballers' mutual insurance provided through their respective federations.

MODIFICATIONS

In any circumstance not covered in these Competition Rules, the ÍscarCup organization, through its officials, will make the appropriate decisions, which must be accepted by all participants.

The ÍscarCup organization reserves the right to modify these competition rules. Any modifications will be communicated in writing to each participating club representative.