

FOOTBALL

1. RULES

The competition will be held in accordance with the rules of the World Mini-football Federation (WMF).

2. EVENT

Men's team.

3. TECHNICAL ORGANIZATION

The technical committee of the 24th IMT-GT Varsity Carnival will be responsible for the technical organization of the competition. The decision of this committee on all matters regarding the tournament shall be final.

4. LAW OF THE GAME

The competition shall be conducted in accordance with the current rules of the game as approved by the Federation Internationale de Football Association (FIFA).

5. NUMBER OF PLAYERS

Each team shall consist of not more than 11 players, and the **games will be played 6 a side.**

6. POINTS IN GROUP COMPETITION

6.1 Method of points awarded

Win	:	3 points
Draw	:	1 point
Lose	:	0 point

The champion of each group will qualify for the semi-final round

6.2 If two (2) or more teams in the same group obtain an equal number of points, then the ranking shall be decided by a **draw.**

7. DURATION OF MATCH AND EXTRA TIME

- 7.1 All matches shall be played 20 minutes each half with an interval of 10 minutes.
- 7.2 There shall be no extra time in all matches in group competition.
- 7.3 If the result is still a draw, the system of penalty kicks will be used as in FIFA rules.

8. SUBSTITUTION OF PLAYERS

Rolling substitutions of players will be permitted a match for each team including in extra time.

9. PLAYER CAUTIONED OR DISMISSED FROM FIELD OF PLAY

- 9.1 A player who received 2 cautions (yellow cards) during the tournament shall automatically be suspended for the match following the match in which he receives the second caution.
- 9.2 A player expelled from the field of play by a Referee shall be suspended for the next match unless otherwise determined by the Disciplinary Committee which shall meet within 24 hours of the match concerned.
- 9.3 Disciplinary measures such as caution, expulsions and suspensions of players and officials in the Group Tournament shall be carried to the semi-final, match for 3rd place and the final match.

10. JERSEY

- 10.1 Two (2) sets of colors shall be stated at the time of the registration of the team, and all players shall wear numbered jerseys.
- 10.2 Each player shall retain the same number as that officially registered throughout the competition.
- 10.3 To avoid a clash of colors. Colors to be worn by the team for matches shall be determined at the first meeting of managers.

11. ABONDENED MATCH

11.1 If a match cannot be completed in case of unforeseen circumstances, the following alternatives will be applied:

11.1.1 If the match is stopped less than 1 hour, it will be continued until the match is completed.

11.1.2 If the match is stopped more than 1 hour, it will be continued on the following morning, and the result before the match is stopped will remain.

12. WALK-OVER AND WITHDRAWAL

12.1 In the tournament, should any team give a walk-over or fail to play a match throughout default, the opposing team shall be awarded three (3) points and a score of three (3) goals.

12.2 If a team withdraws from the competition, then the points and goals scored by or against the withdrawing team shall be null and void.

13. JUDGING THE EVENTS

The necessary technical officials, referees, judges, umpires, time keepers or inspectors for sport shall be appointed by the appropriate National Sports Organization of the host nation.

14. INTERPRETATION

In the interpretation of the laws of games or the rules governing the football tournament, if there is any disagreement, the English text shall be taken authoritative.

15. MATTERS NOT PROVIDED FOR

All matters not provided for in the rules shall be dealt with by the games organizing committee whose decision is final.