



FOOTBALL 9 A-SIDE

1. RULES

The competition will be held by the rule of the International Federation of Association Football (FIFA).

2. EVENT

Men's team.

3. TECHNICAL ORGANIZATION

The technical committee of the 21st IMT-GT Varsity Carnival will be responsible for the organization of the competition. The decision of this committee in all matters regarding the tournament shall be final.

4. LAW OF THE GAME

The competition shall be conducted by the current rules of the game as approved by the International Federation of Association Football (FIFA).

5. NUMBER OF PLAYERS

Each team shall consist of not more than 15 players.

6. SYSTEM OF DIVIDING TEAMS INTO GROUPS

- 6.1 If there are four (4) to five (5) teams, they shall play in one group. The competition shall be a single round league system.
- 6.2 If there are six (6) or more teams, they shall be divided into two (2) groups or more through a draw with not more than four teams in each group.
- 6.3 In the spirit of IMTGT, each group should consist of a team for each participating countries.

7. MODE OF COMPETITION

- 7.1 In the event of the competition being played under rule 6.1, the team with the highest total points shall be declared the winning team.
- 7.2 If all twelve (12) contingents participate, there will be four groups with three teams in each group, after the preliminary rounds, the top row (2) teams will qualify to the quarter-final.



Game No.	Quarter Final		
1	Champion A	vs	1 st Runner-Up D
2	Champion B	vs	1 st Runner-Up C
3	Champion C	vs	1 st Runner-Up A
4	Champion D	vs	1 st Runner-Up B
Semi Final			
5	Winner 1	vs	Winner 2
6	Winner 3	vs	Winner 4
3rd & 4th Placing			
7	Loser 5	vs	Loser 6
Final			
8	Winner 5	vs	Winner 6

7.3 If less than twelve (12) contingents participate, the draw will play as follows:

Game No.	2 nd Round		
1	1 st Runner-Up C	vs	1 st Runner-Up B
2	Champion C	vs	1 st Runner-Up A
Semi Final			
3	Champion A	vs	Winner 1
4	Champion B	vs	Winner 2
3rd & 4th Placing			
5	Loser 3	vs	Loser 4
Final			
6	Winner 3	vs	Winner 4



8. POINTS IN GROUP COMPETITION

8.1 Method of points awarded:

Win: 3 points

Draw: 1 point

Lose: 0 point

8.2 If two (2) or more teams in the same group obtain equal points, then the ranking shall be decided on:

8.2.1 The goal difference at the matches played by each team.

8.2.2 If a tie still exists, then the team scoring the greater goal shall take the higher position.

8.2.3 If there is still a tie (in spite of 8.2.1 and 8.2.2), then the team that has defeated the other team in the league match shall be ranked higher.

8.2.4 If the result is still a tie, then a toss of the coin shall decide the winner.

9. DURATION OF MATCH AND EXTRA TIME

9.1 All matches shall be played 20 minutes each half with an interval of 10 minutes for grouping until semi-final matches.

9.2 For the final match, it shall be played 25 minutes each half with an interval of 10 minutes.

9.3 If the result is still a draw, the system of a penalty kick will be used as in FIFA rules.

10. SUBSTITUTION OF PLAYERS

Substitutions of players will be permitted for each team all the time.

11. PLAYER CAUTIONED OR DISMISSED FROM FIELD OF PLAY

11.1 A player who receives two (2) cautions (yellow card) during the tournament shall automatically be suspended for the match following the match in which he gets the second caution

11.2 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.



11.3 Disciplinary measure such as cautions, 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.

12. JERSEY

12.1 Two (2) sets of colours shall be stated at the time of registration of the team and all players shall wear a numbered jersey.

12.2 Each player shall retain the same number as that is officially registered throughout the competition.

12.3 To avoid the clash of colours, the colours to be worn by a team for matches shall be determined at the first meeting of managers.

13. ABANDONED MATCH

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

13.1.1 If the match is stopped before the second half begins, the whole match will be replayed.

13.1.2 If the match is stopped before the second half begins, the second half will be continued the following morning where the result before the match is stopped will remain.

13.1.3 If the match is stopped after the 35 minutes, it is considered completed.

14. WALKOVER AND WITHDRAWAL

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

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

15. JUDGING THE EVENTS

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



16. INTERPRETATION

In-laws of the football tournaments, if there is any disagreement, the English text shall be taken authoritatively.

17. 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.