



TECHNICAL REGULATIONS EUC FUTSAL

The EUC regulations rule all general aspects of the EUC. They are also basic to each sport unless otherwise determined.

The EUC Futsal generally will employ the current technical rules of the International Football Association (FIFA) concerning Futsal.

The following items may differ from these rules as detailed below:

1.) Entry / Composition of teams

(1.1) Maximum / Minimum number of athletes per team:

- each team may consist of a maximum of 12 and a minimum of seven (7) players and must be from the same university.

(1.2) Maximum / Minimum number of officials:

- each delegation may include a maximum of four (4) and a minimum of one (1) official;
- a Head of Delegation must be defined according to the EUSA EUC regulations. One of the officials must be a Futsal referee with an international qualification or a Futsal referee of highest Futsal national level qualification (in this case a relevant certificate of national Futsal or football association must be issued). In that case, a minimum of two (2) officials are required.

(1.3) Special requirements for entry procedure:

- a NUSA may nominate more than one team, each from a different University;
- if more than one team is nominated by one NUSA, the nomination must define a ranking order to enable eventual seeding (see below).

2.) Playing scheme

(2.1) Maximum / Minimum number of teams / athletes:

- the maximum number of teams is normal 16 and the minimum number is 8; if the number of entries is less than 8 the event be may held as an EUSA – Cup;
- In the case that more than 16 teams enter the championship, the SCAC, on a case-by-case basis shall decide the system of selection or qualification.

(2.2) Playing format (pools, Knock out rounds, finals):

- the format of the tournament will be decided by the SCAC taking into account the number of teams entered;
- In a 16-teams tournament normally the first round will be played in four (4) pools consisting of four (4) teams per pool (pools A, B, C, D) in a round-robin-system;
- the teams shall then proceed into a knock-out competition according to their placing in the pools; the winners and runners-up in each pool shall participate in the final competition; the remaining teams shall compete for places 9-16.



Quarterfinal:	(a) Winner pool A	Vs	Runner-up pool D
	(b) Winner pool B	Vs	Runner-up pool C
	(c) Winner pool C	Vs	Runner-up pool B
	(d) Winner pool D	Vs	Runner-up pool A
Semi-final	(i) Winner (a)	Vs	Winner (b)
	(ii) Winner (c)	Vs	Winner (d)
Third place	(X) Loser (i)	Vs	Loser (ii)
Final	(Y) Winner (i)	Vs	Winner (ii)

- the losers of quarter finals (a) to (d) will play for placing 5 to 8 according to a similar formula; the remaining teams will play according to a similar formula to determine placing 9 to 16.

(2.3) Games per day / rest day:

- a team will not have more than one match per day;
- six playing days are required for the tournament. The day after the first round will be a rest day.

(2.4) Yellow / red cards:

- 2 yellow cards always means the player who got the 2 yellow cards has to miss one (next) match;
- 1 red card means the player who got the red card has to miss at least one (next) match (depends on the decision of SCAC or technical delegate);
- in the championship of 16 teams, yellow cards are calculated till the end of championship;
- in the championship where there are more or less than 16 teams competing, yellow cards are calculated separately for round-robin-system and for knock-out competition – single yellow cards expire on completion of playing in pools; two yellow cards or red card (punishments) do not expire on completion of playing in pools and are carried forward to the knock-out competition.

(2.5) Ranking:

- if, on completion of the pool matches, two or more teams are equal on points, their position within the pool will be established according to the following criteria:
 - number of points obtained in the matches among the teams in question;
 - goal difference resulting from the matches among the teams in question;
 - number of goals scored in the matches among the teams in question;
 - if two teams still finish equal on points, with the same goal difference and having scored the same number of goals, the winners of the match between the two teams in question will be declared as the higher-ranked team.
- If this procedure does not lead to a decision, next three criteria will apply:
 - results of all pool matches;
 - better goal difference;
 - higher number of goals scored;



- fair play ranking of the teams in question;
- drawing lots.

- If two teams which have the same number of points, the same goal difference and the same number of goals scored and conceded play their last pool match against each other and if this match stands at a draw at the end of normal time, the ranking of the two teams in question will be determined by kicks from the penalty mark, and not by the criteria listed in text above (under 2.5), provided that other teams:
 - have more or fewer points, or
 - have the same number of points but a superior or inferior goal difference, or
 - have the same number of points and the same goal difference but have scored more or fewer goals.

- In the event of a tie in the Knock-out rounds:
 - If the scores are level at the end of normal playing time, no extra time will be played. Kicks from the penalty mark will determine the winning team.
 - If the scores are level at the end of normal playing time in the final and the third-place match, extra time consisting of two five-minute periods of effective time will be played. If the teams are still equal after extra time, the winners will be determined by kicks from the penalty mark.

3.) Qualification / selection of teams or athletes:

- in the case that more than 12 teams enter the EUC, the OC shall decide a system of selection or qualification as recommended by the Technical Delegates on a case-by-case basis.

4.) Seeding/Draw:

- the seeding for the first round of the tournament will be done according to the following rules:
 - pool A: University of the hosting city (in case of absence, the Champion of the hosting country), the last European Futsal champion and first runner-up, the first ranked university or country on EUSA ranking list;
 - pools B - D: according to the EUSA-ranking-list (results of the previous EUCs);
 - the other teams will be assigned to the pools by a draw;
 - if more than one team per NUSA is nominated, only the highest ranked will be considered for seeding. Teams from the same country shall wherever possible be placed in different pools (directed draw).

- Date and venue of the draw shall be determined by the President of the SCAC in close cooperation with the Organizing Committee. The draw must be presided over either by a member of the EUSA-EC or by one of the Technical Delegates.



5.) Technical issues

The host should consider FIFA Futsal law of the game 2006.

(http://www.fifa.com/documents/tournaments/futsal/Futsal_LOTG_2006_en.pdf)

(5.1) Playing time:

- According to FIFA regulations.

(5.2) Requirements for venues (competition and practice)

- The following facilities are required (based on 12 teams):
 - competition: normally 2, minimum 1 courts for 8 hours a day (4 matches);
 - practice: an average of 6 hours on practice courts for each of the 12 teams;
 - the competition venues must be open the day before the first match day for training;
 - practice courts should have the same surface as those used for competition;
 - courts must be located within a 20 minutes bus ride of the team accommodation.
- The following facilities are required (based on 16 teams):
 - Competition: normally 2, only if it is not possible – 1 court (the matches should not start before 8 am and should be finished prior to 11 pm);
 - Practice: an average of 6 hours on practice courts for each of the 12 teams;
 - The competition venues must be open the day before the first match day for training;
 - Practice courts should have the same surface as those used for competition;
 - Courts must be located within a 20 minutes bus ride of the team accommodation.

(5.3) Requirements regarding equipment (floor, balls, clothing, scoring equipment (etc.))

- The venues as well as all equipment must meet the standards set in the FIFA Laws of the Game 2006. Wooden floor is recommended.
- The balls for practice must be the same with the balls of the games.

(5.4) Any other special rules which differ from the International Federation rules:

- Teams are requested to bring 2 sets of uniforms, one light colored and one dark colored
- Game statistics will be given to the teams.

6) Referees / Committees

(6.1) Technical commission

- The SCAC is the technical commission according to FIFA rules. The Technical delegate will nominate three referees for each game.
- The match referee shall be responsible for notifying the Technical delegate of the result of the game and of any other incidents happened.



(6.2) Handling of protests (technical and others)

- Non-technical protests will be handled according to the EUSA-Regulations 2(6). Technical protests will be forwarded to the Jury d'appeal to be appointed before the beginning of the competition.

(6.3) Standard of Referees:

- referees provided by the host and by the teams must have an international Futsal qualification or at least must have the highest Futsal national level qualification (in this case the national Futsal or football association must issue a relevant certificate);
- referees without international qualification will be used only if the number of referees with international qualification is insufficient;
- timekeepers for all the matches should be provided by the host;
- all the referees have to be accommodated in the same place during the championship.

European University Sports Association,
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