

FOOTBALL TOURNAMENTS RULES

The football competition is composed of three official tournaments:

- A Classic tournament (open to all age category) with 11 players
- A Master (+40 years old) tournament with 11 players
- A 7-a-side tournament (open to all age category)

No registration will be accepted on site.

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I. CONDITIONS OF ELIGIBILITY

A. Players qualifications

For the "Classic" 11-a-side tournament:

- The members of Medical and paramedical professions (including students), as well as hospital and lab staff.
- 26 players maximum per team

For the « Master » 11-a-side tournament:

- The members of Medical and paramedical professions, as well as hospital and lab staff older than 40 the year of the WMHG.
- It is allowed to register 4 players who are eligible for the WMHG and who are between 35 and 40 the year of the WMHG.
- 26 players maximum per team

For the 7-a-side tournament:

- The members of Medical and paramedical professions (including students), as well as hospital and lab staff.
- A team cannot count more than 13 players.

The Organizing Committee is sovereign to decide if a profession gives the right to enter the tournament.

B. Documents

Each player, to feature on the match sheet, must produce a badge issued by the organizing committee based on a photocopy certified by his professional authority of the professional identity card or diplomas, together with an identity document with photograph.

In case of doubt about one of the documents the organizing committee could decide to refuse the participation of a player.

The organizing committee must receive these documents **before May 15st 2020**, accompanied by an identity photograph, which is compulsory for issuing the badge.

C. Captains

The captain is the only intermediary between his team and the organizers, so he has to respect these obligations:

- He must provide the organization with: one inscription form per player, and a recapitulative list of the team's players that should contain: name, surname,

profession and birth date of each player. These datas have to be attested on the honour by the team's captain.

(The given lists have to be received by CSO **before June 1st 2022** but can be modified after this date, until the badges are distributed. However the new registered players, on their arrival in Montenegro, will have to present the original documents of their professional ID or certified copies of diploma and identification cards, with photograph.)

- He must communicate to the organization all the necessary logistic information about its team (accommodation choice, shuttle...).
- He must communicate to the organization a mobile phone number reachable in Portugal, in order to join the team when necessary (program changes, sanctions...)

II. PARTICIPATING TEAMS

The organizing committee has sovereign power to establish the final list of teams registered. It will base its choice on the following criteria of selection:

- The date of registration (on receipt of the complete file by the organization, along with the guarantee cheque),
- The fair play of each team during the different past Games.
- The international representativeness of the tournament.

We strongly advise all teams to count at least 15 players. The experience shows that with fewer players it is difficult to play the entire tournament.

Some players can be registered in two teams ONLY if these two teams are not playing in the same tournament and only if both have enough players to play all games independently of these players (10 players for the SEVEN, 16 players for the 11-a-side tournaments).

This particular case has to be declared to the organization committee that can decide to acknowledge or not this request. A player who has a suspension will not be able to play in both tournament, independently of the tournament he has received the suspension in.

This request CANNOT BE DONE during the tournament but before.

Jersey numbering is compulsory for all players; each player shall bear a different number that must remain the same for the entire tournament. The referee shall refuse on the field any player not carrying a number.

It is compulsory for each team to have two sets of jerseys of different colours.

III. GENERAL RULES

A. Dress and jerseys

The organizing committee shall be informed of the colours of jerseys.

It is compulsory to have two sets of jerseys of different colours.

The organizing committee will provide the balls for official games.

B. Delay

In case both teams did not fill up the game sheet 25 minutes after the theoretic kick off, the delayed team can be sanctioned by a defeat 3 to 0. Only the tournament director, knowing the cause of the delay, and in agreement with the delegate, can make this decision.

C. Draw

The draw will be made at the Games Center, on the eve of the tournament, on Saturday June 13th, at 7.00 pm.

The draw will be based on the international representativeness (to avoid too many teams from the same country in the same group).

IV. FORMULAS

Rules applying for football tournaments are those published by the FIFA; excepted the following:

A. The formula

Both tournaments will function with an integral ranking formula and each team will play at least 5* games and 7* games maximum.

*As far as the number of team and formula allows it. Except in case of extremely bad weather, for major reasons.

B. Qualifying phase

The tournament will begin on Friday morning, July 1st. All teams must be present on Thursday evening for the draw.

The teams will be distributed in groups of 5, 4 or 3 to compete for a tour eliminating heat. Every team will once meet the other trainings of her group.

The formula of the tournament will depend on the number of registered teams.

Therefore, the definitive formula will be put back to you from your arrival in the Games Center with the completeness of the explanatory documents necessary for the good progress of the tournament.

C. Length of games

For the Classic tournament:

- 2 half-times of 30 minutes each for qualification games; in case of equality at the end of regular time: no extra time nor penalty kicks.
- 2 half-times of 30 minutes for ranking games, 1/8, 1/4,1/2 finals and final; in case of equality at the end of regular time: no extra time but directly penalty kicks.

For the « Master » tournament:

- 2 half-times of 30 minutes each for qualification games; in case of equality at the end of regular time: no extra time nor penalty kicks.
- 2 half-times of 30 minutes for ranking games, 1/8, 1/4,1/2 finals and final; in case of equality at the end of regular time: no extra time but directly penalty kicks.

For the 7-a-side tournament:

- Length of games: 2x20mn. No extra-time. Penalty kicks at final stage.

D. Substitutions

Main tournament

5 substitutions are allowed for each game.

Any replaced player shall not return on the field or take part in the penalty kicks.

A team cannot register more than 22 players on each game's sheet

« Master » tournament

The number of <u>allowed</u> substitutions is unlimited and players could enter and go out several times during an interruption of time.

A team cannot register more than 22 players on each game's sheet

For the 7-a-side tournament:

The number of <u>allowed</u> substitutions is unlimited and players could enter and go out several times during an interruption of time.

13 players maximum on the game sheet.

E. Specific 7-a-side tournament rules

- Unrestricted players substitution (when game is stopped).
- Goal keeper clearance:
 - o Ball in play: by hand
 - Ball out: goal kick
- Penalty kicks at 9 m.
- Throw in by foot.

NB: It is not allowed to score a goal directly from a throw in except for the corner kicks.

V. GROUP PHASES

A. Points distribution

The ranking will be as follows:

Victory: 3 points,Draw: 1 point,Loss: 0 point.

B. Ranking within a group

It will take place at the end of the first round according to the number of points.

In the event of an equal number of points at the end of this round, the following will be taken into account and in the order set out below:

- Particular goal average (between teams with same amounts of points),
- Overall goal average
- Best attack,
- Fewest numbers of cards received (1 red card is equivalent to 2 yellow cards)
- Draw, in presence of the teams' Captains involved in.

C. Ranking of the qualified

Once the ranking of the groups done, we will first rank the firsts among themselves and then in the same way the best seconds.

We will take into account in the order set below:

- Higher number of points,
- Best goal average,
- Higher number of goals scored,
- Fewest numbers of cards received (1 red card is equivalent to 2 yellow cards)
- Draw, in the presence of the teams Captains involved in.

If some groups would have to be composed of only 3 teams, we would take into account, for the ranking of the sixteenth qualified, only the matches played among the 3 firsts (this would not change the genuine ranking of a group).

VI. FINAL PHASES

Following the general classification, the finals will be held in the form of tables following the number of teams. The losing teams will play another table to establish an overall ranking at the end of the competition. In this way, each team will play approximately the same number of games.

VII. DISCIPLINARY COMMITTEE AND COMPLAINTS

A disciplinary commission having sovereign power and whose decisions may not be appealed will sit to decide possible sanctions with immediate effects. It will be composed of the sports manager of the W.M.H.G., the Football tournament's Manager, two responsible of the Organization, and the referee's representative.

Only the complaints appearing on the match sheet will be taken into account to be studied.

VIII. PLAYING SANCTIONS

A. Cards

Yellow cards will be accounted throughout the tournament. Two yellow cards within the whole tournament shall entail full suspension for one match, to take effect on the following one. A red card shall entail at least full suspension for one match, to take effect on the following one.

All taken sanctions can be enforced without appeal by the disciplinary committee.

All the sanctions taken during the day will be daily displayed together with the results at the W.M.H.G. centre.

B. Refereeing

The Portuguese Football Federation will delegate its referees to supervise games. Each game will be placed under the control of a central referee and two assistant referees for 11 a side, and one central referee for 7-a-side.

A Game Delegate will be present on each field. Appointed by the organisers, he is in charge of bringing the game sheet to the referee, and bringing it back to the organization at the end of the game. He checks the badges with the referee; he is in charge of the balls and the water supply.

IX. SERIOUS OFFENCES

- A. Wilful violence.
- B. Presentation of false documents or identification cards and substitutions of players

Thank you for referring to the DISCIPLINARY CODE which was supplied to you by e-mail, mail or during your recording from your arrival in the Games Center.

X. BAD WEATHER

In case of bad weather, CSO will make everything possible to keep playing and to maintain the tournament as planned. Nevertheless, CSO will not be held_responsible if some games would have to be cancelled because of the bad state of the fields.

AWARDS

"Classic Tournament: To the winner, cup and gold medals

To the finalist, silver medals To the third, bronze medals*

A best scorer trophy A fair-play trophy**

A best goalkeeper trophy A best manager trophy A best player trophy

« Master » tournament: To the winner, cup and gold medals

To the finalist, silver medals To the third, bronze medals*

A best scorer trophy A fair-play trophy**

A best goalkeeper trophy A best manager trophy A best player trophy

7-a-side tournament: To the winner, a cup and gold medals

To the finalist, silver medals To the third, bronze medals*

A best scorer trophy A fair-play trophy**

A best goalkeeper trophy A best manager trophy A best player trophy

^{* :} should one of the two teams not play the match for the third place, it will not be awarded any medal.

^{**:} will be taken into account, not only the number of cards received but also the behaviour and the state of mind of the teams.

Disciplinary code and scale of the main sanctions for unsportsmanlike behaviour

The MEDIGAMES Organising Committee has established this disciplinary code by referring to the FIFA Disciplinary Code and the General Rules of the French Football Federation.

PURPOSE

This code describes infringements of the rules contained in the FIFA regulations, determines the penalties entailed, governs the organization and the operation of the disciplinary committee responsible for dealing with them, as well as the procedures to be followed before this disciplinary authority.

Scope of application

This code applies to all matches organized by CSO within the framework of MEDIGAMES. Outside this framework, it applies when an attack is perpetrated against a match official and, more generally, when serious violations are wrought against the statutory goals of MEDIGAMES, in particular in the event of the forgery of titles, corruption and doping. The Disciplinary Committee decisions are not subject to appeal in the general interest of the proper running of this sporting tournament, and the participants knowingly accept the principle while renouncing any grounds for appeal, and this inasmuch as they have been able to be heard, directly or by their defender, for the purpose of ensuring their defence in cases of particularly serious disciplinary offences.

Personal field of application to legal and physical persons

Subject to this code are:

- a) Officials
- b) Players

CHAPTER I: Terms of punishment

Culpability

- 1. Unless otherwise provided, the offences are punishable, whether they were committed intentionally or as a result of excessive zeal or negligence.
- 2. The word of the referees and officials shall be given credence, in the absence of proof to the contrary.

Attempted Offence

- 1. An attempt is also punishable.
- 2. In the case of an attempted offence, the authority can mitigate the punishment prescribed for the offence committed. The authority is free to determine the extent of mitigation.

Participation

- 1. Anyone who intentionally participates as an instigator or accomplice to an offence shall also be liable to punishment.
- The Disciplinary Committee evaluates the responsibility of the player, coach, manager and any other person duly identified as belonging to the team of a bar participating in MEDIGAMES and decides the quantum of punishment for the person involved, taking into account any extenuating and aggravating circumstances relating to the alleged infractions.

Chapter II: Disciplinary offences

SECTION 1: Violations of the laws of the game

- Simple offences: A player is cautioned in accordance with law 12 of the laws of the game when he:
- a) is guilty of misconduct;
- b) manifests his disapproval in words or deed;
- c) persists in violating the laws of the game;
- d) delays resuming play;
- e) does not respect the required distance during a corner kick, free kick or throw-in;
- f) enters or comes back into field of play without the prior consent of the referee;
- g) deliberately leaves the field without the prior consent of the referee
- Serious offences: A player is sent off in accordance with law 12 of the laws of the game when he:
- h) commits a serious fault;
- i) adopts a violent attitude;
- j) spits on an opponent or any other person;
- k) prevents the opposing team from scoring a goal, or denies an evident goal opportunity by deliberately handling the ball (this does not apply to the goalkeeper in his own penalty area)
- denies a clear goal opportunity of an opponent moving towards his goal by committing a foul punishable by a free kick or penalty kick;
- m) makes offensive gestures or remarks;
- n) receives a second warning during the same match (art. 17, Al 2).

SECTION 2: Incorrect behaviour during matches and competitions

A - Incorrect or discriminatory behaviour towards opponents or any person other than the match officials

Including automatic suspension, any excluded person is suspended as follows:

- a) for one match if an evident goal chance of the opposing team has been denied by the commission of a fault sanctioned by the laws of the game
- b) for at least two games for a serious foul (including excessive aggression physically endangering the opponent);
- c) for at least a match for unsportsmanlike conduct towards an opponent or any person other than a match official:
- d) for at least two matches in the case of fouls or assault (elbow, punch, kick, etc.) against an opponent or any person other than a match official. This sanction can be increased to at least three matches if the offence is committed outside any period of play;
- e) for at least four matches for spitting at an opponent or any person other than a match official.
- f) taking part in a fight is punishable by suspension for at least six games. It is not punishable to merely repel an attack, defend others or to separate combatants, without using violence.
- g) Every person who will have discriminatory and/or inhuman words or behavior and if the facts were noticed and brought back by an official, will be definitively excluded from MEDIGAMES. Besides, if the behavior and/or the discriminatory words are the fact of several players, either guides or spectators of a perfectly identified bar, who will have been found by an official, the team of the questioned bar will definitively be excluded, without consequence of the additional disciplinary measures which will be pronounced.

B - Incorrect or discriminatory behaviour towards match officials

Including automatic suspension, any person who has been sent off is suspended as follows:

- a) for at least three matches for unsporting behaviour towards a match official, including insulting or abusive remarks, obscene gestures or behaviour, the sanction may be extended to at least four matches for offences committed after the final whistle.
- b) is permanently suspended from MEDIGAMES for all matches regardless of the stage of the competition at the time of the disciplinary events, with the possibility of suspension for future MEDIGAMES tournaments, and up to exclusion for life from any competition organized by CSO, in cases of brutality, spitting or assault (scuffle, elbowing, punching, kicking, etc) or discriminatory words towards a referee or match official.
- c) if it is established that, at the time when the serious offences mentioned within the subparagraphs of B were committed, the teammates of the accused players did not support the officials or did not try to stop the violence, a sanction of the withdrawal of points from the classification can be added as a complementary punishment to the individual sanction of the accused individual(s).
- d) unidentified perpetrators: when, in the case of assault, it is not possible to identify and prosecute the perpetrator(s) of the offences, the commission will sanction the bar responsible for the team.
- e) improper team conduct: disciplinary action may be taken against a bar when its team behaves incorrectly, during a match in which it is taking part, or in the immediate vicinity or environs of the match location, especially towards officials or members of the organization.

In particular:

- a withdrawal of at least a point from the MEDIGAMES classification can be imposed if the referee sanctions four or more members of the same team.
- a withdrawal of at least three points from the MEDIGAMES classification may be imposed when several players or officials from the same team intimidate, threaten or harass match officials or others. Considered as threatening are verbal intimidation or words or gestures indicating an intention to physically harm a person or which inspire fear for their safety.
- in the case of serious offences, such as incitement to hatred or violence or discrimination by a player, or a team manager who publicly incites to hatred or violence, is punishable by expulsion from MEDIGAMES for a period of at least five years, or definitive expulsion for behaviours and discriminations racist.
- 4. if a match cannot be played or is only partially played for reasons other than force majeure but because of the behaviour of one or both teams, the match will either be considered as a lost game with zero points to one or both teams, or either one or both teams will be excluded definitively from MEDIGAMES, in view of the particularly serious circumstances, without affecting any additional disciplinary actions that may be imposed on the offenders.

SECTION 3: Cheating or attempts to avoid or ignore MEDIGAMES rules and in particular those concerning qualifying conditions for the players.

The team who have played or attempted to use a non-qualified player by providing false evidence regarding the identity or sporting level of the person in question, in order to attempt to deceive CSO and the other teams involved, will face severe disciplinary measures.

