

CHAPTER 1. GENERAL RULES

ARTICLE 1. This competition rules will be mandatory for all participants.

ARTICLE 2. Any negative attitude(fighting, insults) that causes problems within the tournament will result in automatic expulsion of the offender/offenders without any rights to economic return.

CHAPTER II. REGISTRATION

Article 1. Any team that has the right to participate in this tournament must follow economic and administrative requirements, required by the organizers.

Article 2. If any team fails to the provisions of the previous chapter will be deleted.

CHAPTER III. COMPETITION SYSTEM AND PUNCTUATION

Article 1. Be award of the following

1. 3 points per game won
2. 1 point for every drawn match. 0 points per lost game

Article II. The competition system reveals the number of registered teams.

CHAPTER IV. TEAM

Article 1. Any player involved in any team tournament must be identify with uniform that will have a number visible and must take further properly. 3 weeks are given to all teams to be submitted duly uniformed, without an uniform players can not participate or enter the field. T-shirts of the same color with a number can be used.

Article II. Players may not use any type of earrings, chains, braceles, etc. which may be of injury. Breach of rule will be punished with 2 minutes of punishment.

Article III. Every team must be ready at least 15 minutes before the start of the game.

Article IV. Every team player must show your "ID" in a personal way in the gateway to the court, as well as the full sheet line up properly. Each player must have his "ID" in the second week after starting the tournament.

CHAPTER V. REGISTER TEAMS AND PLAYERS

Article I. teams that are properly registered must submit:

1. Team registration form

Article II. To be properly registered a player must:

1. Take photo for the alignment and "ID"

Article III. Allowed a maximym of 20 players and a minimum of 8.

CHAPTER VI. BODY TECHNICIAN

Article I. The teams will have 1 technical which will remain seated and as long as he has a respective "ID".

CHAPTER VII. MATCHES

Article I. The tournament games played with 6 players on the field with a minimum of 4 players to initiate with two 25 minutes during winter and spring and two 25 minutes during summer season.

Article II. After the referee start to run time, 10 minutes will be given for the other team to show up. A goal will be given every 5 minutes waiting. After 10 minutes the team that did not show up will lose by default with a score of 3-0.

Article III. If a team does not show up, besides losing the match by default, they must pay referee fees the following week.

CHAPTER VIII. ALGINMENT AND CHANGES

Article I. The alignment must be presented at the beginning of the game, applicable on paper.

Article II. Changes are limited and will perform at any time as long as the changing player comes off the field first. The door must remain closed at all times and will open only in the right time for changes, and prevent jumping above barrier. Breach of rule will be result in 2 minutes of punishment.

CHAPTER IX. GAME RULES AND SANCTIONS.

Article I. Sanctions in the field of play are:

2 minutes

5 minutes, the land of expulsion

Game suspension for one or more games. Punishments may vary from one to indefinite suspension depending on the severity of the case.

A red card may result in definite expulsion of the player.

Some sanctions to apply with red card:

1. Yellow card

2. Red card

3. 3 yellow cards

4. 3 red cards

5. Accumulation of 2 yellow cards in one game will result in one red card.

6. Insult to a partner-1 game

7. Insult to a rival- 1 game

8. Rough game- 2 games

9. Assault without a contrary to the ball- 3 games

10. Insult to referee- 2 to 4 games

11. Aggression attempt to referee- 6 games

12. A referee assault- from 8 games to suspension from league and facilities

Article II. Rules

1. No player can play intoxicated

2. Not allow any kind of swept. Teams with players doing this lose game automatically

n) Is strictly forbidden to play in 2 teams in the same tournament.

3. Goalie can drag the ball with stand out in the area to take with hand and without receiving sanction, as long as is not provided by player of the same team.

4. Not allow players without shin (yellow card)

5. Intentional hand (yellow card)

6. Dangerous push (yellow or red card)

7. Time to resume the game is 6 seconds, this time will boost cause for change of possession of the ball

8. Simultaneously yellow card players are not allowed to enter until the end of time called by security or organizers

9. At a game, if one team attacks a referee, the 7 players on the field of play will receive a yellow card and others players will have to meet the punishments.

10. Only team captain and managers will address the referee in a warm friendly way, identified by a band in the arm

11. When the ball has touched the red in the top, play is restarted (in the circle). If invasion of others participating in a fight will be sanctioned depending on the severity

12. All complaints must be made 48 hours after the game in question.

13. An invasion of cheers/crowd in a fight, will be expelled from internation complex

CHAPTER X. COMPLEX INTERNATIONAL RULES

1. Gum is not allowed. Players caught chewing gum on the field must pay a fine of \$50.

2. No outside food is permitted

3. No blowing nose in the fiel of play. \$50 fine

4. Each player must sign a waiver before playing

5. No cleats. Only indoor shoes

6. Children can not enter the area of players.