



TOURNAMENT RULEBOOK

IMT Gol Tournament Rulebook

I. General overview

IMT Gol is an invitational street soccer tournament open to alumni of all ITESM careers and the community in general. The tournament abides itself by following the rules in the upcoming sections.

II. Registration

Registration will take place online sending an e-mail to imtgol2010@gmail.com and should include the following criteria:

- Name of the team
- Names of the players and ITESM matricules where applicable
- Specification of who is the team captain
- Picture of team logo (suggested, not compulsory)

The tournament is meant to be played on 4-on-4 player matches. There will be one goalkeeper and 3 field players. One of the team members is meant to be the captain, since the prize will be awarded to him if his team wins. At least one team member should be an enrolled ITESM student. All team members, whether ITESM students or not, should show some valid ID when registering to the event (driver's license, IFE ID, etc).

All registrars must pay within the stipulated time, being the limit 11:00 AM, Sunday October 10th, 2010. After this time and date, it will not be possible to enter the competition. If a team was registered and failed to pay, they lose their place in the tournament.

About changes in the roster

Understanding that players can have last-minute compromises which do not allow them to assist the tournament, IMT Gol allows changes in the player names list before the kickoff of the tournament. If so, the team player MUST tell the organizing committee about such changes. All changes in the starting lineup are allowed before 11:00, Sunday, October 10th . Once the tournament has started, it is impossible to make changes in the roster. Failure to comply with this regulation means automatic disqualification.

III. Gameplay

The tournament will hold 12-minute long matches. The team scoring the most goals advances to the next round. Since this is a direct elimination competition, the losing team is out of the tournament after every match.

About tied games

If after 12 minutes the game is tied, the game will enter a sudden-death shootout competition, such as the one used in indoor soccer. Keep in mind it is sudden death (that means, only one shootout is necessary to resolve the game). If both players miss or score, the shootout shall go on until one team results victorious.

About additional rules

- a. There are no offsides.
- b. Out-of-bounds will be determined soon
- c. Yellow card and red cards apply. There are no blue cards, that means, red cards do not allow substitutions in a game.
- d. No penalty kicks. Shootouts will take place instead of penalty kicks.

IV. Competition rules

After 11:00 AM the organizing committee will make the preliminary draw of teams. That means, the fixtures of the games will be known until the very day of the competition.

All teams must be on time when their respective match starts. There will be a 3-minute grace period after the scheduled time of the kickoff of any game. If one of the teams fails to show up with at least 4 team registered members, that team shall be disqualified and will give the other team an automatic qualification for the next round. The kickoff times will be announced on the very day of the competition, since until then will we know how many teams are registered, and the organizing committee needs this data to plan the schedule of games. Please be constantly checking the schedule on the tournament day.

Since the number of attending teams is unknown, there is a high probability that there can be an odd number of teams. In any case, the organizing committee has already established the competition system, which includes Byes in some rounds, in case the number of teams is irregular (any number that is not 4, 8, or 16 teams).

If this is the case, some teams will bye the first round (win by default against a non-existing team). Keep in mind that the draw is random and no changes will be made whatsoever. All claims will be immediately dismissed by the organizing committee.

Below is an example of the competition system given the case that the number of teams is irregular:

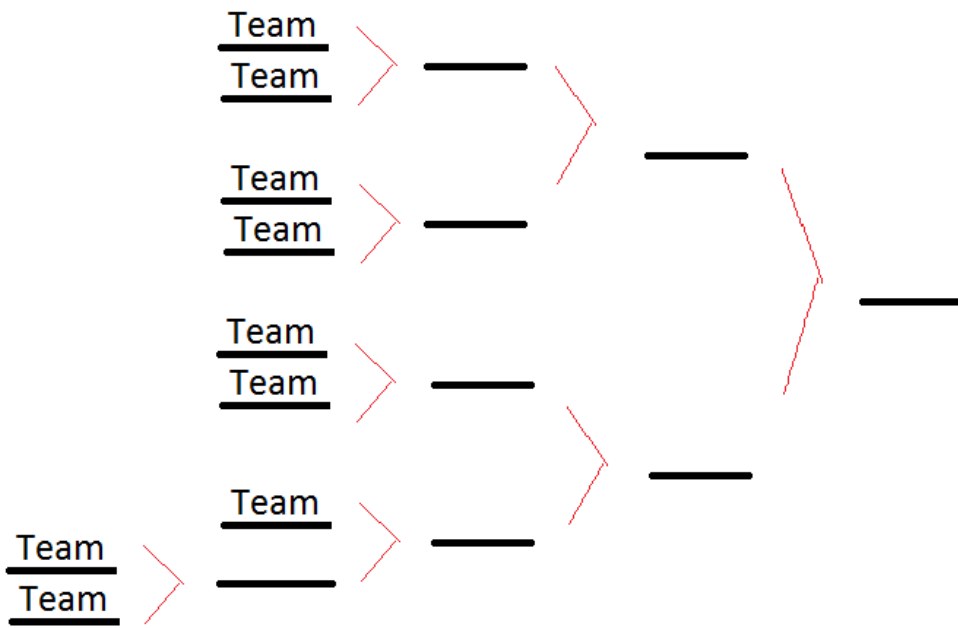


Fig 1. Tournament layout with 9 teams

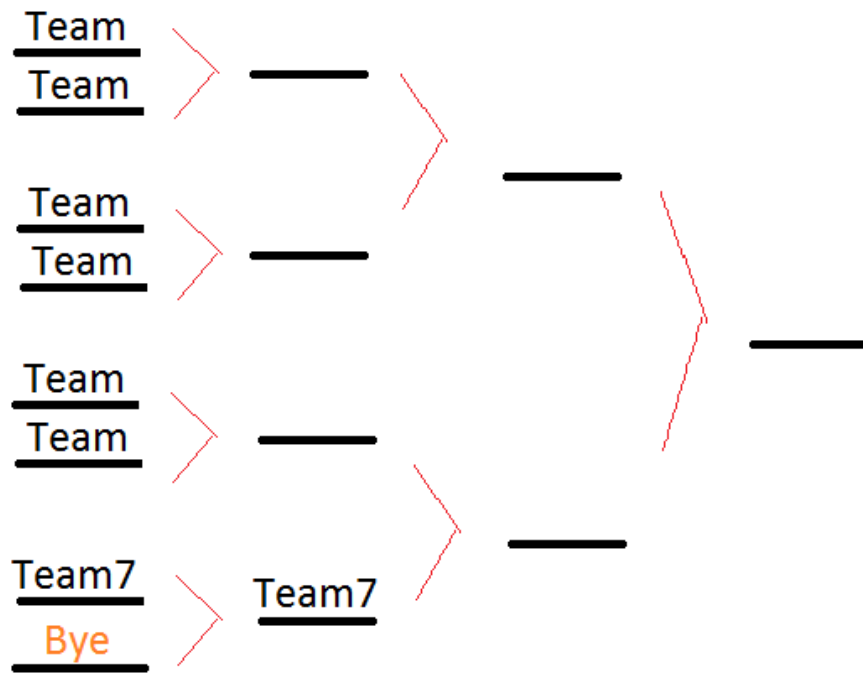


Fig 2. Tournament layout with 7 teams

V. Prizes

First prize is 50% of all the entry fee earnings. This amount of money will be determined when the competition starts and all teams are registered. The cash will be handed to the winning team's captain at the end of the tournament.