



Tournament Regulations FIFA LogicaCMG World Cup St Andrews, Scotland 2006



REGULATIONS

Preamble

1. The FIFA LogicaCMG World Cup is a LogicaCMG PLC event.
2. It is played as one final competition
3. The Scottish were appointed chief World Cup organizers following Speyer 2005

Entries for the competition

1. As a general rule, every LogicaCMG office may participate in the 2006 FIFA LogicaCMG World Cup St Andrews
2. Participating teams shall notify the Scottish organizing committee of their intent no later than the 28th April 2006
3. Each team shall submit their registration indicating the number of players and supporters alike.

Venues, dates and kick-off times for the matches in the final competition

1. The Scottish Organising Committee shall propose the venues, dates and kick-off times for the matches.
2. The matches will be played in daylight.
3. The games shall be played in their entirety over the weekend of July 1st – 2nd July 2006

Withdrawal, penalty for failing to play

1. Each team shall play in the main competition until they are eliminated.
2. If a team refuses to play in the main competition, then they will be disqualified and barred from future tournaments.

Organising Committee for the FIFA LogicaCMG World Cup

1. Supervising general preparation, deciding on the match system and the group draw;
2. Forming groups and/or sub-groups;
3. Fixing the dates and venues, choosing stadia.
4. Determining Kick-off times;
5. Judging infringements under the terms and conditions outlined in this document.

The decisions taken by the Organising Committee for the FIFA LogicaCMG World Cup are final and binding.

Matches played in accordance with the Laws of the Game

1. All matches shall be played in accordance with the Laws of the Game laid down by the international Football Association Board and Published by FIFA

2. In the case of any discrepancy in the interpretation of the Laws of the Game, the English version is authoritative.

**Duration of matches, extra time,
Determining the winner by penalty kicks, Referees, Substitutes**

1. Every match (both group and second stage knockout, including semi-finals and final) shall last 40 minutes, comprising two periods of 20 minutes, with an interval of 5 minutes in between.
2. If, in accordance with the provisions of these regulations, extra time must be played as the result of a draw at the end of normal playing time in the knockout phase it shall always consist of two periods of 7 minutes each way, with an interval of 1 minute in between.
3. That is to say, there shall be no 'silver goal' or 'golden goal'.
4. If there is no winner at the end of extra time, penalty kicks shall be taken to determine the winner, in accordance with the procedure laid down by the International Football Association Board and published by FIFA.
5. If, through the case of force majeure, a match has to be abandoned and therefore cannot be played in its entirety, the Organising Committee for the LogicaCMG World Cup shall decide whether the match result at the time of abandonment is valid or whether a replay shall be organised, taking sporting and organisational considerations into account.
6. No Appeals may be lodged against decisions stated in Point 5.
7. Roll-on-Roll-off substitutions will be allowed with a limit of 7 substitutions in any one match
8. In the case of a substitution, the substitute will enter the field of play on the half-way line. The substituted player will leave the field of play by the half way line. No substitutions can be made without acknowledgement from the Referee.
9. Each team will supply a linesman at all times for the matches in which they are involved.
10. Only the captain, and a summoned player in applicable circumstances, may approach the referee. A yellow card will be issued in event that this rule is not adhered too.
11. Physical or verbal abuse to a referee will result in an instant red card
12. A red card results in a 2 match ban
13. Two yellow cards and subsequent red card results in a one match ban
14. All yellow cards are wiped at the end of the group phase.
15. Referee's to ensure match score is registered at final whistle.
16. Team captains to ensure that goal scorers at recorded at final whistle.

Eligibility of players, list of players

1. Each LogicaCMG team shall name the team(s) of its choice.
2. Each LogicaCMG team that takes part in the tournament may enter a squad of no more than 25 players.
3. There is a requirement on each team to submit a list of players to the Scottish organizing committee for the purposes of accommodation.

Technical rules for the final competition

The competition shall be played in two stages.

1. The 24 teams taking part in the competition shall be divided into six groups, of 4 teams each.
2. The Organising Committee for the FIFA LogicaCMG World Cup shall divide the teams into groups by seeding and drawing lots whilst taking sports and geographic factors into considerations, as far as possible.
3. Each team shall be allowed to ask for a redraw should they not be happy with the distribution of the teams i.e. a group entirely made up of English teams would be deemed inappropriate. The World Cup organizing committee however may reject the request for a redraw if there are not reasonable grounds for complaint.
4. The teams in the six groups shall be designated as follows:

Group A	Group B	Group C	Group D	Group E	Group F
A1	B1	C1	D1	E1	F1
A2	B2	C2	D2	E2	F2
A3	B3	C3	D3	E3	F3
A4	B4	C4	D4	E4	F4

5. The tournament shall be played at St Andrews University, Scotland.
6. The system of play shall be the league system, each team playing one game match against each of the other teams in the same group, with three points for a win, one point for a draw and none for a defeat.
7. Ranking in each group shall be determined as follows:
 - (a) greater number of points obtained in all group matches;
 - (b) goal difference in all the group matches;
 - (c) greater number of goals scored in all the group matches;
if two or more teams are equal on the basis of the above three criteria, their place shall be decided as follows:
 - (d) greater number of points obtained in the group matches between the teams concerned;
 - (e) goal difference resulting from the group matches between the teams concerned;
 - (f) greater number of goals scored in the group matches between the teams concerned;
 - (g) A penalty shootout in accordance with the procedure lay down by the International Football Association Board and published by FIFA.
8. The group winners of each group qualify for the second stage of the main tournament along with two best 2nd placed teams.
9. Each of the 2nd placed teams in each group will be entered into a table of 6 teams with their respective group match records intact. The table will then be sorted according to criteria (a), (b) and (c) in rule 7 above. In the event that this fails to determine the two best runners up then criteria (g) in rule 7 will be applied to determine the two teams that will form the best runners up.

10. The four remaining 2nd placed teams shall play off against the four best 3rd placed teams to determine tournament positions (9-16). Rankings for the 3rd placed teams shall be determined using an identical sorted table defined in rule 9 above – the six 3rd placed teams will be pulled into a table with their group match records intact and will be sorted against criteria (a), (b), (c), (g) in rule 7 above.
11. The teams finishing in 4th position and the two remaining lowest ranked 3rd placed teams shall play-off against each other to determine tournament positions (17-24).

First Stage

1. The matches in the first (group) stage shall be played in accordance with the following schedule drawn up by the Organising Committee for the FIFA LogicaCMG World Cup.

Group A	Group B	Group C	Group D	Group E	Group F
A1 v A2	B1 v B2	C1 v C2	D1 v D2	E1 v E2	F1 v F2
A3 v A4	B3 v B4	C3 v C4	D3 v D4	E3 v E4	F3 v F4
A1 v A3	B1 v B3	C1 v C3	D1 v D3	E1 v E3	F1 v F3
A2 v A4	B2 v B4	C2 v C4	D2 v D4	E2 v E4	F2 v F4
A1 v A4	B1 v B4	C1 v C4	D1 v D4	E1 v E4	F1 v F4
A2 v A3	B2 v B3	C2 v C3	D2 v D3	E2 v E3	F2 v F3

Second Stage – Main Competition

1. The stage comprising quarter-finals, semi-finals, play-off for third place and final shall all be played in accordance with the knock-out system.

Quarter Finals – Main Competition

1. The eight teams that qualify from the group stage shall contest the quarter finals as follows:

Winner Group A Vs Winner Group B = A
 Winner Group C Vs Winner Group D = B
 Winner Group E Vs Best Runner Up1 = C
 Winner Group F Vs Best Runner Up2 = D

2. If, after 40 minutes a match ends in a draw, extra time of twice 7 minutes shall be played. If there is no winner at the end of extra time, penalty kicks shall be taken to determine the winner.
3. The winners of the four matches in the quarter-finals qualify for the semi-finals.
4. The losers of the four matches in the quarter-finals qualify for losers semi-finals

Semi-Finals – Main Competition

1. The winners of the quarter-finals shall play the semi-finals in the following way:

Winner A Vs Winner B
Winner C Vs Winner D

2. If, after 40 minutes a match ends in a draw, extra time of twice 7 minutes shall be played. If there is no winner at the end of extra time, penalty kicks shall be taken to determine the winner.
3. The losers of the quarter-finals shall play the losers semi-finals in the following way:

Loser C Vs Loser D
Loser A Vs Loser B

4. In the event of a draw after 40 minutes, point 2 above applies.

Final, play-offs for positions 3 - 8 – Main Competition

1. The winners of the semi-finals qualify for the final. The losers of the semi-finals shall contest the play-off for third place.
2. If, after 40 minutes the final and/or the play-off third place ends in a draw, extra time of twice 7 minutes shall be played. If there is no winner at the end of extra time, penalty kicks shall be taken to determine the winner.
3. The losers of the quarter-finals but winners of the loser semi-finals qualify for the 5th-6th final. The losers of the semi-finals play-off for 7th – 8th.

Play-Offs for positions 9-16 –

Non Qualifying Runners Up/4 best 3rd Placed Teams

1. The teams finishing as non qualifying runners up and the four best 3rd placed teams will play-off for positions 9-16 in the same manner as the 2nd stage of the main tournament. The fixtures will be played as follows:

3rd Best Runner-Up V Fourth Best 3rd Placed team = A
4th Best Runner-Up V Third Best 3rd Placed team = B
5th Best Runner-Up V Second Best 3rd Placed team = C
6th Best Runner-Up V Best 3rd Placed team = D

2. The winners of the quarter final ties will play their semi final fixture as follows:

Winner A V Winner D
Winner B V Winner C

3. The losers of the quarter final ties will play their semi final fixture as follows:

Loser A V Loser D
Loser B V Loser C

Play-Offs for positions 17-24 – 2 worst placed 3rd/4th Placed Teams

1. The teams finishing as the 2 lowest ranked 3rd placed teams and the six 4th placed teams in each group will play-off for tournament positions 17-24 in the same manner as the 2nd stage of the main tournament. The fixtures will be as follows:

5th Best 3rd Placed team V 4th Placed Group A = A
6th Best 3rd Placed team V 4th Placed Group B = B
4th Placed Group C V 4th Placed Group D = C
4th Placed Group E V 4th Placed Group F = D

2. The winners of the quarter final ties will play their semi final fixture as follows:

Winner A V Winner B
Winner C V Winner D

3. The losers of the quarter final ties will play their semi final fixture as follows:

Loser A V Loser B
Loser C V Loser D

4. The team ranked 24th will receive the wooden spoon prize.

[End of LogicaCMG World Cup 2006 Tournament Rules]