

Chapter I General

1st Article

Ambit

1. The provision of this Regulation applies to all futsal competitions organized by Académica da Madeira.
2. This tournament it is opened for all interested, having as its main target the students of the University of Madeira (henceforth known as UMa), the Higher Education Nursery School of São José de Cluny (henceforth known as ESESJC) and of the Higher Institute of Administration and Languages (henceforth known as ISAL);
3. The goals of this competition are: fair-play, friendship, socializing, multidisciplinary, respect, tolerance and interaction between participants.

2nd Article

Award

1. The first place in the Championship will receive a trophy.

3rd Article

Registration

1. To confirm the registration it is necessary to deliver, in printed, the Registration Form until the date specified on Attachment I;
2. Each team must realize, in minimum, a registration of 7 athletes. The price per player it is specified on Attachment I;
3. The subsequent registration of players, in teams already registered, is possible until contrary indication by the organization;
4. Are accepted registrations from students, *alumni*, teachers and employees of UMa, of ISAL or of ESESJC;
5. There are also accepted registrations from other elements that do not belong to the academic community (designated as "Extra-university");
6. Each team can register until 2 members "Extra-university";
7. Each team has to pay 10 euros of safety deposit, which will be returned in the end of the tournament, at a date and place to be defined, if the team in question:
 - a. Doesn't fail to appear in any game;
 - b. Comply with the present regulation and other information indicated in official communications published on Académica website (www.academica.uma.pt);
 - c. None of the team members has a debt to Académica.

Chapter II Competition

4th Article Competitive System

1. The competitive system of this tournament will be designated by the organization, between the two models presented at the next point, after the registration of all teams;
2. The possible competitive models are:
 - Model A: Tournament composed by two phases, first per groups followed by an elimination phase until we get a winner team;
 - Model B: Tournament played in a championship system "all against all" in one or two laps;
3. The model for the present edition it is dependent of the number of teams registrate, which means that we will only announce him after the subscriptions get finalized;
4. It was designated as 4 (four) the minimum number of registered teams for the tournament to occur;
5. It is designated as 6 (six) the maximum number of registered teams for the tournament to occur;
6. The "Troféu do Reitor" will take place on the dates specified in attachment I.

5th Article Tiebreakers

1. The determination of the classification (except on the eliminations phase) shall be carried out by successive application of the following criteria:
 - a. The highest number of points scored by tied teams, in the game or games played between them;
 - b. The team that has the least points in the discipline classification between the teams tied;
 - c. The biggest difference between the number of goals scored and the number of goals conceded by the tied teams in the games played between them;
 - d. The highest number of goals scored by the teams tied in the games between them;
 - e. The biggest difference between the number of goals scored and the number of goals conceded by the tied teams in the matches played in the whole phase;
 - f. The highest number of wins in the entire phase;
 - g. The highest number of goals scored in the whole phase;
 - h. The smallest number of goals conceded in the whole phase;
 - i. By draw;

6th Article Game laws

1. It will be applied the Futsal Official Laws of the Game defined by the Fédération Internationale de Football Association (FIFA), with the exceptions expressly indicated in the present Regulation.

7th Article

Missing appearance

1. It is considered missing appearance when:
 - a. The team does not show up in the game, up to 5 minutes after the time set for its start;
 - b. The minimum number of 4 players is not respected.
2. Missing appearance at matches shall be punishable under this Regulation. The teams that do not appear in a match will be punished with a 0-3 loss and a loss of 25% of their deposit;
3. In the case of a team being disqualified or withdrawn, all points corresponding to the games in which the disqualified team has participated will be withdrawn, with changes being made to the classification.

8th Article

Game Score

1. The score attributed to each team per game, according to the result obtained is:
 - Victory: three points;
 - Draw: one point;
 - Defeat: zero points;
 - Missing appearance: zero points.

9th Article

Game sheet

1. All games will be recorded in game sheets, according to Académica's own model, which will be signed by the captains of the teams and by the referees;
2. The game sheets will be delivered to Académica, and those in charge of the teams, if they wish, can request them for consultation.

10th Article

Outdoor sports field

1. The games of "Troféu do Reitor" will be realized on the Outdoor sports field located on "Campus Universitário da Quinta de São Roque";
2. The games schedule are specified in the attachment I;
3. In case of atmospheric conditions prevent the games from being carried out, the organization may postpone them to a later date;
4. All changes planned previously will be communicated on the Académica website and sent by e-mail to the team captains, being these the preferential means of communication between the organization and the registered athletes.

11th Article

Refereeing and table

1. The refereeing of the games of the "IX Troféu do Reitor" will be in charge of ATARAM;
2. No match may fail due to lack of arbitrage. In the case of the non-appearance of the referee team:

- a. The organization will designate other arbitration team, preferably elements of the organization;
 - b. If it is not possible to find an arbitration team, the game will be conducted by only one;
 - c. In the absence of this, the meeting will be directed by an accredited element of each team;
3. The timekeeper / scorer role will be performed by organizational elements.

12th Article

Calendar and schedules

1. The Académica will put the dates and times of the games on its website, up to two business days before the first game of the competition;
2. The registration form of the teams must provide all necessary data for the contacts, as indicated in the same. Any error in the registration form that causes an incorrect submission of documentation is at the responsibility of the team that filled it out;

13th Article

Equipments

1. The equipment to be used in games is at the responsibility of the teams;
2. In the event that a team presents its own equipment, it must indicate in advance the color of the equipment of the team to the organization;
3. If a team presents its own equipment, it can never have advertising allusive to any brand that competes with any of the brands, products or services that are produced or represented by the patrons of Académica: Empresa de Cervejas da Madeira, MEO, Empresa Diário de Notícias, Santander Totta, Coca-Cola, Nestlé and Ibersol Group;
4. If two teams have equipment that could cause confusion, vests will be provided to one of the teams, by a random lottery made before the start of the game

14th Article

Game Time

1. The games will have two parts of 10 minutes running;
2. The game may have stopwatch pauses only if the timekeeper decided it, due to injury, delay in putting the ball available to start game or cards, among others. The stopwatch pause indication shall be made by the timekeeper / scorer.
3. A timeout of 1 minute will be granted to each team for each part of the game, with the chronometer being paused for that purpose.

15th Article

Interruption of Games

1. A game is definitely suspended if doesn't start 15 minutes after its interruption has been verified, except in those cases where it is clearly possible to restart the game in a period of time not exceeding 30 minutes and both teams express their intention together organization. In this case the definitive interruption will only take place after the 30 minutes have expired.
2. When any game has not lasted the regular time, because it has been suspended by the organization, for reasons attributable to one or both teams:



- a. If the interruption / suspension is motivated by the abandonment of the field by one or both teams, no new meeting will be held, being marked as missing appearance to one or both teams;
 - b. If the interruption / suspension is motivated by one of the teams being reduced to less than three players, that team will be considered as defeated. If that happens to the 2 teams, both teams will be considered as defeated;
 - c. If the interruption / suspension is motivated by disciplinary issues with players, other elements or public, the decision on the resumption of the game, homologation of the result, attribution of victory to one of the teams or defeat of both teams, will be taken by the Disciplinary Council, after brief survey.
3. When, for reasons of force majeure, the arbitration members and / or organization interrupt the game, the captains of each team must inquire with them if the game continues:
 4. It is considered as having left the playing field, the team that, on the pretext of interruption, leaves the game, without its captain having established that the interruption is temporary or permanent.

16th Article

Balls

1. The games will be played with the balls made available by Académica, always being available to the teams, one for each team, before the start of the match for warm-up.

Chapter III

Discipline

17th Article

Penalties

1. For the definition of the classification of discipline will be adopted the scores below:
 - a. Yellow card - 1 Point;
 - b. Red card by accumulation of 2 yellows - 5 Points;
 - c. Direct red card - 10 Points;
2. The penalties to be applied in the games are as follows, to be withdrawn from the caution deposit:
 - a. Red card by accumulations of 2 yellows – 2,50 euros;
 - b. Direct red card – 5 euros;
3. Red cards for violent conduct, aggression or attempted aggression will be the subject of internal disciplinary proceedings instituted by the organization and consequent investigation of the facts;
4. Students of the University of Madeira involved in episodes classified by the organization as improper conduct, in the name of sport and fairplay that must prevail in the competition, will be the subject of a complaint addressed to the UMa Senate Disciplinary Commission, in accordance with the Code of UMa's Conduct and UMa's Student Disciplinary Regulations, documents that can be consulted on the institutional website of the University of Madeira;

5. Students from ESESCJ and/or ISAL involved in episodes classified by the organization as improper conduct, in the name of sport and fairplay that must prevail in the competition, will be the subject of a complaint forwarded to the respective Students' Union.

18th Article

Internal disciplinary procedure

1. The internal disciplinary procedure is instituted by a committee, designated by Académica;
2. The internal disciplinary procedure may be filed or may result in the following penalties:
 - a. Written warning;
 - b. Suspension of competition for a period determined by the commission;
 - c. Banned for a number of editions, of the competition. The number of issues will be determined by the commission.
3. The committee's decisions are sent by e-mail to the athletes concerned, and are therefore informed.
4. Within 5 working days after receipt of the decision, appealed to the Board of Académica.
5. The decision of the Académica Board is final and can not be appealed.
6. The internal disciplinary procedure does not prevent the referral of the case to the Disciplinary Committee of the University Senate or to the competent authorities under the legislation in force.

19th Article

Technical Aspects

1. The technical aspects not foreseen in this regulation, are governed by the Regulation of Official Protests of the Portuguese Football Federation.

Chapter IV

Final dispositions

20th Article

Omitted Cases

1. The omissions will be decided and promoted by Académica, in the official media.

ATTACHMENT I

1. The team registration must be made until **October 31st of 2018**, at the Students' Help Desk (Piso -1, Campus Universitário da Penteada);
2. The value per player of each team is:
 - a. **4 euros** to the members of the University of Madeira Students' Union, of the ISAL Students' Union or of the ESESCJ Students' Union;
 - b. **8 euros** to the noun associated of Académica;
3. The "Troféu do Reitor" will be held in **November 3rd of 2018**. The games will take place between **11:30** and **18:30**.
4. All teams must have prior knowledge of these times prior to their registration. All games will run at these times. The teams, when making their registrations, will be available to play at any time mentioned above.