

THE PIRLO CUP - COMPETITION RULES

KNOCKOUT FORMAT - WIN TO PROGRESS

Game Structure

- Match Duration: Two halves of 12 minutes.
- Halftime: 2 minutes.
- Knockout Format: The winner progresses. Loser is eliminated.
- Forfeit: A forfeit = automatic loss.

Teams

- Players on Court: 5-a-side (including goalkeeper).
- Minimum Players: 4 required to start.
- Unlimited Substitutions:
 - Can be made at any stoppage.
 - Players must enter/exit through the designated substitution area.

Starting & Restarting Play

- Kick-Off: Game begins with a centre kick-off.
- Continuous Play: Running clock; only stops for injuries as determined by the referee.

Scoring

- A goal is awarded when the whole ball crosses the line between the posts and under the crossbar.

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GAMEPLAY RULES

Goalkeeper Rules

- May use hands inside the penalty area.
- May play outside the area with feet.
- Must be clearly identified as the goalkeeper.
- Cannot kick or throw the ball past halfway.

Personal Fouls

- Tripping, pushing, or illegal contact results in a free kick.

Free Kicks

- Awarded for fouls outside the penalty area.
- Opponents must stand 3 meters from the ball.

Penalty Kicks

- Awarded for fouls inside the penalty area.
- Taken from the penalty mark with only the goalkeeper defending.

Dangerous Play

- Reckless tackles, high kicks, or unsafe actions may lead to free kicks or penalties.

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Match Result – Deciding a Winner

As this is a knockout competition:

- 1.If match is drawn at full time → Golden Goal (5 minutes).
- 2.If no goal scored in Golden Goal → Penalty Shootout (straight to sudden death format).
- 3.Winner advances to next round.

Officials

- A referee controls the game and makes final decisions.

Conduct & Disciplinary Actions

Yellow Card (Caution) issued for:

- Unsporting behaviour
- Dissent
- Persistent fouls
- Delaying restarts

Red Card (Send-Off) issued for:

- Serious foul play
- Violent conduct
- Spitting
- Abusive/offensive language or gestures
- Second yellow in the same game
- Serious dissent

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Suspensions

- Red card = minimum 1 game suspension (may be extended).
- Two red cards in the tournament = disqualification.
- Dissent towards the referee = disqualification.

Eligibility

- Players must be registered in Spawtz with name, email, and phone number.
- Fielding an ineligible player will result in removal from the competition.
- Must have played a minimum of 2 matches to be eligible for finals.

Game Fees

- Fees must be paid prior to kick-off of each match.
- Teams forfeiting within 24 hours must still pay the match fee.