



UK OLD BOYS CHAMPIONSHIP REGULATIONS – 2025

GENERAL INFORMATION

In the 2025 season, the UK Old Boys Championship will consist of a series of 7 tournaments held from March to December. The dates set during the organizational meeting should not change. However, the host city may change depending on the availability of football facilities on a given day. The maximum number of teams in a single tournament cannot exceed 24, although an exception may be made if the organizer can provide adequate logistical support for the event.

REGISTRATION

Registration opens automatically with the first official poster publication of a specific tournament. Participation is confirmed upon payment of the entry fee, which is £180 per team.

Registrations are accepted in order of payment.

Registrations are taken at the permanent phone number 07735251442 with the Championship Manager – Szymon Krysiak.

GROUP DRAW AND QUALIFICATION

The group draw takes place 2-5 days before the tournament, either live on Facebook or on-site before the tournament. If two teams from the same club are drawn into the same group, the organizers reserve the right to transfer the second drawn team to another group. Regardless of the tournament format (number of groups and teams), the top 8 teams from the group stage will advance to the quarterfinals. An additional 8 teams that did not qualify for the main tournament phase will advance to the President's Cup quarterfinals.

Group Stage Qualification:

1. The number of points determines advancement.
2. If teams have the same number of points: a) Goal difference is considered first. b) Then, the number of goals scored (e.g., 16:8 is better than 8:0 or 18:11, so the team with 16:8 advances). c) If both goal difference and goals scored are the same (between two teams), the head-to-head result determines the ranking. d) If multiple teams have the same stats, a "mini-table" is created among those teams, considering points and goals. e) If still tied, the decision is made by the organizer (e.g., coin toss or penalty shootout).

PLAYERS

Each team can have a maximum of 12 players per tournament. Players must be at least 35 years old (born in 1990 or earlier). A maximum of 2 players per team can be between 30-34 years old (born between 1995-1991).

If a team violates these rules, they will not receive ranking points for that tournament.

Throughout the 2025 Championship, each team can register a maximum of 30 players. Exceeding this limit will result in zero points in the general classification for that tournament (though the team can still compete for prizes).

Before each tournament, the team captain must submit a player list and verify birthdates with an official document. Failure to submit the list will result in exclusion from the tournament.

Transfers between teams are allowed under the following conditions:

- Both teams and the Championship Manager must be informed.
- Loaning a player from the host team is allowed only in special cases (e.g., injury or incomplete squad) with the manager's approval.
- Transfers are allowed until Stage 5.
- Two teams (A and B) from the same club can exchange a maximum of two players between tournaments.

GENERAL CHAMPIONSHIP SCORING

The general classification is determined by the total points earned over the 7-tournament season. Points per tournament:

- 1 point for a team that registers and pays but does not attend.
- 2 points for a team eliminated in the group stage.
- 3 points for a team advancing to the President's Cup.
- 4 points for the runner-up in the President's Cup.
- 5 points for the winner of the President's Cup.
- 6 points for teams eliminated in the quarterfinals.
- 7 points for 4th place.
- 8 points for 3rd place.
- 9 points for 2nd place.
- 10 points for the tournament winner.

+3 Points - awarded to teams participating in all 7 stages. -3 Points - deducted if a team is expelled from the tournament.

If teams are tied in the general classification, rankings are determined by:

1. Number of tournaments played (higher participation ranks higher).
2. Podium placements (1st, 2nd, 3rd, or quarterfinal appearances).

ORGANIZER'S RESPONSIBILITY

The organizer provides only basic first aid (abrasions, burns, wound disinfection, bandages) and is not legally responsible for injuries or accidents occurring during the tournament.

Each player participates at their own risk (confirmed by the team captain's signature on the registration list). The organizers are not liable for any injuries sustained during the games.

DISCIPLINARY RULES

The tournament follows Fair Play principles, and rule violations are penalized immediately.

- **Yellow Card:** 2-minute suspension; the team plays with one player less for 2 minutes. Conceding a goal does not reduce the penalty.
- **Red Card:**
 - Two yellow cards in one match result in a red card and suspension for the remainder of the match. The team plays with one player less for the rest of the game.
 - A direct red card means exclusion from the match and review by the Championship Manager, leading to a ban of 0-99 matches.
 - Severe offenses, aggression, or violent play may result in further disciplinary actions, including:
 - Expulsion from the tournament or the entire season.
 - Financial penalties.
 - Deduction of ranking points.

GAME RULES

- Match duration depends on the number of participants but must be at least 12 minutes of continuous play.
- Format: 5+1.
- No screw-in studs are allowed.
- No sliding tackles to take the ball from an opponent.
- Slides are allowed only to save a ball or block a shot, but must be at a safe distance from opponents. Dangerous slides result in a free kick or a penalty if inside the penalty area.
- The goalkeeper can leave the penalty area and score goals.
- The goalkeeper cannot handle a ball deliberately passed by a teammate's foot.
- The goalkeeper restarts play with a throw from the penalty area.
- All players can enter the penalty area and score from there.
- All free kicks can be taken directly.
- Defensive walls must be at least 4 meters away from the ball.
- No offside rule applies.
- Rolling substitutions are made from the sideline.
- Poor substitutions: a) Defensive advantage - entering player gets a yellow card, and the opponent gets a free kick. b) Attacking advantage - loss of possession and a free kick for the opponent.
- A goal can be scored directly from the kickoff.

- Kick-ins are taken with the foot from the spot where the ball left the field. Direct goals from kick-ins are not counted.

"Socca" Penalty Shootout:

- 1-on-1 between attacker and goalkeeper.
- The player has 10 seconds from the referee's whistle to score.
- If the goalkeeper commits a foul, the goal is awarded.
- If the attacker commits a foul, the play stops.
- The attacker can take unlimited shots within 10 seconds until the ball goes out of play or the goalkeeper holds it until the whistle.

Any unmentioned rules follow standard football regulations.

We wish all participants a great season and the best results!

Szymon Krysiak - President