



REGULATIONS OF THE UK CHAMPIONSHIPS – 2025

GENERAL INFORMATION

In the **2025 season**, the UK Championships will consist of a **series of 9 tournaments**, held from **March to December**. The dates of the stages set during the organizational meeting should not change.

The **maximum number of teams** in one tournament cannot exceed **24**, although exceptions may be made if the organizer can ensure adequate logistical support for the event.

REGISTRATION

Registration opens automatically with the **first official poster publication** of a specific tournament. Teams that finished in **places 1–22 in the previous stage** have **priority registration** for the next tournament (up to **5 days after the registration opens**).

Participation is confirmed by paying an **entry fee of £190 per team**.

Registrations are accepted **based on the order of payment**.

Registrations can be made via the **official phone number: 07735251442**, managed by the **Championship Manager – Szymon Krysiak**.

GROUP DRAW AND ADVANCEMENT

The **group draw** takes place **2–5 days before the tournament** via **live Facebook broadcast** or **on-site on the tournament day**.

If two teams from the same club end up in the same group, the organizer reserves the right to **move the second drawn team to another group**.

Regardless of the tournament format, the **top 8 teams from the group stage** advance to the **quarterfinals**. The next **8 best teams** that did not qualify for the main phase will compete in the **President's Cup quarterfinals**.

Advancement from the group stage is determined by:

1. **Points scored.** In case of a tie:
 - a) **Goal difference**
 - b) **Goals scored** (e.g., 16:8 is better than 8:0 and 18:11).
 - c) If still tied, the **head-to-head result** determines advancement.
 - d) If multiple teams are tied, a **mini-table** will be created based on points and goals. If still tied, the **organizer's decision (e.g., coin toss or penalty shootout)** will determine advancement.
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PLAYERS

Each team can have a **maximum of 12 players per tournament**. Breaching this rule means **no points in the general classification**, but the team can still compete for tournament prizes.

Over the entire **2025 championship season**, each team can register a **maximum of 30 players**. Exceeding this limit may result in **zero points** for that tournament, although the team may continue to participate.

Before each tournament, the **team captain must submit a player list** to the organizer. Failure to submit this list will result in a **2-point deduction** in the general classification.

PLAYER TRANSFERS:

- Both involved teams and the **Championship Manager must be informed** about any transfer.
- A "**player loan**" is permitted in special cases (e.g., injuries or incomplete squads) with the **manager's approval**.
- Transfers can occur **up to the 7th stage**. Players participating in the **7th stage cannot transfer** afterward.
- A **maximum of 3 players** can be exchanged between the **A and B squads** of the same club between tournaments.

The organizer provides **basic first aid** but is not legally responsible for any injuries or incidents during the matches.

GENERAL CLASSIFICATION SCORING

Points awarded per tournament:

- **1 point:** Team registers but does not attend.
 - **2 points:** Group stage elimination.
 - **3 points:** President's Cup qualification.
 - **4 points:** President's Cup runner-up.
 - **5 points:** President's Cup winner.
 - **6 points:** Quarterfinal exit.
 - **7 points:** 4th place.
 - **8 points:** 3rd place.
 - **9 points:** 2nd place.
 - **10 points:** Tournament winner.
 - **+3 points:** Teams participating in all **9 tournaments**.
 - **-3 points:** Team expelled from a tournament.
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DISCIPLINARY RULES

- **Yellow card:** 2-minute suspension, no reduction if a goal is conceded.
- **Red card:** Suspension for the rest of the match.
- **Direct red card:** Possible suspension of **0–99 matches**, decided by the Championship Manager.

Severe violations may result in:

- **Team/player expulsion from the tournament.**
 - **Financial penalties.**
 - **Points deduction.**
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GAME RULES

- Match duration depends on the number of participants, but **not shorter than 12 minutes**.
- **5+1 system** (5 field players + 1 goalkeeper).
- **No studded shoes.**
- **No sliding tackles to win the ball.**
 - Players **cannot perform sliding tackles to take the ball away from an opponent.**
 - Sliding tackles are only allowed to **prevent the ball from going out of play** or **block a goal attempt.**
 - Players should imagine a **1-meter radius** around the opponent with the ball. A sliding tackle within this space will be considered a foul.
- Goalkeepers can leave the penalty area and score goals.
- Goalkeepers cannot handle deliberate back-passes.
- Free kicks can be taken **directly**.
- Wall distance: **4 meters**.
- **No offsides.**
- **Rolling substitutions.**

Penalty Shootout – Socca Style:

- A **1-on-1 duel** between the shooter and the goalkeeper.
- The shooter has **10 seconds** from the referee's whistle to score a goal.
- The shooter starts **from the center line**, and the goalkeeper must remain on the **goal line** until the whistle.
- A foul by the goalkeeper results in an **automatic goal** for the attacking team.
- A foul by the attacker stops the play immediately.
- The ball is considered dead when it leaves the field, is caught by the goalkeeper, or the 10 seconds expire.
- The shooter can attempt unlimited rebounds within the **10-second limit**.

For unaddressed situations, standard **11-a-side football rules** apply.

We wish all participants the **best of luck** and an **enjoyable tournament season!**

Szymon Krysiak – President

