

**International Youth Football Tournament
United World Games 2025
Klagenfurt am Wörthersee/Austria
June 19-22, 2025**

www.unitedworldgames.com
Hotline: 0043/699 19010545



**UNITED
WORLD
GAMES**



In cooperation with:



Sports Venues

Players Town / Stadion

Südring 207
9020 Klagenfurt

Sportplatz Viktring

Am Birkengrund 2
9073 Viktring

Sportpark Fischl

Rosenegger Straße 17
9020 Klagenfurt

Herbertgarten

Feldkirchner Straße 9
9020 Klagenfurt

KAC-Platz

Magazingasse 16
9020 Klagenfurt

Football Regulations

The tournament will be played in accordance with the official regulations of the FIFA respectively the Austrian Football Association, with the addition/exception of the following specifications and adaptations.

Most important rule – FAIR PLAY

It should be needless to say but we expect fair play from all teams. Please respect your opponents as well as your teammates, the referees, officials and fans.

1. Age Groups & Playing Time

Male:

Category	Cutoff Date / Minimum number of players	Playing Time
U18	01.01.2007 and younger (full pitch 10+1)	2 x 20 mins
U15	01.01.2010 and younger (full pitch 10+1)	2 x 20 mins
U13	01.01.2012 and younger ("box to box" 8+1)	2 x 20 mins
U12	01.01.2013 and younger (half pitch 6+1)	2 x 15 mins
U11	01.01.2014 and younger (half pitch 6+1)	2 x 15 mins
U10	01.01.2015 and younger (half pitch 6+1)	2 x 15 mins
U9	01.01.2016 and younger (half pitch 6+1)	2 x 12 mins

Female:

Category	Cutoff Date / Minimum number of players	Playing Time
U19	01.01.2006 and younger (full pitch 10+1)	2 x 20 mins
U15	01.01.2010 and younger (full pitch 10+1)	2 x 20 mins
U13	01.01.2012 and younger (half pitch 6+1)	2 x 15 mins

Every age group except U11 Boys, U9 Boys and U13 Girls will be played with back-pass rule.

Exception rule:

Due to different cutoff dates of the various national Soccer Federations, exceptions may be issued in accordance with our statutory exception rule. As per this rule, a **maximum of 2 players** per team is allowed to **exceed the respective age limit by up to but no more than 6 months**.

In the **U19 girls category**, a maximum of **4 players** per team is allowed to exceed the respective age limit by up to but **no more than 24 month (cutoff Date: 01.01.2004)**.

These players must be announced to the Organizing Committee and marked on the corresponding Squad List accordingly.

Additionally, **girls** are allowed to play in **boys categories**. These girls are allowed to **exceed the age limit by up to 1 year**.

2. Squad List & ID Checks

The submission and verification of your squad list (names & birth dates of your players) is done digitally through your UWG account at <https://my.unitedworldgames.com/>. To ensure your teams meet our age requirements, the names and dates of birth of all players must be entered into our system for each participating team. Your squad lists will be checked and verified by us and then receive the status **"Squad List verified"**. **The verification in the system is your digital stamp**

If opposing coaches or our referees/judges request a check of your squad list at the tournament, please have photo IDs of your players ready in addition to the verified digital list. Upon request, **every player must be able to verify his or her identity by showing a valid photo ID card**. In case of a suspected violation of a cutoff date or the use of an ineligible player, squad list and ID have to be checked in coordination with the referee/venue supervisor. **A violation results in an automatic defeat** for the concerned team (0:3).

Generally it is allowed for athletes to play in 2 separate teams, as long as they are not entering the same competition, yet they also have to appear on the respective squad lists of both teams (a player of the U13 tournament may for example also be a member of a team participating in the U15 competition and compete for both teams, provided the tournament schedule allows it).

Should a club enter one and the same competition with more than one team, they are forbidden to move players between these teams, **athletes may only appear on the squad list of ONE team per competition**.

3. Tournament Mode

A group stage will be followed by a KO stage leading up to finals.

The group ranking will be decided by points:

Win	3 Points
Tie	1 Point
Loss	0 Points

There is no extra time in the preliminaries (group stage). **In the KO stage (play offs)** there will not be extra time either and tied matches will be decided by a penalty shoot out.

In the group stage teams will be ranked according to the following criteria:

- a) number of points
- b) goal difference
- c) most goals scored
- d) direct duel (if more than one team has the same value at criteria *a*, *b* and *c*, the matches against each other are taken into account, where again first points then the goal ratio and finally scored goals.
- e) in case equality still persists, the winner shall be found in penalty kicks

In case best ranked 2nd, 3rd or 4th (etc.) placed teams qualify for the upper Play Off (A Pool), the ranking of said teams will be determined by the following criteria:

- Total number of points/Number of games
- Goal difference
- Most goals scored
- Decision by drawing lots (computerised random generator)

Penalty shoot-out

If there is no decision after regular time in a play-off game, the game will be decided through a penalty shoot-out.

Penalty shoot-outs will be held according to FIFA rules: Nomination of 5 takers, if there is no decision afterwards, the game will continue with the sudden-death system (1 taker each).

4. Substitution of Players

The players on the squad list can be substituted unlimitedly throughout a game (that includes a potential penalty shoot-out). Re-exchange is permitted. Every substitution has to be announced to the referee. There is no limit as to how many substitute players per team are allowed on the bench.

5. Disciplinary Sanctions

In order to reinforce discipline the referee is authorized to exclude players temporarily (**blue card**). This exclusion lasts for **5 minutes**. In each game this exclusion can only be imposed once per player. Any other violation of the same kind will implicate a permanent disqualification (blue-red card) of the player. The player **must not be replaced** by another player.

The disqualification of the player is only valid for the current game, thus the player is able to participate in the following games. In case of strong violations, the tournament committee may impose a permanent disqualification according to the severity of the violation.

Severe offenses and brutal fouls will result in an automatic ban for the next game. In addition, the tournament direction will speak out a further suspension according to the severity of the offense. In case of a sending-off because of a brawl or insulting the referee, the concerned player will be disqualified for the whole remainder of the tournament.

Furthermore, the tournament organizers reserve the right to suspend entire teams from the tournament, if they act disrespectful towards referees, officials or opponents, or misbehave themselves.

6. Special Regulations for Half Pitch Games

Playing Mode:

- smaller goals
- **without the offside rule**
- with penalty area 11 m (markings!), in case of doubt according to the referee's judgment
- **without backpass rule**

Goalkeeper

The goalkeeper is allowed to touch the ball with his hands only inside the penalty area. Every goal kick or throw coming from the goalkeeper has to touch the ground or a field player within the own

half of the field. Goal kicks and throws going over the middle line will result in a free kick for the opposing team right from the kick off area (also valid for drop kicks). If the goalkeeper does not touch the ball with his hands he is allowed to kick the ball over the middle line.

Penalty and Freekick

Penalty kicks will be taken from 8 meters in front of the goal, for free kicks a distance of 6m has to be kept.

7. Walk Over (W.O.)

A team that fails to present itself on the court without any reported valid reason is automatically disqualified 0:3 (w.o.). Delayed teams will be waited for 5 minutes.

All further actions and decisions are the responsibility of the Tournament Director or Venue Supervisor (in consultation with the referee).

If a team doesn't show up at all for the competition, the other teams in the concerned group will still play their remaining games, except the group can be changed on short notice by the tournament organizers.

8. Team Outfits / Match Ball Sizes

All jerseys must include a number on the backside. All teams are advised to bring an alternative set of jerseys in a different colour. If the colours of the jerseys are deemed too similar by the referee, the team that is listed first in the game schedule will have to change to colours distinctive from their opponent.

Ball Sizes:

Boys: U9, U10, U11 Girls: U13	Size 4
Boys: U12, U13, U15, U18 Girls: U15, U19	Size 5

9. Tournament Schedule

The organizing committee is entitled to change the tournament schedule, the groups and the time and location of matches. The responsible team officials or coaches will be informed in time.

10. Bad weather conditions

In case of bad weather conditions the referee and the tournament board (= the respective UWG venue supervisor) will decide whether the state of the pitch allows games to be played or not. The safety and health of the players will always be prioritised in these considerations. If possible, at least a penalty shoot-out will take place.

If an ongoing game cannot be continued due to bad weather conditions, the result at the time when it got abandoned will be counted if at least one half of the game has been played. In case of a shorter playing time or in case of games not being started at all due to bad weather, the proceeding is as follows: There will be a wait until the scheduled halftime break to see if the weather situation improves and allows for a game of shortened length to be played or continued or at least for a penalty shoot-out. If the situation does not improve and neither a game nor a penalty shoot-out can take place, this is what will happen:

- **Group stage games** will be **counted as 0:0**
- Called off **placement games** (game for place 3, game for place 5 etc.) will result **in two teams sharing the same place in the ranking** (two 3rd, 5th, ... ranked teams)
- In a **KO stage game** which requires a winner the decision will be made via **flipping a coin**

At all times, the tournament board reserves the right to cancel games completely in case of extremely bad weather conditions and the risk of damaging a pitch.

The tournament board and the organizers can not be held responsible for costs incurred because of cancelled games due to bad weather.

11. Insurance & Disclaimer

The participants are not insured through the organizers. It is up to the coach of each team to make sure that his/her players and all the participants of the team are insured during the event. The organizers do not assume any kind of liability in case of illness, accidents or loss/theft of personal belongings.

With their participation the athletes accept the disclaimer of warranty for any kind of damage. No claims can be asserted against the organizing committee, the event sponsors, the city of Klagenfurt and the province of Carinthia regarding damage or injuries.

Every athlete has to make sure that they are fully physically capable of participating without any medical objections.

For all players: Do not leave any valuable things and/or expensive clothing and/or shoes in the locker rooms.

12. Final Remarks

Please use the dressing rooms only to change and get dressed, so that they are ready for the next team. At the venue "PH" there are no dressing rooms available, so please change beforehand. Thank you! 😊

The organizers of the United World Games are at the understanding that each participant and team leader knows all the items as mentioned in these regulations.

IMPORTANT: In emergencies the emergency number 144 must be called. Please also note that if an injured athlete has to be transported to the hospital with an ambulance, a coach, manager or parent/guardian of the affected team must always accompany them.