

Hong Kong Youth Soccer Festival 2017 - Hong Kong Youth Soccer Cup

Terms and Conditions

(A) Advice to Applicant

1. Hong Kong Youth Soccer Academy is the Organizer(The Organizer) of "Hong Kong Youth Soccer Festival ("the Activity") and Hong Kong Youth Soccer Cup("The Tournament")
2. Participants should follow the below terms and conditions throughout the tournament and the Activity. By participating in the Organizer' s tournament, participants accept and agree to be bound by the following terms and conditions. Violation of any of these terms and conditions may result in disqualification of the participant and selection of an alternate winner.
3. Participants must have the consent of his/ her parent or lawful guardian ("Parental Consent") confirming that the parent/ lawful guardian has also read and accepted these terms and conditions.
4. The Organizer is committed to protecting personal data privacy. Participants accept and agree that personal data collected in this Tournament will be used by the Organizer for related activities and administrative purposes only.
5. Each participant, team, player should be responsible for their personal belongings and participants and teams are suggested to arrange insurance themselves. Once any accidents and loss of personal belongings, the Organizer will not responsible for it.
6. Participants should understand that by participating in the Activity and the Tournament there are risks of injury, death and/or loss. Participants enter the Activity or the Tournament at their own risk and responsibility. If participants experience injuries, death or lost or damage of property during any activities or matches, such as an accident occurred when participating matches or activities, the Organizer, the service providers and staffs are not responsible for such injuries, death or lost or damage of property.(Note: Except loss, damage, death or injury from gross negligence or willful misconduct of the staffs provided by the Organizer)
7. The Organizer reserves the right to change these terms and conditions, prizes and arrangements without prior notice. The Organizer reserves the right to cancel or terminate the Tournament for reasons of its own without any obligation to compensate any damages on behalf of the participant. Please visit www.ysahk.com/event-info for terms and conditions. In case of any dispute, the Organizer reserves the right to make the final decision which shall be final and binding.

(B) Application

1. Each team has at least five players, the maximum number of players are 10(suggest 10 players each team).
2. The application fee of each team is HK\$2,000(Open Category); HK\$900(School Category).
3. Only accept Email and mail application form and fees.
Email: game@ysahk.com
Mailing address: Unit H, 27/F, Legend Tower, No.7 Shing Yip Street, Kwun Tong, Hong Kong.
4. Application fee should be paid by cheque (To: "Hong Kong Youth Soccer Academy Limited) with pre-printed reply envelop is required which both are sent to the above address.
5. Any application fee payments received, it is non-refundable and non-transferable.
6. The Organizer has the sole and absolute discretion in relation to the admission of teams. The Organizer will email the representative of team once the application is succeeded after the application deadline. The Organizer reserves the right to make the final decision on designing teams to different categories or groups.
7. Regarding the quotas of groups and categories, it is on a first-come-first-served basis. The Organizer reserves

the right to close the application deadline earlier when the quotas are full without prior notice.

8. The Organizer will provide team names with special themes for teams joining Open category. (Not applicable to School Category)
9. Please refer to the below for eligibility for competition, application period and quotas for each group:

Match Category	A. School Category		B. Open Category	
	A1. Kindergarten Group	A2. Primary Group	B1. Challenge Group	B2. Happy Fun Group
Age Group	U6	U12	U8, U9, U10, U11, U12	U4, U5, U6, U7

Requirements for participants:

A. School Category

A1. Kindergarten Group

2. Application period:
1st to 30th June, 2017
3. Requirements and quotas
 - 2.1 Age range of participants must be aged between 4-6 years old Kindergarten students who should join the activity on behalf of their schools.
 - 2.2 Quotas of Each group and the year of birth:

Age Group	Year of Birth (Gregorian Calendar)	Suggested grade	Quotas (maximum)
U6	Born in 2011 or after	Below or in K3	16 teams

A2. Primary Group

1. Application period:
1st to 30th June, 2017
2. Requirements and quotas
 - 2.1 Age range of participants must be aged between 6-10 years old Primary School students who should join the activity on behalf of their schools.
 - 2.2 Quotas of Each group and the year of birth:

Age Group	Year of Birth (Gregorian Calendar)	Suggested grade	Quotas (maximum)
U12	Born in 2004 or after	Below or in P6	16 teams

B. Open Category

B1. Challenge Group

1. Application period:
1st to 15th July, 2017

2. Requirements and quotas

2.1 Age range of participants must be aged between 3-12 years old local children or non-local children.

2.2 Quotas of Each group and the year of birth:

Age Group	Year of Birth (Gregorian Calendar)	Quotas (maximum)
U8	Born in 2009 or after	12 teams
U9	Born in 2008 or after	12 teams
U10	Born in 2007 or after	12 teams
U11	Born in 2006 or after	12 teams
U12	Born in 2005 or after	12 teams

B2. Happy Fun Group

1. Application period:

1st to 15th July, 2017

2. Requirements and quotas

2.1 Age range of participants must be aged between 3-7years old local children or non-local children.

2.2 Quotas of Each group and the year of birth:

Age Group	Year of Birth (Gregorian Calendar)	Quotas (maximum)
U4	Born in 2013 or after	4 teams
U5	Born in 2012 or after	4 teams
U6	Born in 2011 or after	8 teams
U7	Born in 2010 or after	8 teams

(C) Registration of Players

1. Entry Form is attached with Application Form. Team player must complete all details correctly which are exactly the same as ID documents. If any information is missing, that player will not be allowed to join the tournament.
2. Regarding application, each player must only represent one team in one group. It is not allowed to change players after application.

(D) Rules

1. Reporting

1.1 Participants shall report to the Organizer half an hour before the match starts. Those who are absent or late or teams fail to present below identity documents will be deemed to have dropped out of the Tournament. Identity documents include:

- a. ID. Card and
- b. Passport, Home Return Permit or student handbook which attaches with player' s photo.

1.2 Staffs reserve the right to check the identity documents during half-time breaks or activity.

2. Match starts

2.1 All participants shall have their team uniform properly and wait at the area of field 5 minutes before

match starts. Team fails to show up when the match starts will be deemed to have dropped out of the Tournament and The Organizer will not provide another match. Application fee is non-refundable.

2.2 When match starts, the team does not have sufficient players will be deemed to have dropped out of the match.

2.3 All matches must start on schedule. Please spare extra time for warming up.

3. Timetable of Matches

3.1 Timetable of matches will be sent to each team by email no less than 7 working days before date of tournament

3.2 Tournament may be held on public holiday.

3.3 Schedule of matches for Each Group:

Match Category	Match	Date
Kindergarten Group & Primary Group	Preliminaries	20 th August (Sunday)
	Cup Semi-final/ Silver Quarter-final	20 th August (Sunday)
Challenge Group	Preliminaries	20 th August (Sunday)
	Cup Semi-final/ Silver Semi-final	20 th August (Sunday)
Happy Fun Group	Matches	20 th August (Sunday)

4. Team Uniform

4.1 If the colors of two team' s uniforms are the same, the Organizer will provide team vest to one of the teams.

4.2 Participants should wear proper sports outfit when taking part in matches. Please see below for formats of each group' s outfits:

A. Kindergarten Group & Primary Group

A1. Team uniforms should be printed/ permanently sewed school name or short form of school name or School badge.

A2. Team players should wear the same color of uniforms during matches.

A3. Player' s number should be permanently sewed or printed on team uniform.

B. Challenge Group & Happy Fun Group

Uniform of matches will be provided on tournament day. All participants should wear it during tournament. Size will be arranged by the Organizer and no exchange is provided.

5. Equipment of Players

5.1 Players should wear proper sportswear that are suitable for artificial turf soccer pitch during matches (not include steel spikes).

5.2 Players should wear long socks and shin guard during matches.

(E) **Tournament System**

Apart from modification of rules by The Organizer, all rules are referring to FIFA' s latest law of the game which will be implemented during tournament.

System of competition of each group and duration of play:

a. **Kindergarten Group & Primary Group**

1. System of competition

1.1 Preliminaries: single round-robin system

A group of four teams will be formed. The winner of each match gets 3 points. The loser has 0 points. In the case of a tie, both teams get 1 point. The top of each team will go into the Cup match. The second and the third teams will go into the silver match. If two teams have same points, it will be ranked by the following rules:

- a. By the results from the matches between the teams in question
- b. By goal differences
- c. By number of goals, the team has more goals will be ranked higher.
- d. By toss a coin
- e. By drawing lots (If three teams' points are the same and if a,b, c,d criteria leave ties)Cup semi-final/
Silver semi-final/ Bronze semi-final

1.2 Cup semi-final/ Silver semi-final/ Bronze semi-final

It will have Cup, Silver and Bronze matches, teams are able to go into second round and "classification" matches are subsequently held according to the schedule. Champion, first runner- up and second runner-up will be awarded. If two teams drawn, penalty kicks determine which team wins (sudden death).

2. Duration of Play

Each match will last for 12 minutes, no half-time break and stoppage time.

b. **Challenge Group**

1. Match System

1.1 Preliminaries : Single round-robin system

A group of three teams will be formed. The winner of each match gets 3 points. The loser has 0 points. In the case of a tie, both teams get 1 point. If two teams drawn, penalty kicks determine which team wins (sudden death).

The top of each team will go into the Cup match. The second and the third teams will go into the silver match.

If any teams have same points, it will be ranked by the following rules:

- a. By the results from the matches between the teams in question
- b. By goal differences
- c. By number of goals, the team has more goals will be ranked higher.
- d. By toss a coin
- e. By drawing lots (If three teams' points are the same and if a,b, c,d criteria leave ties)

1.2 Cup Semi-final/ Silver Semi-final/ Bronze Semi-final

It will have Cup, Silver and Bronze matches, teams are able to go into second round will join "classification" matches which are subsequently held according to the schedule. Champion, first runner- up and second runner-up will be awarded. If two teams drawn, penalty kicks determine which team wins (sudden death).

2. Duration of Play

Each match will last for 12 minutes, no half-time break and stoppage time.

c. Happy Fun Group

1. Rules

1.1 Each match will last for 12 minutes, no half-time break and stoppage time.

1.2 No scoring and ranking system

2. Duration of Play

Each match will last for 12 minutes, no half-time break and stoppage time.

(F) Prize, trophy and metal

1. The number of metals will be given by the highest number of players taken part in the tournament, the Organizer will not reissue if lost.

2. Regarding the number of trophy, metal and souvenirs, please refer to below (Each group as one unit)

A. Kindergarten Group & Primary Group

Champion: trophy and metal

First runner-up: metal

Second runner-up: metal

B. Open Category

Champion: trophy and metal

First runner-up: metal

Second runner-up: metal

C. Happy Fun Group

Every team will be rewarded trophy and souvenir

(G) Weather Arrangements

1. If the Tropical Cyclone Signal No.8 or above, Red Rainstorm Warning and Black Rainstorm Warning are hoisted on that day, all matches and activities will be cancelled.

2. If the weather is inclement (e.g. persistent heavy rain and thunderstorm warnings issued by the Hong Kong Observatory) before or during tournament, the Organizer reserves the right to decide whether or not the tournament should continue having regard to the weather conditions.

3. If there are occasional drizzling rains on that day, the tournament will be held on schedule.

4. If the weather is not stable or there is a persistent but not heavy rain, teams still have to report on time. The Organizer reserves the right to decide whether or not the tournament should continue

5. If the tournament is cancelled due to bad weather, the Organizer will not arrange replay and the application fee will not be refund. The Organizer will have further notice regarding receiving team uniform.