



# RULES & REGULATIONS

## Otten Innovations Cup 2025

Dates: Friday 15<sup>th</sup> until Sunday 17<sup>th</sup> of August 2025

### REGULATIONS

#### Article 1 – General

- The Otten Cup is contested annually and can become the property of a participating club if:
  1. the cup is won three times consecutively;
  2. the cup is won for a total of five times;
- Unless point 1 or 2 is applicable, the tournament winner is cup holder for one year.

#### Article 2 – Referees

- Referees, assistant referees, 4<sup>th</sup> official and timekeeper are appointed by the KNVB (Royal Dutch Football Association).

#### Article 3 – Tournament schedule

- Eight football clubs take part in this tournament. Group-matches and (cross)finals conform the match programme will decide the final classification. Matches are played on natural grass (or artificial pitches if necessary).

#### Article 4 – Age conditions

- Participation is restricted to players born on or after January the 1<sup>st</sup> 2007, however a maximum of 4 players is allowed to be overaged. In that case the average age of all players in total has to be under 19.

#### Article 5 – Participating players

- Before the start of each tournament day, each club has to submit a team sheet with names and dates of birth of the participating players. Each club is allowed to take maximal 22 players during each tournament day. In case of control, each player has to present a valid identity card.

#### Article 6 – Effective Playing Time (2x 20 min.)

In deviation from the provisions of Law 7 (The Duration of the Match) the following applies:

- Playing time is stopped if the match is interrupted so there is no need for the referee to make an allowance for lost time.
- Furthermore, a match lasts for two equal halves of 20 minutes
- Time is being supervised by a timekeeper/6<sup>th</sup> official
- Clock counts up

#### Article 7 - Time penalty or temporary dismissal

In accordance with the provisions of **Law 5 (The Referee)** and the 'Guidelines for temporary dismissals (sin bins)' from the Laws of the Game, temporary dismissal system A is being used ('temporary dismissal for all cautions').

In deviation from the 'Guidelines for temporary dismissals (sin bins)' from the Laws of the Game, the following applies:

- The length of the first temporary dismissal is **4 minutes**.
- A second yellow card results in a red card and a permanent dismissal.
- A player who still has a time penalty at the end of a match is allowed to participate in the penalty shootout, because time penalties are not applied during the penalty shootout.



## RULES & REGULATIONS

### Article 8 – Self-pass

#### **Playing or touching the ball more than once**

In deviation from the provisions of **Law 13 (Free Kicks)** the following applies:

- In case a direct or indirect free kick is awarded, the kicker can touch the ball again before it has touched another player.
- If, after the ball is in play, the kicker touches the ball again before it is touched by another player, no indirect free kick is awarded.
- If an **indirect** free kick is kicked into the opponents' goal without the ball being touched by at least two players (including the taker), a goal kick is awarded.
- If a **direct** free kick is played by a selfpass and kicked into the opponents' goal without the ball being touched by at least two players, a goal is awarded.

### Article 9 – Dribble-in

In deviation from the provisions of **Law 8 (The Start and Restart of Play)** the following applies:

- If the kick-off is taken or play is restarted, the taker may touch the ball again before it is touched by another player.

In deviation to the provisions of **Law 15 (The Throw-in)**, the following applies:

- When the whole of the ball passes over the touchline, on the ground or in the air, instead of a throw-in, a dribble-in is awarded.
- If a dribble-in is awarded, the taker may not throw the ball but only dribble the ball.
- If a dribble-in is kicked into the opponents goal a goal is awarded.
- The dribble-in should be taken within 5 seconds of placing the ball on the line.
- If the dribble-in is not taken within 5 seconds the referee awards the dribble-in to the other team.

At the moment of delivering the ball:

- the ball must be stationary on the touchline at the point where it left the pitch;
- only the kicker may be off the pitch (except as otherwise provided for in the Laws of the Game);
- all opponents must stand at least 5 meter from the point on the touchline where the dribble-in is to be taken;
- the ball is in play when it is kicked and clearly moves.

In the Laws of the Game. where reference is made to a 'throw-in' and related terms such as, for example, the 'throwing' or 'throwing' of the ball, these terms must be interpreted in a way that indicates a dribble-in instead of a throw-in of the ball.

#### **Law 11 (Offside):**

After the ball has gone out of play, the player must bring it back into play by dribbling it in. In doing so, the player touches the ball at least twice. Once the ball has been fully brought back into play and is passed to a teammate, the normal rules apply from that moment on, it is possible to be in an offside position.

In deviation from the provisions of **Law 16 (The Goal Kick)**, the following applies:

- If a goal kick is awarded, the taker may touch the ball again before it is touched by another player.

In deviation from the provisions of **Law 17 (The Corner Kick)**, the following applies:

- If a corner kick is awarded, the taker may touch the ball again before it is touched by another player.



## RULES & REGULATIONS

### Article 10 – Unlimited/Flying subs

In deviation from the provisions of **Law 3 (The Players)** the following applies:

- It is permitted to make unlimited substitutions.
- Substitutions can be made while the ball is in play and during a stoppage in play.
- It is not required to inform the referee before a substitution is made and to await the approval of the referee for the substitution.
- Only if the referee is informed that the goalkeeper will be substituted during a stoppage in play, the referee waits to resume the match until the substitution of the goalkeeper has taken place.
- The coaches are obliged to provide the referee with a summary of the substitutions they made and the minutes of the match in which these substitutions occurred after the match has ended.
- A limited amount of 5 players can be subbed in and out. They can sub on and off unlimited times.
- If a goalkeeper sustains an injury during a match, the game stops and if necessary an extra (6<sup>th</sup>) substitution is permitted.
- Only one player can be subbed on/off at a time. At least 10 seconds between the players is obligated.

### Article 11 – Goalkeeper holding the ball too long

- Law 12 allows a goalkeeper to control the ball with their hand(s) for no more than eight seconds before releasing it into play. As well as wasting time, a goalkeeper holding the ball for too long is an unfair tactic because the opposing team has no possibility to regain possession, as the goalkeeper cannot be challenged when in control of the ball with the hand(s). This behaviour often also leads to frustration for spectators.  
The following procedure will apply:
- The referee will start counting the eight seconds when the goalkeeper has clear control of the ball with the hand(s)
- The referee will use a raised hand to clearly show the countdown from five seconds to zero (as per the four-second count in futsal and beach soccer)
- The corner kick/throw-in resulting from an offence will be taken from the side of the field of play closest to where the goalkeeper was positioned when penalised
- The goalkeeper will be warned for the first offence and cautioned (YC) for any subsequent offence(s)

### Article 12 – Registrations

- In case of a yellow card, the player concerned must go to the side for 4 minutes;
- For a second yellow card, the player concerned is sent off the pitch. This player cannot be replaced by another player.
- Referees keep time and signal to the penalized player when he may re-enter the pitch. This does not require the game to be stopped;
- For time penalties, time begins to run from the time a player has left the pitch;
- In case of a direct red card, the player concerned is sent off the pitch, no new player may be brought in;
- In case of a red card the player will be suspended for one match, following the match in which the red card was received.

### Article 13 – Playing attire

- Each participating team has to bring at least one reserve player's kit which is different from their first kit;
- In cases in which the referee decides that there is a colour clash between the player's kits of both teams, the first mentioned team has to change their player's kit;
- During the tournament, each player has to play with the same number on the shirt.



## RULES & REGULATIONS

### Article 14 – Equality of points – league phase

- If two or more teams are equal on points on completion of the league phase matches, the following criteria are applied, in this order, to determine their rankings:
  - a. Superior goal difference in the league phase
  - b. Higher number of goals scored in the league phase
  - c. Higher number of wins in the league phase
  - d. Lower disciplinary points total based only on yellow and red cards received by players and team officials in all league phase matches (red card = 3 points, yellow card = 1 point expulsion for two yellow cards in one match = 3 points)
  - e. If, after criteria a to d the ranking is still unresolved, penalty-kicks will be taken.

### Article 15 – Penalty-kicks

- The referee decides which side of the pitch will be used for the penalty-kicks-procedure;
- With the exception of a substitute for a goalkeeper who is unable to continue, only players who are on the pitch or are temporarily off the pitch (injury, adjusting equipment etc.) at the end of the match are eligible to take penalty-kicks. Each team is responsible for selecting from the eligible players the order in which they will take the penalty-kicks. The referee is not informed of the order;
- If at the end of the match and before or during the penalty-kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the penalty-kicks (except as outlined below);
- A goalkeeper who is unable to continue before or during the penalty-kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a penalty-kick. If the goalkeeper has already taken a penalty-kick, the replacement may not take a penalty-kick until the next round of penalty-kicks;
- The penalty-kicks are taken alternately by the teams. If, before both teams have taken five penalty-kicks, one has scored more goals than the other could score, even if it were to complete its five penalty-kicks, no more penalty-kicks are taken;
- If, after both teams have taken five penalty-kicks, the scores are level penalty-kicks continue until one team has scored a goal more than the other from the same number of penalty-kicks. Each penalty-kick is taken by a different player and all eligible players must take a penalty-kick before any player can take a second penalty-kick.

### Article 16 – Final matches

- If a final match ends in a draw after the regular playing-time, penalties will be taken in conformity with article 14.

### Article 17 – Insurances.

- Officials and players of the tournament have to effect a health- and accident insurance. PSV does not accept any financial consequences, nor the consequences of loss or theft of possessions.

### Article 18 - Miscellaneous

- In cases where these regulations are not comprehensive, decisions will be taken by the organisation committee. This committee is in charge of the explanation of these regulations.