



AGREED

The Chairman of the international
physical culture and sports society
“SPARTAK”, named after N. Starostin



E. Lovchev

APPROVED

The President of the Russian public
organization “All-Round Sport
Shooting Federation”



V. Ashikhmin

THE PROVISION

**on the international football tournament for the prize of the 1972-best USSR player
Evgeniy Lovchev «Caspian Region 2022» in commemoration of the 77th anniversary of
the end of World War II.**

I. GENERAL PROVISIONS.

The goals of the competition organization are:

1. Drawing the attention of Caspian countries to Astrakhan region as an organizer of international tournaments.
2. Establishment of friendly neighbouring international relationship.
3. Popularization of sport and a healthy lifestyle.
4. Determination of winners and awardees of the competition.

II. COMPETITION MANAGEMENT.

1. The rights of organizing competitions belong to “SPARTAK”, “All-Round Sport Shooting Federation”.
2. General competition management is performed by “SPARTAK”, “All-Round Sport Shooting Federation”.
3. The conducting of competitions is controlled by “SPARTAK”, “All-Round Sport Shooting Federation”.
4. The Jury is in charge of conducting competitions. “SPARTAK” and “All-Round Sport Shooting Federation” take a joint decision about the appointment of Jury members.

III. COMPETITION VENUE AND DATES.

1. A competition venue: the sports complex, located in 44 Stepnaya Str., “Solenoye Zaimishche” village, Chernoyarsky district of Astrakhan region
2. Competition program:
 - 26th August – arrival and registration of participants;
 - 27th August – the first competition round:
 - 8:00 – trainings, technical meeting, draw
 - 9:00 – qualification matches (group stage)
 - 11:30 – 16:30 – break
 - 16:30 – 19:00 – qualification matches (group stage and semi-finals)
 - 28th August – the final part of the tournament:
 - 9:00 – “Silver final” matches
 - 10:30 – 16:30 – break
 - 16:30 – “Gold final” matches
 - 18:00 – match with veterans of Russian football (2 periods of 10 minutes, 5 minutes break);
 - 16:30 – 19:00 – the award ceremony.

IV. PARTICIPANTS OF THE COMPETITIONS.

1. Junior teams from football clubs, footballers from sports and football schools (training teams) can take part in the competition.
2. Teams should consist of players born in 2007. No more than two players born in 2006 can be included in team. The maximum number of players in a team – 10 persons. 2 accompanying persons are allowed with the team.

V. COMPETITION CONDITIONS AND DETERMINATION OF WINNERS.

1. 8 teams will take part in the international football tournament for the prize of the 1972-best USSR player Evgeniy Lovchev «Caspian Region 2022» in commemoration of the 77th anniversary of the end of World War II.
2. The competitions are to be held in two rounds within 2 days. Each round is to take place on a separate day.
3. The first is a qualification round (the 1st competition day, 27th August). The teams are divided into 2 groups by draw conducted with team officials. Each group consists of 4 (four) teams. Any team is to participate in 3 matches: having a match with each of all the rival teams from this group. According to the results of all the matches of a certain group, the ranking of the teams (1-4) is determined.

4. Each team taken the first place in the group meets in semi-final of «Gold final» with the team taken the second place in the parallel group.
5. Each team taken the third place in the group meets in semi-final of «Silver final» with the team taken the forth place in the parallel group.
6. The first round matches are held in the field the size of 40*20 meters. The number of players in the field is 5+1 goalkeeper. There is a 5-minute break between the halves (a half-time). If a team wins, it gets 3 points, in case of a draw – 1 point, if it loses – 0 points.
7. In case any disputes arise, the winner is determined according to **APPENDIX №3.**
8. During the second round (2nd competition day, 28th August) final matches are held:
9. The winners of semi-finals of «Gold final» meet in «Gold final», losers are to compete for the 3rd place of «Gold final».
10. The winners of semi-finals of «Silver final» meet in «Silver final», losers are to compete for the 3rd place of «Silver final».
11. The second round matches are held in the field the size of 60*40 meters. The number of players in the field is 7 + 1 goalkeeper. Each half is 15 minutes long. The break between the halves (half-time) is 15 minutes.
12. If a second round match ends with a draw, the teams are to participate in a 9-meter penalty shootout. Each team is offered 3 kicks. If a winner cannot be determined after a 9-meter penalty shootout, each team kicks penalties in turn until the first miss.
13. The maximum number of players in the application form is 10.
14. The number of substitutions in matches is unlimited, moreover, any player who left the pitch may return there.
15. Playing in **studded boots** is strictly prohibited. Each team must have 2 sets of uniform with the payers' numbers shown on the back.
16. The winning team of the «Gold final» match is given the title: “The winner of the international football tournament for the prize of the 1972-best USSR player Evgeniy Lovchev «Caspian Region 2022» in commemoration of the 77th anniversary of the end of World War II”. The winning team of the «Silver final» match is awarded a Cup. The players are awarded medals and memorable prizes.
17. The best players of the tournament are awarded memorable prizes.

VI. COMPETITION REFEREEING.

1. Competition refereeing is conducted in accordance with the “Football rules 2018/2019” and “Futsal rules 2018/2019”, depending on the size of the pitch and in compliance with the changes and additions approved by the International Football Association Board (IFAB).
2. A detailed extract from the futsal rules (the 1st competition round) is available in the **APPENDIX №1.**
3. 2. A detailed extract from the football rules 8/8 (the 2nd competition round) is given in the **APPENDIX №2.**

VII. THE PROCEDURE OF MAKING AN APPLICATION FOR PARTICIPATION IN THE COMPETITIONS.

1. All football clubs have to confirm their participation in the competition by sending a notice at fssm.sport@yandex.ru no later than August 10, 2022.
2. Each team willing to participate in the competitions has to provide the following documents:
 - a filled application form in duplicate signed by the team leader.
 - a copy of a regular passport or birth certificate (depending on the age of a footballer) for the Russian Federation citizens, a copy of a foreign passport for foreigners.
3. An application form may include no more than 10 footballers.
4. Each football player must have a valid certificate providing there are no medical contraindications to playing football.
5. All players and team representatives must have the result of PCR-test for COVID-19 not older than 48 hours before arrival at the venue.

VIII. THE RESPONSIBILITIES OF FOOTBALLERS AND TEAM LEADERS.

1. Football players, football team and club leaders who take part in the competitions must comply with all the requirements of the Provision, showing discipline and respect for rivals, referees and spectators.

Team leaders are not allowed to interfere with the actions of the referee of the match and his assistant referees.

Team leaders are responsible for the state of health and behaviour of their footballers.

2. If the match was stopped by the referee due to unsporting behaviour of footballers from one of the teams, this team is defeated 0-5, whereas the other team wins with a score of 5-0. If the match is not over through the fault of both teams, they suffer a defeat with a score of 0-5, no scores are given to the teams.

3. Teams participating in a match have a right to enter a protest to the Chief referee of the match. The coach of the team making a protest must inform the referee of the match and the coach of the rival team about the protest within 10 minutes after the end of the match. The protest is to be registered in the match report.

The following protests are not accepted for consideration:

- protests made not in due time;
- protests that were not registered in the match report.

4. Each football team participating in the competition has to come to the venue on the first competition day.

5. All team officials must be present at the technical meeting, credentials committee meeting, a coin toss.

6. Unsporting behavior matters among footballers, team officials and misconduct of spectators at the stadium (before, during and after a match) are considered by the Chief referee of a competition.

The Chief referee of a competition is in charge of the following:

- to ensure the conduct of competitions in compliance with the Provision;

- to check the readiness of the venue (the football field, locker rooms, accommodation facilities, the quality of meals, availability of the equipment necessary etc.);
- to hold a technical committee meeting before the beginning of the competitions;
- to consider disciplinary violations of footballers, team leaders and misconduct of spectators at the stadium (before, during and after a match) and imposes sanctions in case of foul play and violations of the provision points; unsporting behavior of players and team officials;
- to conduct a referee meeting before the beginning of the competitions as well as the Jury meetings before and after competitions and also at any other time, if necessary, during competitions;
- to participate in the opening and closing ceremonies;
- to conduct an educational seminar explaining football rules to the participants of the competitions;
- dealing with issues related to the conduct of competitions;
- to monitor as many matches as possible;;
- to manage and coordinate the work of services related to the security of competitions (ambulance service, police and others);
- to evaluate the work of referees and their assistants, approves of the appointment of a Jury for each football match;

Following the instructions and decisions of the Chief referee is obligatory for all the participants of the competitions.

The responsibilities of the Chief competition scorer are:

- following all the instructions of the Chief referee;
- to take part in the work of the credentials committee, checking the accuracy of the application forms provided by the teams;
- to prepare all the competition documentation;
- making match reports;
- to check the accuracy of match reports prepared by the scorers;
- to prepare all the competition documentation according to the established standards in due time;
- preparation of the current and final competition result lists.

APPENDIX №1

An extract from the futsal competition rules

1. Preparations. A coin is tossed and the team that wins the toss wins the goal to attack in the first half of the match. The other team kicks off. The team that won the toss kicks off in the second half of the match. Before the beginning of the second half the teams are to change the goals.
2. The number of substitutes in a match is unlimited. Any player that was substituted may return to the pitch as a substitute for another player.
3. A throw-in is a way to restart the game. A goal cannot be scored if it is scored as a kick from a touchline.

A throw-in is assigned:

- when the ball crosses the touchline completely on the ground or in the air or touches the ceiling;
- at the place where the ball crossed the touchline;
- in favour of the rival player who was the last to touch the ball.

The location of the ball and the players.

The ball:

- must be located still on the touchline;
- may be thrown in any direction.

A player performing a throw-in:

- may place a part of each foot at the touchline or out of the pitch at the moment of a kick.

The players of the defending team:

- must be situated at a distance no less than 5 meters from the place of a throw-in.

The procedure:

- As soon as the player has taken control of the ball, he is given 4 seconds to kick the ball from the touchline.
- The player, kicking the ball from the touchline may not kick the ball for the second time unless another player touches it.
- The ball is in play as soon as it is kicked or touched.

4. A goal throw – is a way to restart the game.

A goal is not scored if the ball is kicked by a goal throw.

A goal throw is assigned when:

- a ball crosses the goal on the ground or in the air, a forward is the last to touch it and the goal is not scored.

The procedure:

- The ball is thrown –in by the goalkeeper of the defending team from any point of the penalty area.
- The rivals must stay out of the penalty area until the ball is thrown in.
- The goalkeeper may not kick the ball for the second time unless it is kicked by a player from

the rival team or the ball crosses the middle line.

- The ball is in play when it's thrown outside the penalty area.

5. Penalty kicks are made to the goal of the team, the player of which has committed a foul, performed in a certain penalty area. The goal is scored if it is kicked with a penalty. There should be given extra time for penalties at the end of each half or each extra time period.

The location of the ball and the players.

The ball:

- is placed at a 6-meter mark.

A player making a penalty kick:

- is located properly.

The goalkeeper of the defending team:

- is standing at the goal line between the goalposts facing the player performing a penalty kick unless the kick is made.

APPENDIX №2

An extract from the football rules 8x8 (Amateur Football League) (in accordance with FIFA rules)

1. **Extra time.** Extra time is added to any of the two halves, the exact amount that was spent on: the evaluation of the seriousness of the players' injuries; transportation of the injured players for providing first aid; time wasting or any other reasons. The amount of extra time is determined by the referee only.
2. **Precedent conditions.** A coin toss takes place before the beginning of the match, as a result of which one of the teams gets the right to choose the goal to attack in the first half of the match. The other team is to kick off. The team that had the opportunity to choose a goal is to kick off in the second half of the match. The teams exchange the goals in the second half of the match.
3. **An offside.** A ball is considered an offside when it crossed the goal line completely or the touchline on the ground or in the air and the game was stopped by the referee.
4. **A goal.** A ball is considered to be scored in the goal if it crossed the goal line between the goalposts and the crossbar on condition that the team that scored the goal hadn't committed a foul.
5. No record of an "offside" is made.
6. **9-meter kick** is made to the goal of the team, the players of which have committed a foul, performed in a certain penalty area.
7. **A throw-in procedure.** At the moment of a throw in, the player must face the pitch, with a part of their feet located at the touchline or outside it; a throw in must be made with both hands from behind the head. The footballer making a throw in is not allowed to touch the ball again unless it is touched by another player. The ball is in play as soon as it gets to the pitch.
8. **A goal clearance procedure.** The kick is made by a defender from any point of the pitch at a 3 meter distance from the goal. The rivals are located outside the penalty area until the ball is in play. The player that made the kick may not perform it for the second time unless another player touches the ball. The ball is in play when it is out of the penalty area.

APPENDIX №3

Determination of the winner in case of contentious issues

(an extract from the Regulations on FIFA World Football Cup)

If several teams have got the same number of scores, the places will be distributed in the following way (according to the new rules):

1) **Goal difference.**

For example:

Team A scored 5 goals and conceded 3 goals. The goal difference is: $5 - 3 = +2$

Team B scored 4 goals and conceded 1 goal. The goal difference is: $4 - 1 = +3$

Accordingly, the team B will take a higher place in the league table as its goal difference is 1 goal more.

2) **Number of goals.**

If the goal difference coincides, the higher in the league table is the team that scored more goals.

For example:

Team A scored 5 goals and conceded 3 goals. The goal difference is: $5 - 3 = +2$

Team B scored 4 goals and conceded 2 goals. The goal difference is: $4 - 2 = +2$

Team A will be placed higher in the league table than team B.

3) **Head-to-head matches.**

The team that wins the match takes a higher place in the league table.

In case it's necessary to determine the ranking for 3 teams, it should be done in the following way:

- First the score gained in the matches among these teams are to be counted. Thus, the scores gained in the match with the 4th team must not be taken into account.
- In case of a score equality, the goal difference and the number of goals among these teams are counted.
 - If after applying these criteria, any 2 teams still have equal number of scores, they are applied again exclusively to the matches of these teams.
- If the places haven't been determined, point 4 is to be applied.

4) **Fair play ranking.**

In case a head-to-head match ended in a draw, a number of yellow and red cards will be counted.

A yellow card: - 1 score.

A red card: - 3 scores.

Double booking (a red card): - 4 scores.

A yellow and a double booking (red card): - 5 scores.

5) **A coin toss.**

APPENDIX №4

FOUL PLAY AND UNSPORTING BEHAVIOUR

A foul play and unsporting behavior are violations of the futsal Rules and are processed in the following way:

FOUL PLAY

Any foul play is punished with a penalty kick or a free kick.

THE FOULS PUNISHED WITH A FREE KICK

A free kick is made by the opponent team if a player has committed one of the following seven fouls; the referees must take into account the nature of the behavior, whether it's careless, reckless or with excessive force applied:

- giving or trying to give his opponent a kick
- tripping the rival player up
- jumping at the opponent
- attack of the rival player
- hitting or trying to hit the rival player with a hand
- pushing the opponent
- attack of the rival player during a slide tackle

A free kick is also made by the opponent team in case a football player has committed one of **3 fouls**:

- holding of the opponent
- spit at the rival player
- intentional handball (except goalkeepers in their penalty areas)

A free kick is made at the spot where the foul took place.

THE FOULS PUNISHED WITH A PENALTY KICK

A penalty kick is assigned when any of the 10 fouls listed above is committed by a football player within the penalty area regardless the location of the ball, provided that the ball is in play.

THE FOULS PUNISHED WITH A FREE KICK

A free kick is made by the opponent team in case the goalkeeper has committed one of 4 fouls:

- Controlled the ball with his hands or feet at the **backcourt** (his own half of the pitch) for more than 4 seconds

- After making a kick, he touched the ball again **at his half of the pitch** after an **intentional play** of his team member before a rival player could touch the ball or kick it.
- Touched the ball with his hand in **the penalty area** as soon as he received an intentional pass from his team member.
- Touched the ball in the penalty area as soon as he received a pass from a touchline made by his team member.

A free kick is also made by the opponent team, according to the referee, if the footballer:

- is playing dangerously near his rival
- obstructs an opponent
- prevents the goalkeeper from throwing in the ball
- commits against his team member one of the 9 fouls that are punished with a penalty kick if they are committed against a rival.
- commits any other foul that may lead to a pause in the game for caution or suspension of the player

A free kick is made from the point where the foul took place.

UNSPORTING BEHAVIOUR

Unsporting behavior is punished with caution or suspension.

DISCIPLINARY SANCTIONS

A **yellow card** is used to show a football player or a substitute that they have been cautioned.

A **red card** is used to show a football player or a substitute that they have been suspended.

Only a footballer and a substitute may be given yellow and red cards. A certain card is shown in public, at the pitch only, **during the match**. In other cases referees inform footballers and team leaders orally about disciplinary sanctions applied.

Referees have the right to impose disciplinary sanctions as soon as they enter the building where the pitch is located, even before the beginning of the match and until they leave it.

Any player that committed a foul towards his rival, team member, a referee or any other person at the pitch or outside the field, must be punished with a caution or suspension depending on the type of the foul play.

THE FOULS PUNISHED WITH A CAUTION

(a yellow card)

A player is cautioned if he committed of seven fouls:

- Unsporting behaviour
- Disagreement by word or action
- Persistent foul play in futsal

- Time wasting
- A failure to keep the required distance in case of a corner kick, free kicks or a kick from the touchline (by defenders)
- Returns to the pitch without referees' permission or violates the procedure of substitution

- Intentionally leaves the pitch without referees' permission

A substitute is cautioned in case he commits any of the following fouls:

- Unsporting behaviour
- Disagreement by word or action
- Time wasting
- Comes to the pitch violating the substitution procedure

THE FOULS PUNISHED WITH A SUSPENSION

(a red card)

Any footballer or substitute is suspended if they commit any of these fouls:

- Serious foul play
- Aggressive behaviour
- Spit at a rival player or any other person
- Depriving the opponent team of the opportunity of scoring a goal by intentional handball (except goalkeepers within their goalmouth)
- Depriving a rival player moving towards the goal an opportunity of scoring a goal committing a foul punished with a free kick or a penalty kick.
- Using offensive, obscene language and gestures.
- Receiving the second caution in the same match

A substitute is to be **suspended** if he commits the following foul:

- Deprives a team of a goal or a clear opportunity of scoring a goal

The player or the substitute that has been suspended must leave the technical area and the area close to the pitch.