



Fédération Internationale Sportive de l'Enseignement Catholique

277, rue Saint-Jacques
75240, Cedex 5 – Paris – France
www.fisec.org

Recognised by the International Olympic Committee

TEAM SPORTS - RULES

In the 2025 FISEC-FICEP Games, the competitors of the team sports events should be born in 2008, 2009 or 2010.

GENERAL RULES

Article 1.

1.1 Tournaments in each team sports take place in 5 days.

1.2 Each team must present themselves with two sets of shirts of different colour. The two sets of shirts are numbered in the same way.

1.3 All the coaches have to give the names of the players and their shirt numbers, for the duration of the FISEC-Games. The names of the players and their shirt numbers should be the same as those on the list "Contrôle d'identité" and on the FISEC identity card.

Article 2.

2.1 Procedure to be followed in case of equality

2.1.1 During the crossed semi-finals and the final for 1st and 2nd placing, in case of a draw at the end of the match.

- For futsal and handball a 2 x 5 minutes extra-time will be played.
- For basket-ball, a 5 minute-extra-time will be played as long as necessary.
- For football, penalty kicks will be made from 11 m straight after the end of the match.

2.1.2 For futsal and handball, in case of a draw at the end of the extra-time, penalty kicks will be made following the International rules.

2.2 Arbitration

2.2.1 The COJFI proposes the referees. In each sport, the venue manager for the COJFI and the OTI agree on the referee nomination for some matches, especially on those which will officiate in semi-final or final.

2.2.2 For football, the COJFI introduces 3 referees. The OTI officiates as 4th referee.

2.3 Match Sheet

The referees and the captains of the teams must sign match sheet.

In basketball only the referees have to sign. The captain must sign only if the team files a protest.

Article 3.

It is possible to have three teams from one country for each team sport.

3.1. In case a country has 2 or 3 teams in the same team sports, these ones are not automatically put in different groups during the drawing of lots but will have to play the first match if they are in the same group.

3.2. If there are only 3 teams out of which 2 are from the same country, the first match will automatically bring together the 2 teams from the same country.

Article 4. Length of the matches

The length of the matches in the team sports will be:

- Basketball: 4x 10 minutes
- Football: 2x 30 minutes
- Futsal: 2x 25 minutes (24 run + 1 stop time)
- Handball: 2x 25 minutes
- Volleyball: best of 5 sets

Article 5. Match programme

According to the number of teams, tournaments in each sport (**except futsal**) take place as follows:

5.1. Four (4) Team - tournament

Teams: A, B, C, D 10 matches on the tournament

- Day 1: A vs. B / C vs. D
- Day 2: A vs. C / B vs. D
- Day 3: B vs. C / A vs. D
- Day 4:
 - semi-final 1: 1st vs. 4th
 - semi-final 2: 2nd vs. 3rd
- Day 5:
 - 3-4th place: 3rd vs. 4th
 - Final: 1st vs. 2nd

5.2. Five (5) Team - tournament

Teams: A, B, C, D, E 13 matches on the tournament

- Day 1: A vs. B / C vs. D / A vs. E
- Day 2: B vs. C / D vs. E / A vs. C
- Day 3: B vs. E / A vs. D / C vs. E
- Day 4: B vs. D (morning) / Match between the 4th and the 5th (W) (afternoon)
- Day 5:
 - 3-4th place: 3rd vs. the "W" match winner
 - Final: 1st vs. 2nd

5.3. Six (6) Team - tournament: 2 groups

Teams: Group 1: A, B, C Group 2: X, Y, Z 12 matches on the tournament

- Day 1: A vs. B / X vs. Y
- Day 2: B vs. C / Y vs. Z
- Day 3: C vs. A / Z vs. X
- Day 4:
 - 5-6th place: Group 1 3rd vs. Group 2 3rd (1st match)

- semi-final 1: Group 1 2nd vs. Group 2 1st
- semi-final 2: Group 2 2nd vs. Group 1 1st
- Day 5:
 - 5-6th place: Group 1 3rd vs. Group 2 3rd (2nd match)
 - 3-4th place: semi-finals losers
 - Final: semi-finals winners

5.4. Seven (7) Team - tournament: 2 groups

Teams: Group 1: A, B, C, D Group 2: X, Y, Z 16 matches on the tournament

- Day 1: A vs. B / C vs. D / X vs. Y
- Day 2: D vs. B / A vs. C / X vs. Z
- Day 3: A vs. D / B vs. C / Y vs. Z
- Day 4:
 - 5-7th place: Group 1 4th vs. Group 2 3rd
 - semi-final 1: Group 1 2nd vs. Group 2 1st
 - semi-final 2: Group 2 2nd vs. Group 1 1st
 - 5-7th place: Group 1 4th vs. Group 1 3rd
- Day 5:
 - 5-7th place: Group 1 3rd vs. Group 2 3rd
 - 3-4th place: semi-finals losers
 - Final: semi-finals winners

5.5. Eight (8) Team - tournament: 2 groups

Teams: Group 1: A, B, C, D Group 2: W, X, Y, Z 20 matches on the tournament

- Day 1: A vs. B / C vs. D / W vs. X / Y vs. Z
- Day 2: A vs. C / B – D / W vs. Y / X vs. Z
- Day 3: A vs. D / B vs. C / W vs. Z / X vs. Y
- Day 4:
 - semi-final 1: Group 1 1st vs. Group 2 2nd
 - semi-final 2: Group 2 1st vs. Group 1 2nd
 - match 3: Group 1 3rd vs. Group 2 4th
 - match 4: Group 2 3rd vs. Group 1 4th
- Day 5:
 - 7-8th place: loser match 3 vs. loser match 4
 - 5-6th place: winner match 3 vs. winner match 4
 - 3-4th place: semi-finals losers
 - Final: semi-finals winners

5.6. Nine (9) Team - tournament: 2 groups

Teams: Group 1: A, B, C, D, E Group 2: W, X, Y, Z 24 matches on the tournament

- Day 1:
 - A vs. B / C vs. D / B vs. C / A vs. E
 - W vs. X / Y vs. Z
- Day 2:
 - D vs. E / A vs. C / A vs. D / B vs. E
 - W vs. Y / X vs. Z
- Day 3:
 - C vs. E / B vs. D
 - W vs. Z / X vs. Y
- Day 4:
 - semi-final 1: Group 1 1st vs. Group 2 2nd
 - semi-final 2: Group 2 1st vs. Group 1 2nd

- 5-6th place: Group 1 3rd vs. Group 2 3rd (first match)
- 7-9th place: Group 1 4th vs. Group 2 4th
(match Group 1 4th vs. Group 1 5th is not played again)
- Day 5:
 - 7-9th place: Group 1 5th vs. Group 2 4th
(match Group 1 4th vs. Group 1 5th is not played again)
 - 5-6th place: Group 1 3rd vs. Group 2 3rd (second match)
 - 3-4th place: semi-finals losers
 - Final: semi-finals winners

5.7. Ten (10) Team - tournament: 2 groups

Teams: Group 1: A, B, C, D, E Group 2: V, W, X, Y, Z 27 matches on the tournament

- Day 1:
 - A vs. B / C vs. D / B vs. C / A vs. E
 - V vs. W / X vs. Y / W vs. X / V vs. Z
- Day 2:
 - D vs. E / A vs. C / A vs. D / B vs. E
 - Y vs. Z / V vs. X / V vs. Y / W vs. Z
- Day 3:
 - C vs. E / B vs. D
 - X vs. Z / W vs. Y
- Day 4:
 - semi-final 1: Group 1 1st vs. Group 2 2nd
 - semi-final 2: Group 2 1st vs. Group 1 2nd
 - 9-10th place: Group 1 5th vs. Group 2 5th
 - 7-8th place: Group 1 4th vs. Group 2 4th
- Day 5:
 - 5-6th place: Group 1 3rd vs. Group 2 3rd
 - 3-4th place: semi-finals losers
 - Final: semi-finals winners

5.8. Eleven (11) Team - tournament: 3 groups

Teams: Group 1: A, B, C, D Group 2: MNOP Group 3: XYZ 30 matches on the tournament

- Day 1:
 - A vs. B / C vs. D / A vs. C
 - M vs. N / O vs. P / M vs. O
 - X vs. Y / X vs. Z
- Day 2:
 - B vs. D / B vs. C / A vs. D
 - N vs. P / N vs. O / M vs. P
 - Y vs. Z

New groups for 1st till 6th place:

Group 4 : Gr 1 1st = E, Gr 2 2nd = F, Gr 3 2nd = G Group 5 : Gr 1 2nd = H, Gr 2 1st = I, Gr 3 1st = J

- Day 3:
 - E vs. G / F vs. G
 - I vs. J / H vs. J
 - 9-10-11th place : Group 1 4th vs. Group 2 4th
 - 7-8th place : Group 1 3th vs. Group 2 3th (first match)
- Day 4:
 - E vs. F
 - H vs. I
 - 9-10-11th place: Group 1 4th vs. Group 3 3th

- 7-8th place: Group 1 3th vs. Group 2 3th (second match)
- Day 5:
 - 9-10-11th place : Group 2 4th vs. Group 3 3th
 - 5-6th place: Group 4 3rd vs. Group 5 3rd
 - 3-4th place: Group 4 2nd vs. Group 5 2rd
 - Final: Group 4 1st vs. Group 5 1st

5.9. Twelve (12) Team - tournament: 3 groups

Teams: Group 1: A, B, C, D Group 2: MNOP Group 3: WXYZ 30 matches on the tournament

- Day 1:
 - A vs. B / C vs. D / A vs. C
 - M vs. N / O vs. P / M vs. O
 - W vs. X / Y vs. Z / W vs. Y
- Day 2:
 - B vs. D / B vs. C / A vs. D
 - N vs. P / N vs. O / M vs. P
 - X vs. Z / X vs. Y / W vs. Z

New groups:

Group 4 : Gr 1 1st = E, Gr 2 2nd = F, Gr 3 2nd = G Group 5 : Gr 1 2nd = H, Gr 2 1st = I, Gr 3 1st = J
 Group 6 : Gr 1 3rd = Q, Gr 2 4th = R, Gr 3 4th = S Group 7 : Gr 1 4th = T, Gr 2 3rd = U, Gr 3 3rd = V

- Day 3:
 - E vs. G / F vs. G
 - I vs. J / H vs. J
 - Q vs. S
 - U vs. V
- Day 4:
 - E vs. F
 - H vs. I
 - R vs. S / Q vs. R
 - T vs. V / T vs. U
- Day 5:
 - 11-12th place : Group 6 3rd vs. Group 7 3th
 - 9-10th place: Group 6 2nd vs. Group 7 2nd
 - 7-8th place: Group 6 1st vs. Group 7 1st
 - 5-6th place: Group 4 3rd vs. Group 5 3th
 - 3-4th place: Group 4 2nd vs. Group 5 2rd
 - Final: Group 4 1st vs. Group 5 1st

Article 6. Procedure for draws in team sports

6.1. All teams are ranked based on the results of the last 3 previous Games.

The classification is obtained according to the quotient:

$$\frac{\text{sums of places obtained in previous years}}{\text{number of participants}}$$

Note: in case of no participation, the team concerned gets the number of points in correspondence with the number of teams that participated that year plus 1.

6.2. In case of 6 to 10 teams engaged for the tournament there are 2 groups (article 5.3 to 5.7 in the 'Team Sport Regulations').

6.2.1. The registered teams for the tournament are divided in 2 sets:

- 1st set (2 teams): the 2 teams of the last year final (failing one or the other or both, the 2 teams on the top of the ranking in the team sports classification),
- 2nd set: all other teams.

6.2.2. First draw

We put in one hat the 2 teams of the 1st set; we put in the second hat two ballots, one marked 'group 1' and the other marked 'group 2'.

- We draw one team from the 1st hat, then one ballot from the 2nd hat; the other team of the 1st hat is placed in the other group.
- A letter is assigned by lot to both teams in correspondence the group they belong to (group 1 = A, B, C, D, E; group 2 = V, W, X, Y, Z)

6.2.3. Second draw

- We put all remaining letters in one hat.
- We take all teams then following the ranking of the team sports classification.
- We assign by lot a letter to each team.

6.3. In case of 11 or 12 teams engaged for the tournament there are 3 groups (article 5.8 to 5.9 in the 'Team Sport Regulations').

6.2.1. The registered teams for the tournament are divided in 2 sets:

- 1st set (3 teams): the 2 teams of the last year final (failing one or the other or both, the 2 teams on the top of the ranking in the team sports classification) + the next team in the ranking,
- 2nd set: all other teams.

6.2.2. First draw

We put in one hat the 3 teams of the 1st set; we put in the second hat three ballots, marked 'group 1', 'group 2' and 'group 3'.

- We draw one team from the 1st hat, then one ballot from the 2nd hat; we draw a second team and ballot, the remaining team is placed in the remaining group.
- A letter is assigned by lot to the 3 teams in correspondence the group they belong to (group 1 = A, B, C, D; group 2 = M, N, O, P; group 3 = WXYZ)

6.2.3. Second draw

- We put all remaining letters in one hat.
- We take all teams then following the ranking of the team sports classification.
- We assign by lot a letter to each team.

6.4. In case of only one group (article 5.1 and 5.2 in the 'Team Sport Regulations'):

6.3.1. We put all necessary letters in one hat.

6.3.2. We take all teams one by one starting with the winner of last year, then the second of last year, then following the ranking of the team sports classification (failing one or both teams of the last year final, following immediately the ranking).

6.3.3. We assign by lot a letter to each team.

Article 7. Presentation of the medals

Medals are given to the teams classified in the first three places of each tournament after the final match.

The teams classified in the first three places must be present at the end of the tournament to receive their medals.

There is a cup for the winning team. At the Closing Ceremony, the captains of the winning teams should come forward to receive their cups.

The Fair Play Trophies will also be awarded during the Closing Ceremony.

Article 8. Balls

The balls used for the competition must be approved by the International Federation.

The brand and type of the balls has to be known by all participating countries three months before the Games.



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BASKETBALL - RULES

Article 1.

The official playing time for both girls and boys is 4 x 10 minutes with a 1 minute-break between periods 1-2 and 3-4 and a 10 minute-break between periods 2-3.

It is necessary to have a 24s time-table for each match.

If there is a draw at the end of the match, then extra time periods of x times 5 minutes will be played until there is a winner.

Article 2A.

The minimum number required to enter a team into a Basketball tournament during the FISEC Games, is set to 8 players. During the competition, if after a wounded player or any other event, the number of players was reduced, this team must continue the competition.

The maximum number of players for the total duration of the tournament is 18. Maximum 12 players may be recorded on the score sheet and play in a match. Players can change each match during the competition.

The players (max 18) shown on the match form should be the same as those registered on the official FISEC registration form 'Contrôle d'identité', having the names of the players and their shirt numbers, handed over to the Bureau de contrôle on arrival of the delegation.

2 lists of the players are allowed, if it is not possible to have the same numbers on the different sets of shirts.

The shirts have numbers from 0 to 99, including number 00 (numbers on the front and the back of the shirts).

The list 'Contrôle d'identité' has also be presented to the organiser or O.T.I. at least 15' before each match.

Article 3.

For ranking, points will be awarded as follows:

- Winner: 2 points
- Loser: 1 point
- Forfeit / disqualification : 0 points.

Article 4. Classification of teams in the event of equality

4.1 Procedure

Teams shall be classified according to their win-loss records, namely two (2) points for each game won, one (1) point for each game lost (including lost by default) and zero (0) points for a game lost by forfeit.

4.1.1 If there are two teams in the classification with equal points, the result(s) of the game(s) between the two teams involved will be used to determine the placing.

4.1.2 If more than two teams are equal in the placing, a second classification will be established, taking into account only the results of the games between the teams that are tied.

4.1.3 If there are still teams tied after the second classification, then goal average will be used to determine the placing, taking into account only the results of the games between the teams still tied.

4.1.4 If there are still teams tied, the placing will be determined using the goal average from the results of all their games played in the group.

4.1.5 If, at any stage, using the above criteria, a multiple team tie is reduced to a tie involving only two teams, the procedure in 4.1.1 and 4.1.2 above will be applied.

4.1.6 If, at any stage, it is reduced to a tie still involving more than two teams, the procedure, beginning with 4.1.3 above, is repeated.

4.1.7 Goal average will always be calculated by division.

4.2 Exception:

If only three teams take part in a competition and the situation cannot be resolved following the steps outlined above (the goal average by division is identical), then the points scored will determine the placing.

In the event of new equality, teams will be separate by drawing of lots.

Article 5.

Leather Basket balls are to be provided by the organising country and must be in accordance with FIBA regulations: Girls : n° 6 ; Boys : n° 7. Plastic or rubber balls are not allowed.

Article 6.

With the exception of the rules described above FIBA regulations are to be applied.

Article 7.

Cases which are not covered by the above regulations will be settled by the CTI (International Technical Commission).



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FOOTBALL - RULES

Article 1.

The official playing time for all matches is 2 x 30 minutes.

After every match who finish draw, both teams will proceed by kicks from the penalty mark (see alinea below). The result of these kicks will only be taken into account when teams ending up on equal points at the end of the group matches (see article 5)

For the crossed semi-finals, the final for 1st and 2nd place and all the final ranking matches, in case of a draw at the end of the matches. 5 kicks from the penalty mark will be made : 5 different players (not players sent off) will have a kick from the penalty mark until one team takes the advantage. If after the first 5 penalty kicks teams remain draw, kicks from the penalty mark will be made by the other players until a team takes the advantage.

Article 2A.

The minimum number required to enter a team into a Football tournament during the FISEC-Games, is set to 15 players. During the competition, if after a wounded player or any other event, the number of players was reduced fewer than 15, this team could continue the competition.

The maximum number of players for the tournament is 22.

The coach will choose 18 players and put them down on the match form. These players should be the same as those on the list 'Contrôle d'identité, having the names of the players and their shirt numbers, handed over to the Bureau de contrôle on arrival of the delegation.

The list " Contrôle d'identité" has to be handed over to the organiser or the O.T.I. at least 15 minutes before each match.

Article 2B.

Any team not complying with Article 2A automatically loses the match (forfeit will apply).

Only one coach of the team can stand in the technical zone.

Article 3.

Each team will be allowed 5 substitutions per game, at any time.

A replaced player can enter later again in the game.

Article 4.

For ranking, points will be awarded as follows:

- Winner: 3 points
- Draw: 1 point
- Loser: 0 points

Article 5. Classification of teams in the event of equality

5.1 In case two teams end up on equal points, the result of the match between those two teams is determined the classification. In the case this match was equal, the team that won the penalty shoots will be classified first.

5.2 In case more teams end up on equal points, they will be ordered in a new classification in order to the points won only in the matches between those teams.

5.3 In the case of equal points after this new classification, determined classification in following order:

- the difference in goals only in the matches between those teams
- the difference in goals in all matches
- the team that scored the most goals only in the matches between those teams
- the team that scored the most goals in all matches
- the team with the lowest red cards in all matches
- the team with the lowest yellow cards in all matches.

5.4 In case of exhaustion of all above possibilities, still two teams are equal, they will be ordered by drawing.

5.5 Exception: If only three teams in a group and they still can't be decided between, ranking will be determined after the total number of goals scored. If still on equal points we will draw lots.

Article 6.

A player who is sent off cannot be substituted. He definitely won't be able to take part in the match and will be suspended for the next match. The CTI can decide to increase the number of suspension matches depending on the seriousness of the fault.

A player with two yellow cards in the same match will be sent off for the rest of the match and suspended for the next match.

A player with three yellow cards in three different matches will be suspended for the next match.

Article 7.

N° 5 balls which have to conform with FIFA regulations are to be provided by the organising country.

Article 8.

With the exception of the above rules, FIFA regulations will apply.

Article 9.

Cases which are not covered by the above rules will be settled by the CTI (International Technical Commission).



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FUTSAL - RULES

Article 1.

The official playing time is 2 x 25 minutes, in each half the last minute with stopped time.

Each team can request a time out in each half.

The break at half-time should not exceed 10 minutes.

In groups of 3 teams, whenever each match ends-up by a draw, shots at goal will be made (see regulations below) whose result will only be taken into account to decide the winners in case of a draw at the end of the group matches. (see for this art. 5).

During the crossed semi-finals, the final and matches for 3, 4, 5, 6 placing, in case of a draw after the official time, extra time of 2 x 5 minutes.

In case of a draw after extra time, kicks from the penalty mark will be made following the FIFA.

Article 2.

The maximum number of players for the whole tournament is 18.

The minimum number required to enter a team into a Futsal tournament during the FISEC Games, is set to 8 players. During the competition, if after a injured player or any other event, the number of players was reduced fewer than 8, this team could continue the competition.

The players shown on the match form should be the same as those registered on the official FISEC registration form “Contrôle d’identité”, having the names of the players and their shirt numbers, handed over to the “Bureau de contrôle” on arrival of the delegation.

The list “Contrôle d’identité” has to be presented to the organiser or the OTI at least 15 minutes before each match.

Article 3.

Any team which does not abide by article 2 will automatically forfeit the game.

Article 4.

For ranking, points will be awarded as follows:

- Winner: 3 points
- Draw: 1 point
- Loser or forfeit: 0 points

Article 5. Classification of teams in the event of equality

In case two or more teams end up on equal points, either in the overall placing or within one group, the following procedure will be taken into account in this order:

- The results between teams on equal points
 - o The points awarded between these teams
 - o The goal difference of these teams
 - o The number of red cards and afterwards yellow cards
- The general goal difference
- Penalty kicks (3 teams group only).

Article 6. Match programme (only Futsal)

4 Team – tournament

Teams: A, B, C, D 16 matches on the tournament

- Day 1: A vs. B / C vs. D / B vs. C / D vs. A
- Day 2: A vs. C / B vs. D / B vs. A / D vs. C
- Day 3: B vs. C / A vs. D / C vs. A / B vs. D
- Day 4: rest day
- Day 5: semi –finals 1st vs. 3rd / 2nd vs. 4th / 3rd place: 3rd vs. 4th / Final: 1st vs. 2nd

5 Team – tournament

Teams: A, B, C, D, E 17 matches on the tournament

- Day 1: A vs. B / D vs. E / A vs. C / B vs. E / C vs. D
- Day 2: rest day
- Day 3: A vs. D / B vs. C / A vs. E / B vs. D / C vs. E
- Day 4: intermediate round: 3rd, 4th and 5th against each other
- Day 5: Semi-final 1st vs. 2nd i-round / Semi-final 2nd vs. 1st i-round /
Match 3rd place: semi-final losers / Final: semi-final winners

6 Team – tournament

Teams: A, B, C, D, E, F 20 matches on the tournament

- Day 1: A vs. E / D vs. F / B vs. C / A vs. D / C vs. E
- Day 2: B vs. F / A vs. C / B vs. D / E vs. F / A vs. B
- Day 3: C vs. F / D vs. E / A vs. F / B vs. E / C vs. D
- Day 4: rest day
- Day 5:
 - o Semi-final 1st vs. 4th / Semi-final 2nd vs. 3rd
 - o 5-6th place: 5th vs. 6th
 - o 3rd place: semi-finals losers
 - o Final: semi-finals winners

7 Team – tournament - 2 groups

Teams: Group 1: A, B, C, D Group 2: X, Y, Z 16 matches on the tournament

- Day 1: A vs. B / C vs. D / X vs. Y
- Day 2: D vs. B / A vs. C / X vs. Z
- Day 3: A vs. D / B vs. C / Y vs. Z
- Day 4:
 - o 5-7th place: Group 1 4th vs. Group 2 3rd
 - o 5-7th place: Group 1 4th vs. Group 1 3rd
 - o 5-7th place: Group 1 3rd vs. Group 2 3rd
- Day 5:
 - o Semi-final 1: Group 1 2nd vs. Group 2 1st
 - o Semi-final 2: Group 2 2nd vs. Group 1 1st
 - o 3rd place: semi-finals losers
 - o Final: semi-finals winners

8 Team – tournament - 2 groups

Teams: Group 1: A, B, C, D Group 2: W, X, Y, Z 20 matches on the tournament

- Day 1: A vs. B / C vs. D / W vs. X / Y vs. Z
- Day 2: A vs. C / B vs. D / W vs. Y / X vs. Z
- Day 3: A vs. D / B vs. C / W vs. Z / X vs. Y
- Day 4:
 - o match 3: Group 1 3rd vs. Group 2 4th
 - o match 4: Group 2 3rd vs. Group 1 4th
 - o Semi-final 1: Group 1 1st vs. Group 2 2nd
 - o Semi-final 2: Group 2 1st vs. Group 1 2nd
- Day 5:
 - o 7-8th place: loser match 3 vs. loser match 4
 - o 5-6th place: winner match 3 vs. winner match 4
 - o 3rd place: semi-finals losers
 - o Final: semi-finals winners

Article 7. Sending off

During the tournament a red card, whether you get it straight or after 2 yellow ones, leads to a suspension for the next match.

A red card leads to a minimum suspension of one match.

Article 8.

The balls n°4 supplied by the organiser, must meet the requirements of law 2 and bear one of the official logos according to: FIFA APPROVED or FIFA STANDARD INSPECTED or reference INTERNATIONAL MATCHBALL.

Article 9.

Each player must wear shin guards, according to international rules.

The number of officials on the bench is limited to 2 per team.

Article 10.

Cases which are not covered by the above rules will be settled by the CTI (International Technical Commission).



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HANDBALL - RULES

Article 1.

The official playing time, for girls and boys, is 2 x 25 minutes with a 10 minute-break at half time.

For the crossed semi-finals, the final and matches for 3rd, 4th, 5th, etc, placing, if matches end in a draw, article 2 of the general regulations for team sports, relating to Handball will apply.

Extra time: 2 x 5 minutes. In case of a draw at the end of the matches, five throws from the penalty mark will be made: 5 different players (players sent off excluded) will have a throw from the penalty mark until one team takes the advantage. If after the 5 penalty throws there is still a draw, throws from the penalty mark will be made by the other players until a team takes the advantage.

Article 2A.

The maximum number of players throughout the tournament is 16.

The minimum number required to enter a team into a Handball tournament during the FISEC-Games is set to 10 players. During the competition if after a wounded player or any other event, the number of players was reduced fewer than 10 this team could continue the competition.

The players shown on the match form, should be the same as those on the list 'Contrôle d'identité', having the names of the players and their shirt numbers, handed over to the Bureau de contrôle on arrival of the delegation.

The list 'Contrôle d'identité' has to be presented to the organiser or O.T.I. at least 15 minutes before each match.

Article 2B.

Any team which does not abide by article 2A will automatically lose the match (forfeit will apply).

Article 3.

For ranking, points will be awarded as follows:

- Winner: 2 points
- Draw: 1 point
- Loser: 0 points

Article 4.

Article 2 of the general regulations for team sports, relating to Handball, will apply.

In case teams end up on equal points, in the groups or the overall placing, the following procedure will be adopted in the following order:

- The results between the teams ending on equal points:
 - o the goal difference between the teams
 - o the goal average between the teams
- The general goal difference
- The general goal average (quotient)

Article 5. Balls and goals

Balls are to be provided by the organising country and must be in accordance with FIH regulations.

The size of the balls is:

- for girls: 2
- for boys: 3

The use of glue is allowed.

The goals must be fixed to the floor.

Article 6A.

A player receiving a direct red card is automatically suspended for the next match. In this case, the referee has to write a report for the disciplinary commission.

Article 6B.

With the exception of the rules described above, FIH regulations apply.

Article 7.

Cases which are not covered by the above rules will be settled by the CTI (International Technical Commission).



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VOLLEYBALL - RULES

Article 1.

All matches will be played (for both girls and boys) on a best of five sets basis.

The counting of points will be done according to the tie-break method.

- from the 1st to the 4th set:
- 5th set: the first team to reach 15 points with a 2 point-advantage.

Article 2A.

The maximum number of players for the total duration of the tournament is 16. Maximum 14 players may be recorded on the score sheet and play in a match. Players can change each match during the competition.

The minimum number required to enter a team into a Volleyball tournament during the FISEC Games, is set to 9 players. During the competition, if after a wounded player or any other event, the number of players was reduced fewer than 9, this team could continue the competition.

Each team has the right to designate from the list of players on the score sheet up to two (2) liberos. Only one libero may be on the court at any time. The acting libero may be replaced with the second libero after a completed rally at any time during the match.

The players shown on the match form should be the same ones as those registered on the official FISEC registration form 'Contrôle d'identité', having the names of the players and their shirt numbers, handed over to the Bureau de contrôle on arrival of the delegation.

The list 'Contrôle d'identité' has also to be presented to the organiser or the OTI at least 15 minutes before each match.

Article 2B.

Any team not complying with Article 2A will automatically lose the match.

Article 3.

There will be 2 referees in all matches.

Each team can ask for 2 timeouts per set.

Article 4.

The height of the net is:

- For girls: 2,24m
- For boys: 2,43m

Article 5.

For ranking, points will be awarded as follows:

- Winner 3-0 or 3-1: 3 points
- Winner 3-2: 2 points
- Loser 2-3: 1 point
- Loser 1-3 or 0-3: 0 points

Article 6. Classification of teams in the event of equality

In case of equal points in the groups or overall placing the following procedure will be taken into account in this order:

- The results between the teams that finished equal in the following order:
 - o the set quotient: from the division of the number of all the sets won by the number of all the sets lost during the matches between these teams.
 - o Then if necessary the point quotient : from the division of the total of all points scored by the total of all the points lost during the matches between these teams.
- If the tie remains the results against all teams in the same group will be taken into account in the following order:
 - o the set quotient: from the division of the number of all the sets won by the number of all the sets lost.
 - o Then if necessary the point quotient : from the division of the total of all points scored by the total of all the points lost.

Article 7.

Balls are to be provided by the organising country and must be in accordance with F.I.V.B. regulations.

Article 8.

With the exception of the rules described above, F.I.V.B. regulations apply.

Particularly, jerseys must have the numbers at the front as well as the back.

Article 9.

Cases which are not covered by the above rules will be settled by the CTI (International Technical Commission).