

Rules SwissIndiaCup (SIC) Outdoor tournament 2026

General

1. By taking part in the tournament, you agree that we may publish photos and video footage of the tournament day on our social media channels.
2. SIC accepts no liability for lost or damaged belongings of participants or spectators.
3. In addition to the registration fee, a deposit is charged. It serves as security for the organiser. The board is entitled to withhold the deposit in full or in part, in particular in the following cases:
 - failure to meet deadlines
 - unsporting or unfair behaviour on the tournament day
 - soiling or damage to changing rooms, facilities or equipment
 - additional effort caused to SIC by the team

The board decides on withholding the deposit, and its decision is final. If the deposit is not claimed, it will be refunded in full after the tournament, either in cash or via Twint.

Team and equipment

4. Number of players: 11 in total; on the pitch 1 goalkeeper and 6 outfield players.
5. Each player may play for one team only.
6. Only Indian nationals and/or OCI holders are permitted to take part in the tournament.
 - Spot checks may be carried out on the tournament day. If a player cannot present valid proof during a check, he may not continue to take part in the tournament. Matches already played by that player will be recorded as a defeat for his team.
7. Studded boots are prohibited for the entire tournament. Anyone not complying will be excluded from the tournament. This may also be established through a check by the referee.
8. Shin guards are recommended by the SIC team. SIC is not liable for injuries or accidents; responsibility lies with each participant.
9. Wearing jewellery and watches is prohibited for safety reasons.
10. Every team must play in matching kit. This rule is not binding for the goalkeeper. If two teams have similar kit colours, bibs will be used.

Tournament format

11. Match duration:
 - a) Group stage: 12 minutes without a break
 - b) Knockout stage: 15 minutes without a break
 - c) Final: 2 x 10 minutes with a change of ends and a 5 minute break
12. If a team is more than 5 minutes late or does not turn up, the opposing team automatically wins 3:0 by forfeit.
13. The groups consist of one group of five teams and one group of four teams.

14. The teams finishing first, second and third in both groups qualify directly for the quarter-finals. The team finishing fourth in the five-team group also qualifies directly. The last quarter-final place is decided between the fourth-placed team of the four-team group and the fifth-placed team of the five-team group. The better points average (points/match) decides. If both have the same number of points, the head-to-head result decides.
15. If teams are level on points in the group stage, the following criteria decide:
 - a) goal difference
 - b) number of goals scored
 - c) head-to-head result
 - d) penalty shootout
16. If a knockout match is drawn, it goes to extra time. The referee announces how play continues. Extra time consists of 2 x 5 minutes with a 2 minute break in between.
17. If a knockout match is still level after extra time, a penalty shootout follows. Five players from each team take part. If the shootout continues beyond that, the next players to take a penalty must be those who have not yet taken one. Every player must take at least one penalty.
18. After each match, the captains of both teams go to the jury stand and report the result there, along with the names of the goalscorers.
19. Third place play-off: the two captains decide together whether the match for third place is played as a regular match or settled directly by a penalty shootout. If they cannot agree, the match is played as a regular match. The decision must be communicated before kick-off, both at the jury stand and to the referee.
 - For a penalty shootout, point 17 applies.
 - For a regular match, point 11b applies.

Rules of play

19. The offside rule is suspended.
20. The back-pass rule remains in force. This means the goalkeeper may not pick up a back-pass from a team-mate with his hands. If he does, an indirect free kick is awarded (that is, a player from the same team must touch the ball before another player from that team may shoot at goal).
21. Goal kick and throw-out: for the sake of simplicity, only the goal kick is used (taken by the goalkeeper or an outfield player). The throw-out by hand is not allowed.
22. Goalkeepers may hold the ball in their hands for a maximum of eight seconds during play. If the goalkeeper holds on to the ball for longer without being prevented from releasing it, a corner kick is awarded to the opposing team.
23. Incorrect throw-in: if a throw-in is taken incorrectly or imprecisely, the throw-in is awarded to the opposing team. (This follows the IFAB rules on foul throws.)
<https://www.theifab.com/de/laws/latest/the-throw-in/>
24. Substitutions are unlimited. They may only be made in a fixed substitution zone at the halfway line.

-The incoming player may only enter the pitch once the player being substituted has completely left it.

-In the case of an unsporting or incorrect substitution, the referee may issue a yellow card, in which case the player must also sit out for two minutes. The referee calls the player back onto the pitch.

25. The match ends when the referee blows the final whistle on the pitch. The signal from the jury stand serves only as guidance and as an aid.

26. The referee may add stoppage time. This is at his discretion.

Sanctions

Hard but fair, that is our motto:

27. For rough play or time-wasting, the referee may issue a yellow card; the player then receives a 2 minute time penalty. The player may only return to the pitch once the referee gives the go-ahead.

28. With a red card, the player is excluded from the current match and from the following match.

29. For very rough play, unsporting behaviour or insulting the referee, exclusion from the tournament may follow.

Penalty shootout

30. During a penalty shootout, the goalkeeper must keep at least one foot on the line until the shot is taken.

Free kicks

31. Direct free kick: for a foul or handball.

-Inside the penalty area this results in a penalty kick.

-The ball may be shot at goal directly.

32. Indirect free kick: for technical or minor offences without physical contact.

-The ball must touch a second player before a goal counts.

33. At a free kick, a distance of 5 metres must be kept.