

CORPORATE MASTERS CUP – BENGALURU 2018

RULES AND CONDITIONS CORPORATE MASTERS CUP (hereinafter referred to as CMC) is being organized by TurfsnMeals a unit of Dancing Bulls Trading Private Limited and is on an invitation basis. The Tournament Shall be played in accordance to FIFA Laws of the game except where amended where there shall be no offside. It will be managed by the TurfsnMeals Organizing Committee whose decision relating to any aspect of the Championship shall be final and binding on all the teams.

The size of the playing field will be that of a 5-a-side field.

Each team can name a maximum 8 players including substitutes. A team will consist of 5 players only. All the teams will have to strictly adhere to the following rules. However only 8 players per team can be named.

The players should all be employees of the Organization or of Inter-connected companies within a particular group. The players should not be sponsored players (i.e. players recruited especially for the CMC matches).

Employment Proofs are Mandatory for all participating employees Company ID or a Valid company email id, In case both are unavailable an official letter from HR would be required, any individual failing to provide the same would not be allowed to participate in the tournament.

All players will have to wear appropriate football kit while playing. Substitution: Rolling substitution will be permitted and during the Course of the match any substitute is free to replace any player at Any point of time.

The tournament will be played on the following basis.

Tournament will have a total of 20 participating teams in 4 Groups (5 teams in each group) Teams finishing on top of Each Group will qualify for the Gold Cup, Teams Finishing as Runners-Up in respective groups will Qualify for the Silver Cup and Teams Finishing on Third Spot will play for the Bronze cup.

The Organizing committee reserves the right to decide the team' division.



Points in the league will be awarded as follows. WIN - 3, LOSS – 0 & DRAW - 1 Points

In the tournament, if two or more teams tie for a place in the League table, then the team placing in the league table shall be decided by the highest goal Difference. Should a tie yet persist then the team's 'head-to-head' score will be looked into. Even that situation yields no result. Then both teams will play out a Penalty Shoot to decide the winner.

Each game will last 15 minutes (Seven and Half Minutes each half) with a one minute break between halves.

The teams must report to the registration desk 30 minutes before the start of the match. Team Captains are responsible for getting their team on the field by the time shown on the draw.

In case of a walkover the team which is on the field ready to play will get 3 points.

If a player is shown a Yellow Card in a game, he has to sit out of the game for two minutes. If a player is shown the Red Card by the referee, he will be suspended for the remainder of the match and for the next match.

To File a Protest on another team the captain must raise the same before a game. If the protest is raised during or after the game, the protest would be considered invalid and the result of game would be final. If the protest is found invalid then the team will have to pay INR 100/- in cash.

Breach of rules by teams regarding the criteria to be fulfilled for selection of their players would be viewed very seriously by the Organizing committee and appropriate action will be taken.

Although adequate safety precautions have been taken and medical facilities will be available to treat any injuries sustained while playing, we will not be held responsible and liable for the same and the players will be playing at their own risk.

Interpretation of these Rules & Conditions, their construction and effect rests entirely with the organizing committee. All decisions taken by the organizing committee will be final and binding on all the participants.

Thank you

