



AMERICAS CUP

FOOTBALL RULES

GET IN THE GAME

AMERICAS CUP 2024

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FOOTBALL RULES AND REGULATIONS 2024

1. All games will be played according to FIFA rules, unless otherwise stated.
2. All games must be played in a sporting manner. Respect must be shown to all referees and opponents.
THE REFEREE'S DECISION IS FINAL.
3. All players must work for DHL Express and should have been on the payroll as of 1st May 2023, working at least 20 hours per week. Teams will be disqualified if any team member does not satisfy this rule.
4. A football team may consist of either gender. There is only one competition level, so players should be of the highest calibre possible.
5. Each team must register their players' names by 15th January 2024 with a maximum of 18 players per team, including a Football Coach who can also play (i.e. 17 players plus 1 coach, or 18 players including a player coach). Every team member has to be approved by the Country Manager and the HR Manager prior to registering.
6. Should one team withdraw within 7 days of the competition, then the Organizing Steering Committee, at their discretion, will re-allocate the number of teams in the individual pools. The decision of the Committee is final.
7. Each player may only represent the team for which he/she has been registered throughout the tournament. Countries with more than one team are forbidden to switch players between teams during the tournament and no requests will be accepted unless the requesting team forfeits the match 3-0 and plays the game as a friendly.
8. A minimum of seven players will be required to start the game. Matches starting late will be shortened at the referee's discretion.
9. Teams not available for kick off five minutes after the appointed time will lose the game 3-0 and the other team will claim 3 points.
10. Teams not appearing on time or fielding incomplete teams more than once will be disqualified from the rest of the tournament.
11. Wearing shin guards during the matches is mandatory. No player should use STEEL studs on their shoes.
12. Two yellow cards shown to the same player during the same game will equal a red card, which means that a player will be sent off for the rest of the game. A player receiving a straight red card will be sent off for the duration of the current game. Any player receiving a red card will also be excluded from their team's next game. A player who is sent off twice during the tournament will be banned from the rest of the tournament. On the field of play, simulation and pretending to be injured is cheating and if the referee suspects a player of diving or faking an injury to waste time, or gain an advantage, e.g. a penalty, the player will be yellow carded and may be asked to leave the field of play to "recover".
13. The squad for each match can consist of a maximum of all 18 people (when including a playing coach) but is allowed to have only 11 players on the field (obviously) and 5 substitutes made per game. To limit stoppages, only 3 substitution stoppages are allowed per team, per game, i.e. you will have 3 opportunities to make 5 substitutions. Any team violating this rule will automatically lose the game 3-0 and the other team will claim 3 points. Any player who obviously wastes time during substitutions will be penalized with a yellow card. Per FIFA rules – a player being substituted should leave the field at the nearest line and return the bench round the outside of the field.
14. The tournament shall be played in a GROUP stage of 28 teams split into 7 groups of 4, followed by a knock-out competition in the form of a CUP and SHIELD with 16 teams in the cup and 12 teams in the shield.
15. GROUP STAGES - each team will play the others in their group once, i.e. 3 group matches. There will be 3 points for a win and 1 point for a draw during the group stages. Each group game will consist of 2 halves of 15 minutes each, with 5 minutes rest at half time.
16. GROUP STAGES – to minimize the impact of any imbalanced games with very high scores, during the group stages, regardless of the eventual final score, a maximum of 7-0 will be recorded. So if a team wins 10-0, only 7-0 will be entered into the scoring system.



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17. **KNOCKOUT STAGES** – at the end of the group stage the tournament will split into 2 sections – the CUP and the SHIELD – both being played as a straight knockout. The top TWO teams from each group will enter the CUP, as will the two third placed teams with the most points. All other teams will enter the shield. If two teams are tied on points for second place in their group, the team progressing to the CUP will be determined as follows:
- A. **HEAD-TO-HEAD RESULT.** If team A and team B both have 4 points, but team A beat team B by 1-0 in the group stage, team A will progress to the last 16 of the CUP and team B to the shield. If head-to-head was a draw and still tied...
 - B. **HIGHEST GOAL DIFFERENCE (Goals Scored Less Goals Conceded)** or if still tied...
 - C. **HIGHEST GOALS SCORED** or if still tied...
 - D. **LOWEST GOALS CONCEDED** or if still tied...
 - E. **LOWEST NUMBER OF YELLOW OR RED CARDS** or if still tied...
 - F. **PENALTY SHOOTOUT** between the tied teams. If in the rare event we have more than two teams with identical records, the first two teams to take part in the penalty shootout will be determined by drawing straws – the 2 shortest straws have their penalty shootout first. The winner of that enters a penalty shootout with team 3.

18. The CUP competition on day 2 is straight knock-out with 16 teams. The winner proceeds to the next round and the loser is eliminated (last 16/QF/SF/Final). Should there be a draw at full-time in any knockout game, then a penalty shoot-out will take place. Penalty shoot-outs will be according to FIFA regulations. The goalkeeper that ends the game after 2x15 minutes will also be required to be the goalkeeper for the penalty shoot-out. If a goalkeeper is injured at the end of the game and needs to be replaced for a penalty shoot-out, this requires approval of the referee and the injured goalkeeper will not be permitted to play in their team's NEXT game. The SHIELD on day 2 will take the format of a second mini-group competition with 4 groups of 3 teams each. Each team will play 2 games each of 2x12 minutes. At the end of the 3 group games, the group winners proceed to a semi-final knockout round and the two winners will then progress to the final. All matches on day 2 of the SHIELD will be 2x12 minutes.
19. There will be NO extra-time played in any game. If the final score is a draw any knockout match, including the SHIELD or CUP finals, the game will go directly to a penalty shoot-out.
20. The Organizing Committee will decide what to do when a game is stopped for any reason, and will decide on any other issue not covered by these rules and regulations. These rules are subject to review and can be adjusted at any time. Any new versions automatically replace this version.

