



Geneva's Cup 2026's



Tournament Regulations



Tournament Regulations

The **Geneva's Cup 2026** will be run using the regulations outlined in this document.

All **Geneva's Cup 2026** matches will be played according to the FIPFA **Laws of the game** document. This includes all equipment regulations regarding Powerchairs and playing attachments. However, the Tournament Panel may impose other regulations if they deem it necessary for the safety and smooth running of the Tournament.

The AGFF (Association Genevoise de Foot Fauteuil), GBG International, the SwissPFA and all competing **Teams** must ensure these Rules and Regulations are adhered to.

Tournament Panel

All decisions and regulations not being part of this document will be taken by the Tournament Panel.

The Tournament panel is made of 4 people :

- 1- Nathalie DELPLACE (Geneva's Cup President & GBG International Committee)
- 2- Christophe AESCHMANN (Geneva's Cup Organization)
- 3- Jocelyne FUCHS (Geneva's Cup Organization)
- 4- Saïd ENNIYA (Head of Referee)

Competition Format

With 12 teams participating, the **Geneva's Cup 2026** will have a special format this year insuring every team to play at least 5 games :

Pool Matches

The teams will be drawn into three "Groups". Teams will be drawn using the Draw Procedure below:

Same process in each Group, A, B & C

- Each group will contain 4 Teams
- All teams will play each other once (1) in their group

Mini-League

After Pool games, teams will be divided in 4 Mini-Leagues. Each Mini-League contains 3 teams.

Mini-League 1 : Winner teams of the 3 Groups A, B & C

Mini-League 2 : Second teams of the 3 Groups A, B & C

Mini-League 3 : Third teams of the 3 Groups A, B & C

Mini-League 4 : Fourth teams of the Groups A, B & C

Semi-final Matches

The 3 Teams in Mini-League 1 and the Winner of Mini-League 2 will progress to the Semi-finals.

The team placed 1st in Mini-League 1 will play the team placed 1st in Mini-League 2. The team placed 2nd in Mini-League 1 will play the team placed 3rd in Mini-League 1.

Placing Matches

3rd Place:

The two runner-up from the Semi-finals will compete for 3rd place.

Final:

The two Winners from the Semi-final matches will compete in the final.

Ranking of Mini-Leagues will be used for places 5th to 12th.

Match Outcomes and Results

Pool stage & Mini-League stage

After the forty (40) minutes of match play have been completed, the team with the most goals scored will be awarded three (3) points and the opposing team will be awarded zero (0) points.

If the number of goals is equal between the teams, then both sides will be awarded one (1) point.

If two or more teams are tied for the same number of points and determination must be made as to which is the higher placed one(s), the following criteria will be used:

- a) The highest position shall be awarded to the team with the greater goal difference against all other teams during the tournament (goal differential).
- b) If the teams are still equal in the standings, the highest position shall be awarded to the team scoring the greatest number of total goals against all other teams during the pool stage (total goals).
- c) If teams are still equal, the highest position shall be based on head-to-head competition throughout the round robin stage.
- d) If the teams are still equal in the standings, the highest position shall be awarded to the team with the fewest team disciplinary points (cautions (yellow cards) are one (1) disciplinary point, send offs (red cards) are three (3) disciplinary points).
- e) If the teams are still equal in the standings, the highest position in the standings will be determined by lot by the Panel.

Placing games

Semi-Final, 3rd place game and Final will be played on forty (40) minutes of match. If the number of goals is equal between the teams, extra-time will be played (2x10 minutes). If the number of goals is still equal at the end of extra-time, then a penalty shoot-out will be undertaken.

Forfeits

A forfeit counts as a loss with the winning team getting three (3) points and a three (3) goal score. If a team should leave the competition for any reason, all teams get three (3) win points and three (3) goals; previous results are automatically cancelled.

Game Defaults

If a team becomes less than 2 players (due to Red Cards or insufficient number of replacements) during any game, then the match is abandoned and with the opposition team getting three (3) points and a three (3) goal default score.

Results of games terminated before time and not as a result of a forfeit or default are referred to the Tournament Panel. The decision of the panel is final and cannot be appealed against.



Official Game Sheets

The official game sheets will be provided on Tablet and with a digital signature, stored until the end of Tournament.

Score Sheets

Score sheets for the **Geneva's Cup 2026** must be written in English but can include translation into the host nation language.

These must be checked, agreed and signed by the Coach or Team Manager, at the Full-Time whistle directly on the Tablet.

It is the responsibility of the club Team Management to ensure it is completed correctly.

Pre Match Routine

Warm Up

All teams will have the opportunity to warm up for at least five (5) minutes before the kick-off of their game.

On Field Warm Up

For any on field warm up prior to the start of the game, teams will be restricted to the half of the field where their technical area is located. Teams should not be allowed to hit balls in the direction of the other team's area during warm-up.

Introduction of the Teams

1. Both teams (including coaches) enter the court led by the match officials.
2. Both teams turn towards the main seats forming a line and Match Officials are in the centre between both teams.
3. Teams "shake hands"
4. Introduce players and coaches during the Warmup.
5. During the Warmup period both teams can enter the Technical Area before being called by the match official to start the game.

Coin Toss

Both Team Captains will be called to the centre by the Match Officials where they will participate in a coin toss to determine field position and Kick-off.

Player Numbers

All players must display a Squad Number in two (2) places whilst participating in a match.

These numbers must be displayed on:

- Rear of Chair
- Visible position on the shirt (if no visible position on shirt is available then a visible position on front of chair may be used)

All Players Numbers must be in between the range 1 – 99.

The front and rear number must be the same.

Playing Kits

Goalkeeper shirts should contrast to outfield players on both sides and the opposition goalie. Bibs will be allowed as long as they are secured and safe for player (Referee will make sure it is safe before players are allowed to play with Bibs).

Powered Wheelchair Speed Testing

All Powered Wheelchairs will be subject to the **FIPFA Speed Testing Process**, prior to their participation of the Tournament on Friday, then before the Semi-finals, 3rd place games and Final on Sunday.

Once it has completed the **FIPFA Speed Testing Process** it is the responsibility of the player and their club to ensure no tampering takes place. As it is a friendly tournament, we ask teams to remain fair and not change settings between games or if needed then ask to do another speed check.

The Match Officials or Tournament Panel may request at any time to test a chair. Random test will be conducted at the end of each game, one player from each team minimum will be picked up by the Central Referee.

Failure of Requested or Random Speed Test

If a player's Powerchair fails a random Speed test or the end of game Speed Test, the following sanctions will be enforced:

- The match result will be forfeited and awarded to the opposing team, with a score of 3-0.
- The guilty player will be awarded a one (1) match suspension.

Player Discipline and Suspensions

Yellow Cards

If a player receives three (3) Yellow cards during the Pool stage of the competition, then they will receive a one (1) match suspension. At the end of pool's game, the cards will be set back to zero. If a player receives three (3) Yellow cards during the Mini-League stage of the competition, then they will receive a one (1) match suspension.

Red Cards

If a player receives a Red Card following a second Yellow Card he will receive a one (1) match suspension.

If a player receives a 2nd Red Card during the tournament, he will receive a two (2) match suspension.

If the Red Card is a direct Red Card the Tournament Panel will impose the penalty on the player.

Player Classification

At **Geneva's Cup 2026**, the international Player Classification process and restrictions will **NOT** be in place. However, we ask teams to follow the rule of minimum 2 PF1 on the pitch as possible, assuming all players are classified. If there is any doubt, the Panel will be happy to discuss the situation to make it fair for every team competing at the Geneva's Cup 2026.



MATCH OFFICIALS

Referees

A minimum of three (3) referees per match is required. Some new referees are joining the Geneva's Cup 2026 and we ask teams to warmly welcome them as we couldn't run this Tournament without the help of every official joining our event.

One (1) Referee will be assigned as the Match Referee, while two (2) will be assigned as Assistant Referees for each match. If there is a fourth official, he will be assigned as the "fourth" official next to the official table and close to the teams area.

All officials will work as a unit to ensure the rules of the game are adhered to.

EXCEPTIONS

Any exception that arises during the **Geneva's Cup 2026** tournament will be referred to the **Tournament Panel** and they will deliberate. The decision will be final and will not be able to be appealed against.