

UNICAM CUP

TOURNAMENT RULES

The tournaments cover a range of sports (padel, tennis, volleyball, basketball, five-a-side football, eight-a-side football, table football, table tennis and beach volleyball (weather permitting)), each with its own organisation and set of rules.

The tournament is open to all UniCam students, PhD students and Erasmus students. The aim of the tournament is to have fun and get to know one another through sport, so the tournaments are intended for both competitive and non-competitive players (in the event of significantly different skill levels, tournaments for the same sport but at different levels may be organised).

In any team tournament, members may be from any degree programme.

Membership of the Cus is compulsory and free of charge; a medical certificate is required for all tournaments unless otherwise stated.

Tournament registration costs €5 for the first sport chosen; if you wish to take part in more than one sport, the cost is an additional €3 for each one. Free tournaments are explicitly indicated.

All regulations are subject to change prior to the start of each tournament depending on the number of entrants, weather conditions and any other reasonable grounds deemed necessary by the organisers.

The dates indicated are subject to change at the discretion and/or necessity of the organisers and players, within the limits of availability and common sense.

At the end of all the tournaments, a ranking will be drawn up to recognise the course and the school that have scored the most points; all the tournaments organised will award points to participants based on their final position.

1) TABLE FOOTBALL (free, no medical certificate required)

The game is played in pairs; the team that wins the toss decides which end of the table to start with.

The match is played as best of three sets; teams play one full set on one side of the table and one full set on the other; if a third set is required, a new toss is taken.

Matches are played to nine goals.

The team that scores nine goals against the opponent first wins the match.

If the ball enters the goal and accidentally comes out, the goal is considered valid.

Each service at the start of the game must be taken from the centre of the court, with players serving in turn. The player acting as attacker serves by throwing the ball with their hand from the centre of the pitch only after calling "go" and receiving confirmation from the opposing attacker; any preparatory movements may precede the call, so once the call has been made, the ball must be thrown exclusively towards the front board without any distracting movements.

Deliberately rotating the cue by more than 360° is a foul; however, it is permitted to use the cushions and play hook shots. The tournament is organised according to the number of entries and may be played in groups, in head-to-head matches or in a mixed format; the number of groups and the corresponding number of participants is also determined by the number of teams present.

The groups will be drawn by lot.

In the group stage, every team plays every other team; for the subsequent stages, a decision will be made as to whether to form groups comprising the top-ranked teams or to hold direct matches, with the possibility of a play-off in the event of an odd number of teams. Any other rules not specified here will be decided by the organisers during the tournament and applied to all participants

2) TABLE TENNIS (free, no medical certificate required)

Table tennis is played as mixed singles.

The match is played in sets; a set is won when one of the two players reaches 11 points. If the score is tied at 10–10, the set goes to deuce, and the set is won when one player leads by two points.

The match is over when a player wins 2 out of 3 sets. Each match won is worth one point.

The number of groups and the number of players in each group are determined based on the number of entries. The groups are drawn by lot.

In the group stage, everyone plays everyone else; the top two qualifiers advance to the knockout stage, where the winner of one group faces the runner-up of another group.

The right to choose the initial order of service, return and court must be decided by draw, and the winner may choose to serve or receive first, or to start on a specific court.

Once two points have been scored, the returner becomes the server, and this continues until the end of the set or until both players reach 10 points; in this case, the order of service and return must remain the same, but each player must serve for only one point at a time.

Any rules not expressly defined above shall follow the standard FITET rules.

3) PADEL

Padel is played in teams, which may consist of 2 to 5 players. Players may be substituted at the start of each set, except during a set in progress in the event of injury.

During a game, in the event of a 40-40 tie, the deciding point is played using the killer point format. The receiving team chooses which player the opposing serve must be directed at.

The team that is first to win 6 games, with a lead of at least two games, wins the match; in the event of a 5-5 tie, two further games must be played until one team wins 7-5, but if the score is 6-6, a 7-point tie-break is played. If the score is tied at one set apiece, the third set is a 10-point tie-break, won by a margin of at least two points over the opponent.

During the tie-break, the points are called ‘zero’, ‘1’, ‘2’, ‘3’, etc.

The match is won by the team that wins 2 sets out of 3.

The choice of which side of the pitch to play on and whether to bat or field first in the opening match is decided by a toss. The tournament is organised according to the number of entries and may be played in a group stage, as head-to-head matches, or in a mixed format; the number of groups and the number of teams in each group is also determined by the number of teams taking part.

All rules not expressly defined above follow the standard FITP rules.

4) TENNIS

Tennis is played as men’s singles and women’s singles, and occasionally as doubles. During a game, if the score is 40–40, the game proceeds to deuce.

The player who is first to win 6 games, with a lead of at least two games, wins the set; in the event of a 5-5 tie, two further games must be played until one player wins 7-5; however, if the score is 6-6, a 7-point tie-break is played; in the event of a set tie, the third set is played as a 10-point tie-break and won by a margin of at least two points over the opponent.

During the tie-break, points are called ‘zero’, ‘1’, ‘2’, ‘3’, etc. The match is won by the player who wins 2 sets out of 3.

The choice of court side and the right to serve in the first game is decided by a toss.

The tournament is organised according to the number of entries and may be played in groups, in head-to-head matches or in a mixed format; the number of groups and the number of teams in each group is also determined by the number of teams participating.

All rules not expressly defined above follow the standard FITP rules.

5) 8-A-SIDE FOOTBALL

The tournament is played in teams of a minimum of 8 and a maximum of 14 players.

The game is played with 8 players including the goalkeeper; to take part in the match, each team must have at least 6 players, otherwise the match is forfeited (players from other teams may be included if this is necessary to reach the minimum number required to play).

There is no offside rule except on a free-kick following a request for 'distance'. On a free-kick taken without requesting distance, there is no offside.

Substitutions may be made without the referee's permission, but must still take place when play has stopped. The match consists of two 20-minute halves with a 5-minute half-time break.

The team that scores the most goals wins the match.

The tournament is organised based on entries and may be played in groups, as head-to-head matches or in a mixed format; the number of groups and the corresponding number of teams is also determined by the number of teams participating.

In the case of head-to-head matches, if the score is level, two periods of extra time of 5 minutes each will be played; if the score is still level, 5 penalty kicks will be taken in alternating order by each team at a single goal: the team that scores the most goals is declared the winner.

All rules not expressly defined above follow the standard FIGC regulations.

6) FIVE-A-SIDE FOOTBALL

The tournament is played in teams of at least 5 and up to 12 players.

Each team plays with 5 players, including the goalkeeper; to take part in the match, each team must have at least 3 players, otherwise the match is forfeited.

There is no offside rule, and the 'distance' may be requested for free kicks.

Substitutions can be made without the referee's permission and are unlimited. The match consists of two 25-minute halves with a 5-minute interval.

The team that scores the most goals wins the match.

The tournament is organised according to the number of entries and may be played in a group stage, as head-to-head matches, or in a mixed format; the number of groups and the number of teams in each group is also determined by the number of teams taking part.

In the case of head-to-head matches, if the score is level, two periods of extra time of 10 minutes each are played; if the score is still level, five penalty kicks are taken in turn by each team at a single goal: the team that scores the most goals is declared the winner.

All rules not expressly defined above follow the standard FIGC regulations.

7) 3x3 BASKETBALL

The tournament is played by teams of a minimum of 3 and a maximum of 4 players; teams may be mixed, and a maximum of 2 FIP-registered players may be on the court at any one time.

The tournament is organised into groups based on the number of teams entered; the top teams from each group progress to the second round.

Each match consists of a single 10-minute period (with no stoppages in the clock), at the end of which the team with the most points is the winner.

Shots are worth 3 points from beyond the three-point line and 2 points from within it. The attacking play must always start beyond the three-point line; for a defensive interception to become an attacking play, it must be restarted beyond the three-point line via a pass or an individual dribble. Even on throw-ins, the attacking play must always start beyond the three-point line.

After each successful basket, possession passes to the opponents, with a throw-in from the back of the court.

A foul committed during a shot attempt entitles the team that was fouled to a point and a throw-in from the back line.

Fouls are called when clearly evident, whilst fouls on an opponent are penalised in accordance with the national regulations once a team has committed 8 fouls; subsequent fouls will be penalised with 1 point to the opponent and a throw-in from the end line; personal fouls are unlimited; substitutions are unrestricted and may be made whilst play is in progress when the ball is out of play, and in any case without stopping the clock.

All rules not expressly defined above follow the standard FIP rules.

8) VOLLEYBALL

The tournament is played in teams of a minimum of 6 and a maximum of 12 players, with at least two girls on the court; there must be at least two non-FIPAV-registered players on the court.

The tournament will consist of an initial group stage, followed by a second stage to be determined based on the number of entries; depending on the number of teams entered, one or more groups will be formed.

The net will be 2.35m high.

The match is won by the team that wins 2 sets out of 3. A set is won by the team that first reaches 25 points with a 2-point lead; otherwise, the set goes to deuce. Should a third set be required, it will be played to 15 points with a 2-point lead; otherwise, the set goes to deuce.

The serve and the side of the court are decided by a toss; the winner of the toss chooses between the two. Substitutions and time-outs must be requested when play is stopped.

Double faults will not be called, but net faults, rotation faults and all other faults provided for in the national regulations will be called.

Any rules not specifically defined above shall follow the standard FIPAV rules.

9) BEACH VOLLEYBALL (only if the court can be opened)

The tournament is played in teams of a minimum of 3 and a maximum of 6 players. Matches are played 3-a-side, with at least one female player on the court.

The tournament is organised in groups, followed by a second phase.

The match is won by the team that wins 2 sets out of 3; a set is won by the team that first reaches 21 points, with a 2-point lead, otherwise it goes to deuce. In the event of a third set, it will be played to 15 points, again with a lead of at least 2 points.

There are no fixed positions on the court, nor rotations; however, the order of service must be observed.

The standard rules of beach volleyball apply, including a fault for a double hit on the first touch of the reception, touching the net, and stepping over the line, provided it interferes with the opponent's play.

Any rules not expressly defined above follow the standard FIPAV rules.