

SANIX CUP INTERNATIONAL YOUTH SOCCER TOURNAMENT 2026

<http://sanix-sports.info/soccer/>

TOURNAMENT OUTLINE

Organizer	Kyushu Football Association, Fukuoka Football Association, Sanix Sports Foundation
Hosted by	Organization Committee, Munakata Football Association
Special Support	Japan Sports Agency, Japan Football Association, Fukuoka Prefectural Government, Fukuoka Prefecture Board of Education, Fukuoka Prefecture Amateur Sports Association, Munakata City, Munakata City Board of Education, Munakata Amateur Sports Association, Fukuoka International Exchange Foundation, Japan Club Youth Football Federation, The Nishinippon Newspaper, The Asahi Shimbun Company, The Mainichi Newspaper
Special Sponsor	SANIX HOLDINGS INCORPORATED, Global Arena Inc
Sponsor	SOCCER SUPPLEMENT® JAPAN
Dates	March 11 – 15, 2026
Venue	Global Arena, 46-1 Yoshidome, Munakata City, Fukuoka Prefecture 811-4153 JAPAN
Eligibility	A. Participating Japanese players and teams must be registered at Category II of Japan Football Association in 2025. B. Overseas players must be born on/after January 1, 2008. C. 16 teams will be invited to the tournament. D. Up to 4 overseas teams will be invited among the above 16 teams. E. The participating Japanese teams will be as follows: - 6 of the highest ranking teams in All Japan High School Sports Meet, Japan Club Youth Tournament and Premier League Championship - A top club youth team from Kyushu Club Youth Federation - Winners of Fukuoka Prefecture Freshmen Championship - Winners and runners-up of Kyushu High School U-17 Tournament - Teams nominated by the organizers: Tokai Univ. Fukuoka HS, a

local support school and Kyushu TC Selection U-17

Rules

A. This tournament will be played in accordance with the Laws of the Game laid down by Japan Football Association in 2025/26.

In the Group stage teams play in 4 groups of 4 teams each in round-robin format, after which teams of the same rank play against each other in the Place decider Tournament to decide their final standings.

All matches last 80 minutes, with a half time period of 15 minutes. Game duration may be shortened in case of rain.

In case a match in both the Group stage and the Place decider Tournament is drawn, no extra time will be given and the winner will be determined by penalty kicks.

E. At the Group stage, group ranking will be decided upon as follows:

1. Numbers of points obtained in all group matches
(4 points for a win, 2.5 points for a PK win, 1.5 points for PK loss, 0 point for a loss)
2. Result of the match(es) between the teams in question.
3. Goal difference from the match(es) between the teams in question.
4. Number of goals for in the match(es) between the teams in question.
5. Goal difference from all group matches
6. Number of goals for in all group matches.
7. Drawing of lots

F. Up to 7 substitutions can be made for a game.

1. Substitutions in the second half can be made only 3 times, but multiple substitutions are allowed for each time.
2. The number of times substitutions are made in the first half or during half time are not included in the three times allowed for the second half.

In case the goalkeeper is injured after all 7 substitutions or the 3 times allowed for substitutions in the second half, their substitution is allowed.

This tournament follows the Sanctions rules laid out by Japan Football Association, and in order to process sanctions related problems at the competition will establish a Tournament Disciplinary Committee.

Yellow cards received during the tournament (including yellow cards received at penalty kicks) are accumulated and a player who has received 2 yellow cards misses the next game, whether that is in the Group Stage or the Place Decider Tournament. However, unaccumulated yellow cards received during the Group Stage are not carried over to the Place Decider Tournament.

A player who is sent off during a game misses the next game and is subject to the decision taken by the Tournament Disciplinary Committee.

Domestic players` uniforms must follow JFA Uniform rules established for the respective year of the tournament.

1. Players` shirt and shorts numbers must be between 1 and 30.

In case of numbers over 30, teams have to paste an unused number on players` shirt and shorts.

Uniforms (shirt, shorts and stockings) must be prepared in 2 sets, each in separate and distinctive colors, outlined in the Entry Forms and brought to each game.

3. Undershorts and tights must be of the same color of the shorts or the shorts` hem. Members of the same team must use undershorts and/or tights of the same color.
4. In case stockings are secured with tape or other adhesive, those must be of the same color or of a similar color tone as the stockings. Members of the same team must use tape or other adhesive of the same color.
5. Sponsor ads on uniforms must follow the above mentioned Uniform Rules and will be allowed for use only upon request for permission.

J.League clubs youth teams can use uniforms recognized by J.League Uniform Regulations, but only as long as they don`t differ from those at all.

7. In case a referee decides that the uniform colors of opposite teams are of similar hue and difficult to distinguish, a decision must be made together with representatives of both teams on the uniforms for the respective match.
8. In the above case, referees can put together a distinctive uniform made up of shirts, shorts and stockings of the 2 separate sets of team uniforms.

Only armbands allowed by Kyushu Football Association can be used. They must follows the rules below.

Captain armbands cannot display team logos, player numbers, hometown or activity region names, player names, advertisements or letters. However, they can display maker`s logos, "C"/"Captain" etc. letters that denote the role of captain and Respect logos as designed by JFA as long as they are below 50 cm² in size in total.

Entries

- A. Teams can register 25 players (and must include 2 or more GKs).

Entries must be made before the cut off date (check the tournament HP for details).

Teams can change up to 7 players prior to 3 pm on March 9,

However, all information necessary for the Tournament pamphlet must be submitted before February 22, and any changes made after that will not be reflected in the pamphlet.

NB Only 7 changes in players (including their back numbers) are allowed.

Group division Group division will be decided by the Organization Committee and the Match schedule will be announced to all participating teams. Kindly note that there is no set date for the announcement.

Ceremonies Closing ceremony

Commendation SANIX Cup winners, runners-up and 3rd place, Good Manners

Award winners, Best 11, MVP

Commendation ceremony All teams must attend commendation after the Final game.
NB Kindly watch the Final game

Coaches meeting To be held at 18:00 on March 5, 2026 at Global Arena, and to be attended by team coaches in person or remotely.

Accommodation Global Arena, 46-1 Yoshidome, Munakata City, Fukuoka Prefecture

Miscellaneous A. Teams are to play their best players registered for the tournament.
B. Teams are to make their own travel arrangements.
C. Teams themselves are to take care of their injured players.
Players will be insured by the Organizers, but teams, too, must insure them.
Overseas teams must submit copies of all players' passports upon arrival.

Others If there is any conflict between the English Japanese version of this outline, the Japanese version shall take precedence.

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