



TOURNAMENT RULES

1. Game Protocol

Each team will have to submit a element to be Captain of Team, who will be the liaison team to the tournament organization.

The teams will have to be at the pitch 15mn before the scheduled time for the beginning of each game and to start the game need to have at least 5 players present in the field.

A tolerance of 5mn in relation to the time set for the game will be given. If the team does not meet these requirements will apply a defeat by forfeit.

Each team member must wear the same team equipment, with the exception of the goalkeeper.

Each game will have 2 halves of 10mn, with a break of 2mn.

2. Limit of touches

Each player can give a maximum of 3 consecutive touches.

3. Ball Height Restriction

There is no ball height restrictions. However players are NOT allowed to play the ball with their head ; penalization for this infraction results on a indirect free kick for the opponent team.

4. Jump Restriction

Player are not to allowed to jump (having both feet off the ground at same time) to disput any high ball ; penalization for this infraction results on a indirect free kick for the opponent team.

5. Substitutions

Unlimited substitutions

Substitutions are only allowed when there is a break in play and Match Officials must be informed so that they inform the referee.

6. Equipment Restriction

No usage of metal studs is allowed, we recommend usage of moulded studs.

7. Free Kicks

All free kicks are indirect

In a free kick, all opponent players must be at least 3m from the ball

Should the infringement occur close to penalty area line the kick shall be taken 3m from the penalty area line, giving the defending team a chance to defend the area.

8. Penalties

Static penalty – player plants one foot beside the ball (one step) and kicks the ball with the other. If a player has taken a step and scores, the goal is disallowed and the kick retaken. If the player has taken a step and misses or has the shot saved, the kick is not to be retaken and play resumes.

After groups stage, if there is a draw at the end of the game, it goes immediately to penalties. After each team takes 3 penalties, if still a draw, if a team scores and the other misses, the team that scores wins the game.

9. Goalkeeper area

- Goalkeeper can never leave the goalkeeper area intentionally, if he does it will be a penalty for the attacking team.

- Players are not allowed to go in the goalkeeper area:

If a **defender enters their own GK area**, a penalty to the opponent team is awarded.

The exception being by momentum & no advantage gained. Should a defender have inadvertently stepped into the area, but play, or the outcome of play has not been affected, play carries on. If the defender has stepped into the penalty area in the process of blocking a shot, shielding the ball, shepherding the ball back to the goalkeeper, playing the ball from within the penalty area, a penalty kick shall be awarded against the defender. If a defender steps into the penalty area to cut across the space, or denies a clear goal scoring opportunity a penalty shall also be awarded against that player.

If an **attacker enters the opponent team GK area**, an indirect free kick is awarded to the defending team.

Should an attacking player step into the penalty area by momentum after a shot from outside the area which results in a goal, the goal shall stand, otherwise for any other occasion where the attacker has stepped into the penalty area, a free kick is awarded to the goalkeeper to be taken where the infringement occurred.

10. Goalkeeper

- Goalkeeper can only restart the game, throwing the ball lower to the ground or maximum elbow height. If goalkeeper throw the ball with an over arm action, it's indirect free kick 3 meters from the GK area line.
- Goalkeeper can not receive a pass back, from the player to whom he passed the ball; if he does, it's indirect free kick 3 meters from the GK area line.
- Goalkeeper can receive the ball (feet only), if he receives a pass back from other player, that is not the same to whom he passed the ball to. If GK grabs the ball with hands it's indirect free kick for the other team
- Goalkeeper can not pass the ball to the same player from whom he receives the passback; if he does it's indirect free kick 3 meters from the GK area line
- Goalkeeper can have the ball in hands or feet for a maximum of 4 seconds from when he controls the ball (if he has to make a save and get the ball afterwards, the 4 seconds only start when he has control of the ball).
- If a goalkeeper makes a defense, he can return the ball to the game with his hands (under elbow height) or with his feet. If with his feet, he must first place the ball in the ground and then kick. Goalkeeper is allowed to kick the ball over head height and in this case (of a defense), can even score a goal.
- If the opponent team kicks the ball and misses the goal, the goalkeeper, when returning the ball to the game, has to use his hands only (can not kick the ball).

11. Sin Bin & Blue Card

Sin bin and blue card applies to a player that in the same game, infringes the running rule for 3 consecutive times. Sin bin period is 3mn and after this time player can return to the game.

12. Punishment in the tournament of yellow and red cards

The accumulation of two yellow cards in the same game, implies the expulsion of the player. In case of direct red card, this implies the expulsion of the player from the game. The player can play the next game.

If a player is sent off during a game by a direct red card, due to assaulting players or referees, misconduct or unsportsmanlike, can not play the next game and may lead to expulsion from the tournament.

13. Running vs Walking

Running is not allowed. If a player runs, an indirect free kick is awarded to the opponent team

If a running infringement by the goalkeeper occurs within the penalty area, it's penalty.

14. Groups Stage – Points & Tiebreaker

Win = 3 Points

Draw = 1 Point

Loss = 0 Points

We will determine each team's points for their classification

- If there is a draw in points, we will look at the result between the two drawn teams
- If they drew their game, we look at the goal difference (goals scored – goals received)
- If this is the same, we look at the team who has scored more goals
- If this is also the same, we look at the team with the most wins
- If this is also the same, we look at the team with the least received goals
- If this is also the same, we look at the team with the least defeats
- If this is the same, we will look at red cards each team got
- If this is the same, we will look at yellow cards each team got
- If this is the same, we will look at the highest average of players age
- If this is the same, we will look at the team with the oldest player
- If all is the same, we will resort to a raffle system