

406 Soccer Cup Tournament

Rules and Regulations

LAW II –

The Ball

- Size #4
- Circumference: 62-64 cm
- Weight: 390-430 grams
- Bounce: 55-65 cm on first bounce
- Material: Leather or other suitable material

LAW III –

Number of Players

- Minimum Number of Players to Start Match: 3, one of whom shall be a goalkeeper.
- Minimum Number of Players to Finish Match: 3
- Maximum Number of Substitutes: 9
- Substitution Limit: Unlimited
- Substitution Method: “Flying substitution” (all players including the goalkeeper enter and leave as they please through the substitution area). There is no time stoppage for keeper substitution

LAW IV –

Players’ Equipment Required Equipment: Numbered shirts, shorts, socks, protective shin-guards and footwear with rubber soles.

LAW V –

Referee · Duties:

- Enforce the laws of the tournament.
- Apply the Advantage Rule.
- Keep a record of all incidents before, during and after the game.
- Stop the game when deemed necessary
- Caution or expel players guilty of misconduct, violence or other unsportsmanlike behavior.
- Do not allow spectators to enter the pitch.
- Stop game to have injured players removed and signal for the game to be restarted after every stoppage.
- Check the ball to ensure it meets the stipulated requirements.
- Position: opposite side of the player benches.
- Keep a check on the 2-minute punishment period after a player has been sent off.
- Ensure that substitutions are carried out properly.
- Keep a check on the 1-minute time-out.
- Keep track of the 6 foul rule
- Start game clock after kick-off.

- Keep a check on the 2-minute penalty period for misconduct.
- Indicate the end of the first half and signal with an alarm.
- Record time-outs and fouls (indicate when a team has exceeded the 5-foul limit).
- Record players cautioned and sent off, and other information relevant to the game.
- Gives a visual hand count anytime the **4 second** rule is in play.

LAW VI –

Duration of the Game

- Duration: Two equal periods of 25 minutes. Time can be prolonged only to take a penalty kick.
- Time-outs: 1 per team per half allowed when the team asking for it is in possession of the ball; none in extra time.
- Half-time: Maximum of 3 minutes.

LAW VII –

The Start of Play

- Procedure:
 - Away team calls the coin toss followed by kickoff.
 - Opposing team waits outside center circle.
 - Ball deemed in play once it has been touched.
 - Upon kick-off, the kicker shall not touch the ball again until another teammate or opponent touches it.
 - Ensuing kick-offs are taken after goals are scored and at the start of the second half.

LAW VIII –

Ball in and out of Play

- The ball is out of play when:
 - It has completely crossed the goal line or touchline.
 - The game has been stopped by a referee.
 - It hits the ceiling. Play resumes with a kick-in at the place closest to where the ball touched the ceiling.
- Lines: Touchlines and goal lines are considered inside the playing area.

LAW IX –

Method of Scoring : When the entire ball has crossed over the goal line, between the goal posts and under the crossbar (except by illegal means).

LAW X –

Fouls and Misconduct · A direct free kick is awarded when a player intentionally commits any of the following 11 offenses:

- kicking or attempting to kick an opponent.
- tripping an opponent.
- jumping at an opponent.
- charging an opponent in a violent or dangerous manner.
- charging an opponent from behind.
- striking, attempting to strike, or spitting at an opponent.
- holding an opponent.

- pushing an opponent.
- charging an opponent with shoulder (i.e. shoulder charge).
- sliding at an opponent (i.e. sliding tackle).
- handling the ball (except the goalkeeper).

· An indirect free kick is awarded when any of the following 8 offenses is committed (kick is taken from the 6-meter line when the infringement takes place in the penalty area):

- dangerous play (e.g. attempting to kick ball held by goalkeeper).
- obstruction.
- charging the goalkeeper in the penalty area (i.e., goalkeeper charge).
- goalkeeper picks up or touches with his hands a back pass.
- goalkeeper picks up or touches with his hands a kick-in from a teammate.
- goalkeeper controls the ball with any part of his body for more than 4 seconds.

· A penalty kick is awarded when an infringement takes place in the penalty area.

• Players shall be cautioned (i.e. shown yellow card) when:

- a substituting player enters the pitch from an incorrect position or before the player they are substituting has entirely left the pitch.
- persistently infringes the laws of the game.
- shows dissent with any decision of the referee.
- guilty of unsportsmanlike conduct. *These 4 yellow-card offenses are punishable by an indirect free kick taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).
- Charging or challenging the GK in possession of the ball impeding the ball throw (when GK has the ball in the penalty area in his/her hands, the attackers must retreat to at least 6 feet apart from the keeper.)

Players shall be sent off (i.e. shown the red card) for:

- (a) serious foul play.
- (b) violent conduct.
- (c) foul or abusive language.
- (d) second instance of a cautionable offense (i.e. second yellow card).
- (e) intentionally impeding a clear goal opportunity (i.e. through a “professional foul”).
- (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball.

*Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e),(c) and (f);. Direct free kicks will be taken from the 6 meter line when the infringement takes place in the penalty area.

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game and no longer permitted to sit on the reserves’ bench.
- The team of the offending player can substitute for that player after 2 minutes of playing time (3 minutes running clock) or after the opposing team scores — whichever comes first.

- The 2-minute punishment (3 minutes running clock) shall be checked by the official referee
- The substitute cannot come on until the ball is out of play and has a referee's consent.

LAW XI –

Free Kick · Types: Direct free kicks and indirect free kicks.

- Wall: At least 10 feet away until the ball is in play.
- Ball in Play: After it has traveled the distance of its own circumference.
- Time Limit: Kick must be taken within **4 seconds**.
- Restriction: Kicker cannot touch the ball again until it has been touched by another player.

LAW XII –

Accumulated Fouls

- Accumulated fouls refer only to all the fouls mentioned in Law X (1 to 11). Once a team has accumulated 5 fouls during a half, the 6th foul and every other foul in the same half will be awarded free kick from the second penalty spot (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:
 - The team shall not be allowed a defensive wall.
 - All free kicks shall be direct (no indirect free kicks).
 - All accumulative foul infringements committed within 10 meters of the goal line shall be punished with a direct free taken from the point of infringement or from the second penalty spot.
 - Infringements committed from 10 meters or further from the goal line shall be punished with a direct free kick to be taken from the second penalty spot.
- Procedure:
 - Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
 - The goalkeeper shall remain in their penalty area at least 16 feet away from the ball.
 - The kicker must aim at the goal with the intention of scoring.
 - No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar or has left the pitch.
 - If the infringement took place in the penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-meter line on the spot nearest to where the infringement occurred.

LAW XIII –

Penalty Kick

- To be taken from the penalty mark inside the penalty area.
- The kicker is to aim at the goal with the intention of scoring.
- All players must be out of the penalty area.
- The kicker shall not play the ball a second time until it has been touched by another player.

LAW XIV –

Kick-in

- To be taken in place of the throw-in.

- The ball is placed on the touch line or 10 inches behind the line before kicking and must be stationary.
- The kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within **4 seconds**; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on the opposing team must be at least 5 feet away from the point of kick-in.
- A goal cannot be scored directly from a kick-in. (Goal is allowed if it touches another player before crossing the goal line)

LAW XVI –

Goal Clearance

- To be taken in place of the goal kick and must put the ball in play within **4 seconds**.
- From inside the penalty area, the goalkeeper throws the ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be retaken.
- GK is allowed to throw the ball anywhere in the field of play, except into opponent's penalty area. (if the ball is thrown into the opponent's' penalty area, the restart is IFK for the opponent.)

LAW XVII –

Corner Kick

- Ball is placed on the corner of the pitch. If ball is misplaced or is moving during the kick, a goal clearance is given to the opposing team.
- Must be taken within **4 seconds**; failure to do so entails a goal clearance to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing team from the point of infringement.
- Players on the opposing team must be at least 5 feet away from the point of the corner kick. · A goal may be scored directly from a corner kick.

Annex 1 – Penalty Kick Shootout

- Main referee decides the goal to be used.
- Coin tossed to decide order.
- Three kicks to be taken by 3 different players selected from the 10 suited players. The captain of each team announces these 3 players to the main referee before the kicks are taken.
- If two teams are still tied after 3 kicks, the additional kicks will be taken on a sudden death basis by the rest of the players who have not kicked yet.
- Players sent off during the match are not eligible to participate.

- Any eligible player may change places with the goalkeeper.
- While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The second referee shall control this area.

· **No slide tackle is allowed**, except the GK in the penalty area (sliding hands first to collect the ball on the ground, not feet first)

· **No offsides**

· **Unlimited passes back to the GK allowed from anywhere on the field.**

· **Goals can be scored from anywhere on the field, (even the GK -with his/her feet), if it's during the run of play.**

Laws of Play are adapted from www.futsal.org