

Football Rules

Summary of rules

- Referee's decision is final.
- Matches will consist of two halves (6 minutes each), straight swap with no half time.
- Minimum 4 players to start a game.
- If a team arrives more than 3 minutes after the completion of the preceding match, their opponents will be awarded the fixture 3-0.
- Shin pads are compulsory
- Rolling substitutions with referees consent
- All players are allowed in the area
- No charging/tripping/slide tackling/tackles from behind

Rules & Regulations

- Teams will receive three (3) points for a win, one (1) point for a draw and zero (0) points for a loss. Group placing will be decided by points gained, followed by goal difference, followed by goals scored, followed by the head to head result between the two teams in question, followed by a play-off (sudden death, one half of normal time followed by penalties).
- A team must arrive three (3) minutes prior to the start of their game and report to the pitch coordinator. If a team is more than 3 minutes late their opponents will claim the fixture with a 3-0 win. It is the captains' responsibility to report to the pitch coordinator, and only he/she must report to the pitch coordinator.
- If one team abandons a match whilst the match is being played, their opponents will be awarded a 3-0 victory, unless the team abandoning the match are losing by three or more goals in which case that score will stand. For example if A are playing B and winning 5-1 and B abandon the match, A will win the match 5-1.
- A team which refuses to start or deliberately forfeits a match will be disqualified from the tournament. The eligibility of the team or any of its players to participate in future tournaments will be subject to review by the Ismaili Sports Committee.
- Squads may consist of a maximum of nine (9) players. Three (3) of these players are nominated substitutes per game for 6-a-side.
- A minimum of four (4) players are required for a match to begin.
- Late arrivals will only be allowed to enter the field of play with the referees consent.
- A match will not continue if more than two (2) players reduce the playing strength of a team, i.e. if there are only three players left on the pitch. In such a case the offending team will forfeit the match 3-0.
- Each team may field five (5) outfield players and a goalkeeper on the pitch at any time.
- Games will consist of two six (6) minute halves 'Rolling' substitutions may be used from the nominated substitutes with the consent of the referee. Substitutions can only be made during a stoppage in play and only with the referees consent. Illegal substitutions will be penalized with an indirect free kick from where play is stopped.
- Teams may not change their goalkeeper more than once during the course of the game. The referee must authorize a change of goalkeeper.

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- Each half shall begin with one team taking centre. After a goal has been scored the game will re-start in the same manner.
- Heading is allowed.
- All players are allowed to enter the goal area.
- The goalkeeper can leave the goal area. However, he/she can only handle the ball within the area. A deliberate attempt by the goalkeeper to handle the ball outside the area will result in the player being sent off.
- The goalkeeper may return the ball into play by kicking or throwing it out of his area.
- Any ball going behind the goal line off a defending player/goalkeeper will result in a corner kick.
- The ball shall remain in play unless it crosses the goal line, the perimeter line, touches the dividing net or the referee stops the game.
- When taking a throw-in the thrower must:
 - Be facing the pitch
 - Have part of each foot either on the touch line or on the ground outside the touch line
 - The ball must be thrown in over arm
 - You cannot score from a throw-in unless the ball has touched a player before it crosses the line.
- A goal is scored when the whole of the ball has crossed the whole of the goal line.
- A goal may be scored from any point within the field of play.
- Charging, tripping, sliding tackles, tackles from behind and two footed tackles are forbidden and will be penalised severely, leading to a direct free-kick and any further action as deemed appropriate by the referee.
- In the knockout stages, if the scores are level at full time, two equal halves of extra time will be played. If the game remains level after extra time, penalties will be played. Note: extra time is not sudden death.
- Penalties consist of 3 per team - the winner is the team with the highest total. Where a player(s) has been sent off by the referee the opposing team must reduce the number of players to equalise the participants in each team prior to the start of the penalty shootout.
- If scores are level after 3 penalties, the fourth and fifth and sixth player who finished the regular game MUST take the next penalties (inclusive of goalkeeper). Penalties from this point onwards (fourth penalty) are SUDDEN DEATH. No substitutes are allowed to take ANY of the penalties. After 6 penalties, if the scores are still level, teams continue to rotate kickers until a winner is decided.
- The top four teams from each group will qualify for the Quarter Finals. The four winners will then play in the Semi Finals for a place in the Final. The losers from each Semi Final will play for third place.
- The teams positioned fifth (5th) and sixth (6th) from each group will be entered into a Plate tournament. This will consist of two Semi Finals, of which the two winners will play for the Plate.

Disciplinary Rules

- Free kicks: All free kicks are direct except where stated otherwise. When a player is taking a free kick all of the opposing players shall be at least two meters from the ball until it is in play.
- Penalty kick: A foul which takes place in the penalty area that would have otherwise resulted in a direct free kick, will result in a penalty kick. All penalty kicks will be taken from the penalty kick spot marked. The player taking the penalty kick will only be allowed one step before making contact with the ball. No shuffling or dummies are permitted.
- An indirect free kick will be awarded to the opposition if the goalkeeper commits one of the following offences:
 - Touches or controls the ball with his hands if it has been deliberately played back to him by a team mate; or
 - Touches or controls the ball with his hands if it has been thrown back to him by a teammate.
- Yellow card – Sin bin for 2 minutes. If a player is shown two yellow cards in one match he will be shown a red card and dismissed from that match and the following match but not the tournament. A yellow card will be given for the following:
 1. Is guilty of deliberate foul play
 2. Is guilty of unsporting behaviour
 3. Shows dissent by word or action
 4. Persistently infringes the Laws of the Game
 5. Delays the restart of play
 6. Fails to respect the required distance when play is restarted with a corner kick, throw in, free kick or goal clearance
 7. Enters or re-enters the pitch without the referee’s permission or infringes the substitution procedure
 8. Deliberately leaves the pitch without the referee’s permission or infringes the substitution procedure

For offences 5 to 8 an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If one of these offences (5 to 8) was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

- Red card - If a player is shown a straight red card this will result in the player being dismissed from that match and being disqualified from a minimum of 2 games and possibly further disqualification at the referee’s discretion. If the red card results from 2 yellow cards then the player will miss the match in which he/she received the bookings and the following match. A red card will be given for the following:
 1. Is guilty of serious foul play
 2. Is guilty of violent conduct
 3. Spits at an opponent or any other person
 4. Use offensive, insulting or abusive language
 5. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
 6. Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offence punishable by a free kick or penalty kick
 7. Receives a second yellow card in the same match

If play is stopped because a player is sent off the pitch for offence 3 or 4, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

- The referee will determine the severity of any offence committed and hence will decide on the punishment.
- Additionally, any violent conduct toward fellow participants, officials, spectators or organisers will result in disqualification from the tournament, and potentially future tournaments. The offence will be noted and passed onto the policy unit for consultation.
- For all matters relating to play, the referee shall have the same powers and duties as laid down in the laws of the game and his/her decision is final.

Requirements

- Strictly no studs allowed. Moulded boots, trainers or rubber blades are permitted. Any player in breach of this rule will not be permitted to take part in the entire tournament.
- Players will not be allowed on the pitch without shin guards.
- The wearing of chains, bracelets and watches is not permitted. Earrings/rings must be taped. Long hair must be tied back.
- All other rules and regulations relating to referee's decisions will be based upon the rules of the game as per The FA Small Sided Football Rules.