

## **Implementation**

The organization and management of the tournament is the responsibility of the Youth Football Department of BW Westfalia Langenbochum e.V.

## **Organization**

1. The management, organization and execution of a tournament are the responsibility of the organizing club.
2. Tournaments must follow a fixed schedule. The order of the matches and any deciding matches to be played, overtime and the provisions for deciding the match by 9-meter shooting must be determined before the start of the tournament.
3. Before the start of the tournament, the participants must be made aware of these provisions.

The decision of the arbitral tribunal is final. This also applies to the scoring of the games. The tournament should be attended by a sports doctor or a medical service.

## **Participation rules**

Only players who are in possession of a proper playing permit from the DFB or one of its member associations may be used for indoor football matches. The participation of foreign teams shall be subject of the provisions of FIFA or UEFA.

## **Rules and Regulations**

Football matches in the hall shall be played in accordance with the rules of the game recognized by the DFB, the provisions of the statutes and regulations of the DFB, the WFLV and these guidelines.

## **Game plan**

The tournament will be played according to the schedule. The first team plays from left to right. The second team has a basic kick-off. In the case of the same or similar jersey colour, the second team will be instructed to use the bodice provided by the tournament management. The decision of the use is incumbent on the referee.

## **Sports hall and playing field**

1. The sports hall must be designed in such a way that the pitch can be separated from the auditorium.
2. The pitch must be rectangular. The length shall be not more than 50m and not less than 30m, the width not more than 25m and not less than 15m.
3. The pitch shall be divided according to the rules of the games and adapted to the size of the hall. The penalty area corresponds to the throwing circle. In the absence of a throwing circle, a rectangular goal area shall be marked which shall be at least 6m deep.
4. The goals are 5 meters wide and 2 meters high.

## **The Ball**

The play balls must be reduced in bounce (futsal balls):

Sizes/Weights

### **F-juniors or younger**

Size 3 or 4, S-light, up to 310g

### **E-juniors**

Size 3 or 4, light, up to 340g

### **D-juniors**

Size 4, light, 340-360g

### **C-to A-juniors, seniors**

Size 4, 400-440g

## **The players**

A team may consist of a maximum of 12 players, of which a maximum of 5 (4+1) may be on the pitch. The numbering of the players must be maintained for the entire tournament and the name in the match report must match the player's shirt number at all times. If a team has more than the permitted number of players on the pitch, the match must be stopped and the player who entered the pitch in addition cautioned. A free kick is awarded to the opposing team to restart play from the position of the ball when play was stopped.

## **Equipment of players**

1. The equipment of the players shall be subject to the same rules as for the games on the outside pitch, with the exception of footwear.
2. Shoes must not have studs or heels and must have a light sole.
3. Details about the playing clothes, e.g. also about changing the playing clothes, must be specified by the organizing club in the tournament regulations

## **Playing Time**

The playing time on 10 minutes (12 minutes) is not determined by the referee, but by a timekeeper appointed by the tournament management, who may stop the clock during an interruption of the referee's signal (time-out).

## **Game management**

The matches will be managed by accredited referees.

## **Rules of the game**

1. The offside rule is lifted. When the ball is kicked from the side, the ball is brought into play by kicking (no flank), from which no direct goal can be scored. When the ball leaves the pitch next to the goal, caused by the attacking team, the ball is brought into play by the goalkeeper (kick). The ball must not be thrown/shot over the centre line. The ball needs to be touched in its own half. If the goalkeeper picks up the ball from play, he may also shoot the ball over the centre line. If the ball leaves the pitch next to the goal by last touch of defending team (including the goalkeeper), a corner kick must be taken. A goal can be scored directly from this. Prohibited play within the

own penalty area is punished with a penalty kick. A goal may be scored from any distance.

2. At the kick-off, the players of the opposing team must be at least 3m from the ball. The kick-off takes the form of a "normal kick-off". The Fair-Play kick has been abolished.
3. If the match does not resume within 4 seconds (except for the penalty kick and kick-off), the match is restarted as follows:
  - Corner kick with goal clearance
  - When kicking in, kick in for the opponent
  - In free kick, free kick for opponent
  - If the goalkeeper controls the ball with his hand or foot in his half, the opponent gets a free kick
4. The time limit begins as soon as the team taking the kick is able to resume play. Free kicks for the attacking team taken inside the penalty area shall be returned to the penalty area line.
5. When the ball touches the ceiling, kick in from the side line at the height of the ceiling contact.
6. All free kicks are indirect.
7. A free kick shall be awarded to the opposing team if a player tries to play the ball by sliding in from the side or from behind, if an opponent plays it or tries to play it. This shall not apply to the goalkeeper in his penalty area, unless the action is negligent, reckless or excessively hard.
8. The repassing rule shall apply. The ball **cannot** be picked up by the goalkeeper when it is passed by his own teammate.

### **Match or placements decision**

In the event of a tie on points after the preliminary round and the final and consolation rounds, the following criteria will be determined in the appropriate order:

1. Direct Comparison
2. Goal difference
3. Number of goals scored
4. 9m shooting

Both teams must alternately take three shots on goal. The team that won the election takes the first shot on goal. Refueling is not permitted, regardless of whether the ball is deflected by the goalkeeper or rebounds from the goalpost or crossbar.

If both teams score the same number of goals after each of three shots on goal, the shots on goal shall continue in the same order until one team scores one goal more for the same number of shots on goal. A player may only compete a second time if all eligible players (all players entered in the match report for the match in question and eligible to play) have already taken a penalty kick. In 9, decision, both teams must have the same number of players available. If this is not the case, the team with more players must be reduced.

## **Penal Provision**

1. The referee may impose the following penalties on players for offences committed during a match:
  - a) Warning
  - b) Time penalty 2 minutes
  - c) permanent field reference
2. A temporary field reference may be made both without prior warning and after a warning has been given. The team can be supplemented again by a player if the opposing team has scored a goal, at the latest after 2 minutes.  
The imposition of a time citation on a player is only possible once during a match. If this player commits another offence in the same game, he must be sent off for the duration of the field.
3. A player that has been sent off permanently may be replaced by another player if it is outnumbered, if the opposing team has scored a goal, at the latest after 2 minutes. Players who are sent off for the duration of the field are automatically suspended and are excluded from the further matches of the tournament.
4. Players accused by the referee of an offence or insult to a referee in the match or in a special report are excluded from further matches of the tournament.
5. If the number of players in a team is reduced to less than two field players by time or duration citation, the game must be abandoned. The rules for the scoring of matches in the event of a match being abandoned due to fault shall apply.
6. Other breaches of the rules which go beyond these provisions shall be punished in accordance with the FIFA Futsal Rules.

## **Match Reports**

Indoor match reports must be drawn up for each tournament and sent to the body which granted the approval.

## **Final Provisions**

1. The organizers of the tournament may issue further regulations governing the play of games. They may not, however, conflict with the spirit of those rules with the rules of football.
2. When using an artificial turf pitch, the ball may be replaced (in accordance with VII) by a normal playing ball.
3. For the age groups e-juniors and younger, the rules "X, para.2" and "XII, para. 4" in particular can be deviated in the sense of an age-appropriate form of play (aspects of the Fair Play League).
4. Indoor football matches may also be played in accordance with the FIFA Futsal Rules, with all official circular or association indoor tournaments being played in accordance with the FIFA Futsal Rules.
5. The regulations were decided by the Association Football Committee and the Association Youth Committee (status: 07.11.2018)