

# Tournament order and Laws of the Game



## 31. Int. Woman Indoor Soccer Tournament 2010

The soccer matches are accomplished according to the laws of the FIFA, the regulations of the statutes and orders of the DFB, the WFLV and FLVW. The following guidelines are obligatory.

### Players inside:

1. A team may consist at the most of fifteen players inside, from which maximally five (1 goal keeper and 4 field players) may be simultaneous on the playing field.
2. If a team has got more than the permissible number of players inside the field of play, the game is to be interrupted and the player, which entered the field too early, is to be booked. Play continuation with free-kick for the opposing team takes place, where the ball was situated in the moment of play interruption. The advantage regulation is to be considered.
3. A player change is arbitrarily often possible. It can take place only in the own half of the field of play beside the goal.

### Duration of the match:

1. The play time amounts 1 x 12 minutes in the plays of the preliminary round, in the placement round and in the semi-finals. The four final plays are played over 2 x 10 minutes. The playing times are not determined by the referee, but by a timekeeper who is appointed by the tourney line. The timekeeper may only stop the clock during an interruption on indications of the referee - (time out).

### Regulations:

1. In case of offside the ball has to be brought back into the field by rolling.
2. If the ball crossed the goal line, the goalkeeper may bring the ball back into the field of play by throwing, rolling or pushing. A goal-kick can also be driven out by a field player. The ball is in the play, if it left the penalty area and arrived in the field.
3. If a field player or the goalkeeper of the defending team kicks the ball over the own goal line, then is to be decided on corner kick. From this position the player may kick a direct shot at the goal.
4. Hand- as well as foul play within the own goal area is to be punished with penalty.
5. All free-kicks are to be implemented indirectly. A distance of three meters is obligatory.
6. Free-kicks for the attacking team, which are imposed within the penalty area, and/or within the area circumscribed by the broken line, are set back on the broken line.
7. If the ball affects the ceiling or down-hanging parts of the ceiling, the play is continued with an indirect free-kick by the halfway line.
8. If a goal kick or release takes place beyond the own play half, without having another player affected the ball, is, in accordance to the advantage regulation to be decided on free-kick at the halfway line for the opposing team.
9. A goal can be obtained from any distance.
10. In case of kick-off, during the execution of penalty, free and corner ball as well as when rolling up the touch line players must have a distance of at least three meters from the ball player inside of the opposing team. Free kicks for the attacking team, which are imposed within the penalty area and/or the area circumscribed by the broken line, are put back on this line.

11. The goalkeeper may not leave the own half of the playing field, except in case of execution of a penalty. If the goalkeeper leaves the own half of the playing field, is to be decided on free-kick in the place, where the halfway line was crossed. The advantage regulation applies.
12. The rule of feeding each other lines applies, i.e. if a player passes the ball intentionally with the foot or by rolling up to the goal keeper rebound ball may not be affected by the goal keeper with the hand. In case of offence against this regulation a free kick of the broken line for the opposing crew is imposed.
13. The offside rule is cancelled.
14. A penalty is implemented by a marked point on the broken line (9 meters).

#### **Valuation:**

1. It is played according to the 3-point rule. Group winner becomes the team with most points. If several crews have the same score, then the goal difference decides. Even if the goal difference is alike, then the number of the shot goals decides. Even if this is alike, then the direct comparison decides. Should still don't exist any decision, a 9-Meter-kick is accomplished.
2. Indecisive play in the finals is decided by an immediate 9-Meter-kick. Each crew designates for this five players inside, which would drive through the 9-Meter-kick up to the decision. Every player which is registered for this play on the play report can be consulted. A team, which has not enough players, is not entitled to take part. A replacement of destined players for the 9-meter-kick is impossible. Only the goal keeper can be replaced by a registered player, if she injures herself during the 9-Meter-kick.

#### **Penal statues:**

1. For offences during the play the referee can impose the following punishments:
  - a) Cautions (yellow card)
  - b) Time penalty of 2 minutes
  - c) Field reference in the long term (red card)
2. A field reference on time (2 minutes) can be expressed both without, and after a caution. The crew can complete itself again, if the opponent obtained a goal or at expiration of the time punishment. A time penalty is only once in the play possible for each player. Afterwards the total field reference takes place.
3. With a red card the crew can complement each other, if the opponent obtained a goal, at the latest however at expiration of 3 minutes. The player is however closed for further tournament plays. It has to leave the interior immediately.
4. Players inside, which are accused of an assault against the referee in the play report or offence of the referee, are excluded from the further plays of the tournament.
5. If Time penalties red cards reduce the number of players to less than two field players inside, the play is broken off. The regulations for play valuations are valid in the case of indebted play abort.

#### **Final clauses:**

1. If the colour of the team is not defined uniquely, the team which is mentioned secondary must change the jersey.
2. The tournament line reserves the right to exchange on Sunday the order of the meetings (play 1 and play 2 - placement round) in order to grant to the teams involved after the last play of the preliminary a longer break.
3. The tournament line is responsible for all final decisions; from in the regulation not intended cases. The arrangements are obligatory on all involved ones. A protest or an objection possibility exists neither against decisions of the referees nor against such of the tournament line.