

# Refugee World Cup 2023

## TOURNAMENT PLAYING RULES

This set of laws has been devised for use in the Refugee World Cup 2023 Tournament. It provides the main rules that will be of concern and interest to all Participating players.

### **The Number of Players**

A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper. The maximum number of players each team can bring to the tournament is 10 (i.e. the full squad for each team can consist of up to ten players).

### **Substitution Procedure**

Substitutes can be used on a rolling basis (i.e. teams can make any number of changes in a game). Any of the other players, or substitutes, may change places with the goalkeeper.

The following conditions must be observed for all substitutions:

- The referee must be informed before the change is made
- The change may only be made during a stoppage in play
- A replacement goalkeeper must wear a jersey which distinguishes him from all other players

### **Players' Equipment**

A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewellery. Jewellery, which is potentially dangerous and cannot be easily removed, should be taped.

The basic compulsory equipment of a player is:

- **A jersey or shirt**
- **Shorts**
- **Shinguards**
- **Appropriate Footwear** (trainers or football boots – No Metal Studs Permitted)

### **Duration of Games**

Duration of games will be 15 minutes per game for the group stage. The knock out stage will be 20 minutes per game.

### **Start of Play**

The team who kicks off will be decided by the toss of a coin at the start of each match.

### **Kick-Off**

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored

If the kicker touches the ball a second time before it has touched another player:

- A free kick is awarded to the opposing team to be taken from the place where the infringement occurred. For any other infringement of the kick-off procedure the kick-off is retaken

### **Dropped Ball**

A dropped ball is a way of restarting the match after a temporary stoppage:

### **The Ball In and Out of Play**

The ball is out of play when:

- it has wholly crossed the goal line, whether on the ground or in the air
- play has been stopped by the referee

The ball is in play at all other times including when:

- it rebounds from a goal post, the crossbar, or the barricades onto the pitch
- it rebounds from the referee when on the pitch

### **Offside**

The off side rule does not apply.

### **Height Restriction on Play**

No height restriction is in place.

### **Fouls and Misconduct**

Fouls and misconduct are penalised as follows:

### **Free Kick**

A free kick is awarded to the opposing team if a player commits any of the following offences:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent, even with the shoulder
- strikes or attempts to strike an opponent
- pushes an opponent
- holds an opponent
- spits at an opponent
- slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle), except when the match is being played

on a natural grass playing surface

- handles the ball deliberately, except for the goalkeeper in his own penalty area
- if a goalkeeper touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- if the goalkeeper touches or controls the ball with his hands, in the penalty area, for more than six seconds
- plays in a dangerous manner
- deliberately impedes the progress of an opponent when the ball is not being played
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned in, for which play is stopped to caution or dismiss a player

The free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case a penalty will be awarded.

### **Disciplinary Sanctions – Use of temporary time suspensions**

A referee may make use of a temporary suspension from play for players that pose a danger to themselves or others. The options for a match official imposing disciplinary sanctions are therefore;

- Players issued with two yellow cards in one game will miss their next match
- Players issued with two yellow cards over two games will miss their next game
- Players issued with an instant red card are “Sent Off” and will miss their next two games
- Players who demonstrate violent conduct (i.e. fighting) will be automatically suspended from the rest of tournament.
- Where more than three players in a team demonstrate violent conduct the team will be automatically suspended from the rest of the tournament.

### **Minimum Team Numbers**

A match should not be considered valid if more than three players (permanently) reduce the playing strength of a team – the match will instantly be abandoned and a walkover will be awarded to the opposition with no score recorded.

### **Position of Defending Players in Relation to Free Kicks**

All opponents must be at least 1m from the ball until it is in play.

### **Play within the Penalty Area**

Both attacking and defending players are permitted within the penalty area except where a penalty kick is awarded, and then only the player taking the kick can enter the area.

If a goalkeeper leaves the penalty area he is treated as any other player

Goals can be scored inside the penalty area

### **The Penalty Kick**

A penalty kick is awarded against a team which commits any of the offences for which a free kick is awarded, inside its own penalty area and while the ball is in play.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

### **Position of the Ball and the Players**

The player taking the penalty kick:

- is properly identified
- takes no more than two steps on his approach to strike the ball

The defending goalkeeper:

- remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked

The players other than the kicker are located:

- inside the pitch
- outside the penalty area
- behind or to the side of the penalty mark

## **TOURNAMENT**

### **ADMINISTRATION**

#### **RULES**

#### **Entry Fee**

The entry fee for the tournament is free.

#### **Team Eligibility**

The competition is open to teams who have been invited to compete in the tournament and wish to enter a 5-a-side team.

#### **Player Eligibility**

All players on a team should be between the ages of 16 and over.

All clubs must fill in and return a player registration form at least 1 hour prior to start of competition. Match day squads are restricted to 10 players.

All players may only play for 1 team throughout the whole competition, any player that breaches this rule will be considered ineligible for the second team he represents.

Teams who play unregistered or ineligible players may be removed from the competition.

#### **Registration**

All teams must register between 9.30am and 09:45am – **any teams arriving after 10:00am will be refused entry into the tournament.**

### **Competition Format**

The tournament will be played on a league basis with the teams progressing to further stages depending on their finishing position at the end of the first phase.

The qualification of teams may vary dependent on the number of teams who register.

### **League Phase**

League positions will be decided on points but where teams are equal the places will be decided by goal difference. Next deciding factor if required will be goals scored, goals conceded followed by the result between the two teams and finally their 'Fair Play score'.

### **Knock-Out Phase**

After the league phases, all following games will be decided by cup/knock-out rules.

Any game which is drawn after normal time will be decided by penalties. Each team will take 3 penalties, followed by 'sudden death' penalties if the score is still even.

### **Reporting of Results**

The referee shall be responsible for reporting the results of the game and marks for fair play to the competition management team at the conclusion of each game.

### **Fair Play**

Fair play will be recorded by referees who will provide a mark out of ten for each team in each game. The total received in fair play marks should be divided by the number of games played to produce an average mark. The winners of the fair play will be decided by the Tournament Management Committee and the fair play scores issued by referees will help influence the winners of this award.

### **Misconduct**

All exclusions should be reported by the referee to the competition management team.

A player who is sent from the field as a result of two yellow cards in any one game or a red card in any one game may have their tournament registration withdrawn by the management team.

All instances of misconduct will reported to the competition management team.

### **Protest and Complaint**

All questions of eligibility, qualification of players or interpretation of the rules shall be referred to the competition management team. There is no further appeals procedure.

### **Competition Management Team and Powers**

The competition management team shall have the power to apply, act upon and enforce the rules of the competition and shall also have jurisdiction over all matters affecting the competition, including any not provided for by these rules.

The competition management team shall also adjudicate in all cases of dispute, protest and complaint.