

Tournament Rules and Regulations, Laws of the Game



38th Women's International Indoor Football Tournament 2018

The games of the 38th Women's International Indoor Soccer Tournament for the »Pokal der Sparkasse Bielefeld« will be carried out according to the rules and regulations of the DFB, the WDFV and the FLVW. The following guidelines are binding for all competitors.

General:

The playing field for all games will be enclosed within a barrier, the markings for the handball »throwing area« will serve as the penalty area. The goals are five metres wide and two metres high.

Players on Field:

1. All women players with a valid friendly game playing license for their team, who are not at present suspended from playing, are permitted to play. Players from the eldest youth year (born in 2001) require a »Senior Declaration« in order to play.
2. Each team squad can consist of up to fifteen players, of which a maximum of five can be on the field at one time. Shirt numbers, once issued to a player, are valid for the rest of the tournament.
3. Substitutions can only take place in the teams own half of the field next to the goal; there is no restriction on the number of substitutions within a game. If a substitute enters the field of play too early she will be booked. If an injured player leaves the field of play, other than at the player's bench, she can only be replaced on a signal from the referee, should the replacement enter the field without waiting for this signal she will be booked.
4. Should a team have more than five players on the field the game will be interrupted and the player that entered the field too early will be booked, play then continues, with the correct number of players and with a free kick for the opposing team from the position of the ball when the game was interrupted. If the opposing team is in advantage the »advantage rule« applies before the game is interrupted.

Playing Equipment:

1. For Clothing and Equipment the field rules and regulations apply, with the exception of rules concerning the shoes which can be worn.
2. If the teams in a match cannot be distinguished because their strip colours are similar then the secondly named team must change their strip.

Game Duration:

1. In the preliminary, placement and semi-final games the game duration is 1 x 12 minutes, in the four final games 2 x 10 minutes. The referee is not responsible for timekeeping but a timekeeper appointed by the tournament committee. During interruptions the timekeeper can only stop the clock on instructions from the referee (time out). If the game is interrupted in the last minute of one half-time, the timekeeper is obliged to stop the timepiece.

Regulations:

1. There is no offside rule. The passing rule to the goalkeeper applies. All free kicks are indirect.

2. The ball may be passed into all directions at kick off. One must not score a goal directly out of the kick of.
3. If the ball goes out of play; -over the side barrier, then the ball is kicked back into play (no throw in!), a direct goal is not possible, -over the goal line, the goalkeeper can throw, roll or push the ball into play, the ball is back in play when it leaves the penalty area and arrives in the field.
4. If a field player or the goalkeeper of the defending team directs the ball over the goal line then the opposing team is awarded a corner kick, from a corner kick a goal can be scored directly.
5. A handball or foul play within the goal area will be punished with a penalty kick which is kicked from a marked point on the broken line (9 meters). There is no restriction to the length of the run in for a penalty kick
6. A goal can be scored from any distance.
7. During a penalty, free kick, corner, or kick in, all of the opponent team must maintain a distance of 5 meters from the player carrying these out. At a kick off the minimum distance is 3 meters.
8. Except on a penalty or a kick off, if the game is not continued within 4 seconds, it will be continued as follows; at a
 - corner with a throw in for the opposing team
 - kick in with a kick in for the opposing team
 - free kick with a free kick for the opposing team
 - goal throw with a free kick for the opposing team from the penalty box boundary.
 - if the goalkeeper controls the ball with her hand or foot in her own team's part of the pitch, the opposing team receives a free kickThe time starts as soon as the team has control of the ball, and is able to continue play.
9. Free kicks awarded within the penalty area and/or the area inside the broken line to the attacking team are carried out on this line.
10. If the ball touches the ceiling or fittings that hang from the ceiling or walls, then a kick in from the side line (barrier) is given against the team which last touched the ball.
11. The opposing team will be awarded a free kick if a player attempts to play the ball with a slide tackle from the side or from behind while an opponent is playing or attempting to play the ball. This doesn't apply to the goalkeeper in her goal area, as long as the action isn't negligent, reckless, or overly hard.

Offence Punishment:

1. For offences during the game the referee can impose the following punishments:
 - Caution (yellow card)
 - Time Penalty of 2 minutes
 - Sending Off
2. A time penalty (2 minutes) can be imposed directly or after a second caution. The team can be completed when the 2 minutes have expired or when the opponent scores a goal.
3. A player can only receive a time penalty once; a second offence will result in her being sent off (red card).
4. After a red card a team can be completed after 3 minutes have expired or when the opponent scores a goal. The recipients of red cards are banned for the rest of the tournament and must leave the inner area at once.
5. Players who are accused of assaulting or insulting the referee, are also banned for the rest of the tournament and must leave the inner area at once.

6. If due to sending's off a team no longer has 2 field players available on field the game is broken off and the regulations for an indebted game break off apply.

Scoring:

1. Win 3 points, Draw 1 point each. Group winner is the team with the most points, should two teams have the same points then the goal difference counts, if the goal difference is identical, then the highest sum of goals scored decides, if this is the same, then the result of the game between both teams decides, if this game was a draw then a penalty shootout decides the group winner.
2. If, at the end of playing time in the deciding matches, the half-finals or the finals, the result is a draw, then the game will be decided with a penalty shoot-out from the broken line (9 meter line). First each team will take three Penalties with each team alternately taking a penalty. If after these three penalties the result is still a draw, then the teams continue alternately taking a penalty until, one team has scored more goals when both teams have had an equal number of penalty shots. All players on the team list for the tournament, who still have playing rights at the time of the shoot-out are eligible for it. If the two teams have different numbers of players on their list, then the larger team must reduce their numbers to comply with the numbers of the opposing team. Every eligible player of the team must have taken a penalty before any player shoots twice. A team that can't provide three eligible players for the shoot out is unable to take part in it. A substitution of players named for the shoot out is not allowed, except for the goalkeeper who can be replaced if injured during the shoot out.

Final Clauses:

1. The tournament committee reserves the right to change the order of play on Sunday, to enable teams involved in the last games of the preliminary rounds to have a longer break before playing again.
2. The tournament committee decides in all cases which are not covered by tournament regulations. This arrangement is obligatory for all involved teams. There is no right of protest or objection to decisions of the referees or the tournament committee.

