

# Al Wahda Sports Festival 2019

Rules and Regulations

v0.3

## Contents

Section A: Eligibility and Code of Conduct .....	4
Player Eligibility .....	4
Code of Conduct .....	4
Section B: Tournament Setup .....	5
Tournament Categories .....	5
Tournament Format.....	5
Point Scoring .....	5
Match Length .....	6
Grace Period.....	6
Inclement Weather .....	6
Conflict Resolution.....	6
Section C: Laws of the Game .....	7
Law 1: The Field of Play.....	7
Dimensions.....	7
Goals .....	7
Law 2: The Ball .....	7
Size .....	7
Law 3: The Players.....	7
Number of Players .....	7
Forfeit.....	7
Number of Substitutions.....	7
Substitution Procedure .....	7
Changing the goalkeeper .....	8
Law 4: The Players Equipment.....	8
Safety .....	8
Compulsory Equipment .....	8
Law 5: The Referee .....	8
The authority of the referee .....	8
Law 6: The Other Match Officials.....	9
Law 11: Offside .....	9
Law 12: Fouls and Misconduct.....	9
Yellow and Red Cards.....	9

Slide Tackles .....	9
Law 13: Free Kicks .....	9
Law 14: The Penalty Kick.....	10
Procedure.....	10
Law 15: The Throw-In .....	10
Law 16: The Goal Kick .....	10
Retreat Line .....	10
Law 17: The Corner Kick.....	11

## Section A: Eligibility and Code of Conduct

### Player Eligibility

All players must be of Muslim faith.

### Code of Conduct

Each player, manager, coach and spectator are expected to uphold (respect & observe) Islamic values.

Any breach of the player and manager/coach code of conduct will be examined and reviewed by the Al Wahda Soccer Conflict Resolution Committee and action taken accordingly.

## Section B: Tournament Setup

### Tournament Categories

Category	Eligibility	Game Format	Location
<b>Boy's U7</b>	Born in 2012 & 2013	5-a-side	JCC
<b>Boy's U9</b>	Born in 2010 or later	7-a-side	JCC
<b>Boy's U12</b>	Born in 2007 or later	7-a-side	JCC
<b>Boy's U15</b>	Born in 2004 or later	7-a-side	JCC
<b>Men's Open</b>	Born in 2003 or earlier	7-a-side	JCC
<b>Men's Over 35</b>	Born in 1984 or earlier	5-a-side	JCC

### Tournament Format

Category	No. of Teams	No. of Group Games	Round of 16	Quarter Finals	Semi Finals	Final
<b>Boy's U7</b>	3	4			YES	YES
<b>Boy's U9</b>	4	3			YES	YES
<b>Boy's U12</b>	4	3			YES	YES
<b>Boy's U15</b>	3	4			YES	YES
<b>Men's Open*</b>	15	4	YES	YES	YES	YES
<b>Men's Over 35</b>	4	3			YES	YES

\*The Men's Open category will comprise of 3 groups of 5 teams. The team with the best overall record after the group stages will get a BYE into the quarter finals.

### Point Scoring

The winner of a group game match shall score three points. Each team participating in a group game match which is tied shall score one point.

The position of teams in the table shall be determined by:

- Number of points
- Goal difference
- Goals scored
- Head-to-head record
- Fair play (lowest total)
  - Yellow card = 1 point
  - Red card (two yellow cards) = 2 points
  - Red card (direct red card) = 3 points
  - Red card (yellow + direct red card) = 4 points
- Coin toss

### Match Length

Round	Match Length	Format	Half-time
<b>Group Stage</b>	24 minutes	2 x 12 minutes	1 minute
<b>Round of 16*</b>	40 minutes	2 x 20 minutes	5 minutes
<b>Quarter Finals*</b>	40 minutes	2 x 20 minutes	5 minutes
<b>Semi Finals*</b>	40 minutes	2 x 20 minutes	5 minutes
<b>Final*</b>	50 minutes	2 x 25 minutes	5 minutes

\*If the game is tied at the end of regulation time, a penalty shoot-out (3 penalties followed by sudden death penalties) will be held to determine the winner. There will be no extra-time.

### Grace Period

Teams will have a maximum of 5 minutes “scheduled” game time as a grace period before the game being declared as a forfeit. In any instances of a forfeit, the opposing team will be declared the winner.

### Inclement Weather

If a game is stopped due to inclement weather, the Al Wahda Soccer Conflict Resolution Committee will determine if any necessary changes to the format and schedule of play are required.

If play cannot resume and 75 percent of the game has been completed (e.g. 30 minutes of a 40-minute game) the score stands as is.

### Conflict Resolution

Any complaints/issues during the tournament will be addressed by the Al Wahda Soccer Conflict Resolution Committee.

All decisions made by the Al Wahda Soccer Conflict Resolution Committee are final.

## Section C: Laws of the Game

Al Wahda's Soccer Tournament will follow FIFA's Laws of the Game with some notable modifications outlined below.

For any discrepancies, the Al Wahda Soccer Conflict Resolution Committee will make a decision which will be deemed final.

### Law 1: The Field of Play

#### Dimensions

- The playing area is approximately 60 yards by 45 yards
- For U7 and O35, the playing area is approximately 45 yards by 30 yards

#### Goals

- The goal is 20 feet by 8 feet
- For U7, the goal is 6 feet by 4 feet

### Law 2: The Ball

#### Size

- A Size 5 ball will be used
- For U7 and U9, a Size 4 ball will be used

### Law 3: The Players

#### Number of Players

A match is played by two teams, each with a maximum of 7 players; one must be the goalkeeper. A match may not start or continue if either team has fewer than 5 players.

For U7 and O35, each team can have a maximum of 5 players; one must be the goalkeeper. A match may not start or continue if either team has fewer than 3 players.

Only players registered to the team playing and a maximum of two non-playing team members (e.g. manager and coach) can sit on the team bench. Suspended players may not sit on the team bench.

#### Forfeit

If a team is unable to meet the minimum player requirement, the game shall be forfeited. A forfeit shall result in a 3-0 loss.

#### Number of Substitutions

Each team may make unlimited substitutions.

#### Substitution Procedure

To replace a player with a substitute, the following must be observed:

- the referee must be informed before any substitution is made
- the player being substituted receives the referee's permission to leave the field of play, unless already off the field

The substitute only enters:

- during a stoppage in play
- at the halfway line
- after the player being replaced has left
- after receiving a signal from the referee

All substituted players and substitutes are subject to the referee's authority whether they play or not

#### Changing the goalkeeper

Any of the players may change places with the goalkeeper if:

- the referee is informed before the change is made
- the change is made during a stoppage in play

### Law 4: The Players Equipment

#### Safety

A player must not use equipment or wear anything that is dangerous.

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.

#### Compulsory Equipment

The compulsory equipment of a player comprises the following separate items:

- a shirt with sleeves
- shorts
- socks
- shin guards – these must be made of a suitable material to provide reasonable protection and covered by the socks
- footwear

Goalkeepers may wear tracksuit bottoms.

### Law 5: The Referee

#### The authority of the referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.



### Law 6: The Other Match Officials

Other match officials (assistant referees, fourth official and reserve assistant referee) may be appointed to matches. They will assist the referee in controlling the match in accordance with the Laws of the Game but the final decision will always be taken by the referee.

### Law 11: Offside

The offside rule will not apply.

### Law 12: Fouls and Misconduct

#### Yellow and Red Cards

A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person or the Laws of the Game, is disciplined according to the offence.

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

A player who is sent off will face a minimum of a one-match suspension.

A player who is sent-off for serious foul play, violent conduct or using offensive, insulting or abusive language and/or gestures will be subject to additional disciplinary action.

A player who accumulates two yellow cards during the group stages will receive a minimum of a one-match suspension. The suspension will apply even if the next game is in a subsequent round.

A player who accumulates two yellow cards during the knock-out stages will receive a minimum of one-match suspension.

Yellow cards will be wiped out at the end of the group stage.

#### Slide Tackles

Slide tackles by outfield players are not permitted.

A goalkeeper may slide inside the penalty area.

An outfield player may slide where there is no opponent close by (e.g. to keep the ball in-play, to stop the ball from crossing the goal line)

### Law 13: Free Kicks

All free-kicks, with the exception of a penalty kick, are indirect and are awarded to the opposing team of a player guilty of an offence.

Until the ball is in play all opponents must remain:

- at least (8 yards) from the ball, unless they are on their own goal line between the goalposts

### Law 14: The Penalty Kick

A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area.

#### Procedure

- The ball must be stationary on the penalty mark.
- The player taking the penalty kick must be clearly identified

### Law 15: The Throw-In

A kick-in, as opposed to a throw-in, is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

A goal cannot be scored directly from a kick-in:

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

### Law 16: The Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may not be scored directly from a goal kick.

#### Retreat Line

The retreat line has been introduced in the grassroots game to help develop a young player's ability to play out from the goalkeeper and keep possession as they build an attack.

When the goalkeeper has the ball in their possession at a goal kick or after making a save, the opposing team members "retreat" to the predetermined area of the field.

The predetermined areas are as follows:

- U7, half-way line
- U9 and U12, one-third of the field

Once all the opposing players have retreated to the line the goalkeeper can successfully throw or pass the ball to one of his/her teammates. The goalkeeper can choose to play before the players have fully retreated. There is no requirement for the goalkeeper to wait until all opposing players have retreated.

Once the teammate has received the ball the opposing players can then start to apply pressure to the player with the ball. This gives the player on the ball the time and space required to have a look, receive the ball and choose to dribble or pass to a teammate without being marked or under immediate pressure.

Opponents must be behind the retreat line and cannot cross the retreat line until the ball:

- Is touched by a player of the team receiving the GK's distribution

- Leaves the field of play
- Crosses the retreat line (If the goalkeeper chooses to play the ball across the retreat line prior to the opposition crossing the retreat line)

#### Law 17: The Corner Kick

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents