## Al-Wahda Soccer 2024

Rules and Regulations

v1.50


## Contents

The below rules and regulations are subject to change without notification. It is the teams' and participants' responsibility to keep up to date with the latest version.
Section A: Eligibility and Code of Conduct ..... 4
Player Eligibility ..... 4
Code of Conduct ..... 4
Section B: League Setup ..... 5
Tournament Categories ..... 5
Tournament Format .....  .5
Point Scoring ..... 5
Match Length .....  .6
Grace Period .....  .7
Inclement Weather .....  .7
Four Down One Up (U9 and U12 Only) .....  .7
Conflict Resolution. .....  7
Section C: Laws of the Game .....  8
Law 1: The Field of Play .....  8
Dimensions .....  8
Goals .....  8
Law 2: The Ball .....  8
Size .....  8
Law 3: The Players ..... 9
Number of Players .....  9
Forfeit. ..... 9
Number of Substitutions .....  9
Substitution Procedure ..... 9
Changing the goalkeeper ..... 9
Law 4: The Players Equipment ..... 10
Safety ..... 10
Compulsory Equipment ..... 10
Law 5: The Referee ..... 10
The authority of the referee ..... 10
Law 6: The Other Match Officials ..... 10
Law 11: Offside ..... 10
Law 12: Fouls and Misconduct ..... 11
Yellow and Red Cards ..... 11
Slide Tackles ..... 11
Law 13: Free Kicks ..... 11
Law 14: The Penalty Kick ..... 12
Procedure ..... 12
Law 15: The Throw-In. ..... 12
Law 16: The Goal Kick ..... 12
Retreat Line (U9 and U12 only) ..... 12
Law 17: The Corner Kick ..... 13
Appendix ..... 14
Al-Wahda Conflict Resolution Committee ..... 14

## Section A: Eligibility and Code of Conduct

## Player Eligibility

Al-Wahda Festival Soccer is open to the Muslim community in the spirit of fostering goodwill and unity.
By registering for the AI-Wahda Festival, all players agree to abide by the terms and conditions of the tournament including but not limited to the code of conduct set forth below.

If a player does not adhere to the player eligibility and code of conduct, the player concerned, team manager, team captain, other affiliates, spectators, volunteers and/or participant's team may be eliminated from the tournament at the sole discretion of tournament organization. Refunds will not be given.

## 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 AIWahda Conflict Resolution Committee and action taken accordingly.

## Section B: League Setup

Tournament Categories

| Category | Eligibility | Game Format | Location |
| :--- | :--- | :--- | :--- |
| U9 | Born in 2015 or later | 7-a-side | York U and JCC |
| U12 | Born in 2012 or later | 7-a-side | York U and JCC |
| U15 | Born in 2009 or later | 7-a-side | York U and JCC |
| U19 | Born in 2005 or later | 7-a-side | York U and JCC |
| Men's Open | Born in 2009 or earlier | 7-a-side | York U and JCC |
| Men's Over 40 | Born in 1984 or earlier | 7-a-side | York U and JCC |

## Tournament Format

| Category | No. of <br> Teams | No. of <br> Group <br> Games | Round of <br> $\mathbf{1 6}$ | Quarter <br> Finals | Semi Finals | Final |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| U9 | 8 | 3 | NO | YES | YES | YES |
| U12 | 8 | 3 | NO | YES | YES | YES |
| U15 | 6 | 5 | NO | NO | YES | YES |
| U19 | 6 | 5 | NO | NO | YES | YES |
| Men's Open | 20 | 4 | YES | YES | YES | YES |
| Men's Over 40 | 8 | 3 | NO | YES | YES | YES |

## 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 |
| :--- | :--- | :--- | :--- |
| Group Stage | 44 minutes | $2 \times 22$ minutes | 5 minutes |
| Round of 16* | 44 minutes | $2 \times 22$ minutes | 5 minutes |
| Quarter Finals* | 44 minutes | $2 \times 22$ minutes | 5 minutes |
| Semi Finals* | 44 minutes | $2 \times 22$ minutes | 5 minutes |
| Final* | 44 minutes | $2 \times 22$ 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.

If the tournament is running behind schedule, the AI-Wahda Conflict Resolution Committee will determine if any necessary changes to the format and schedule of play are required.

## 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 cancelled due to inclement weather (e.g. lightning, thunder, etc.), the AI-Wahda Conflict Resolution Committee will determine if any necessary changes to the format and schedule of play are required.

If play cannot resume and 70 percent of the game has been completed (e.g. 30 minutes of a 44-minute game) the score stands as is.

## Four Down One Up (U9 and U12 Only)

When the goal differential is 4 , the losing team add a player. If the goal differential goes back to 3 , the losing team takes off the additional player.

## Conflict Resolution

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

The Conflict Resolution Committee collectively addresses, investigates, and fact-finds any concerns and complaints in order to achieve a just, fair, and impartial resolution.

Any complaints/issues must be sent to alwahdafestivalsoccer@gmail.com within 1 hour of the incident. Such conflicts will be addressed by the Conflict Resolution Committee. There is a CAD\$50 processing fee per review requested.

All decisions made by the AI-Wahda Conflict Resolution Committee are final.

## Section C: Laws of the Game

The AI-Wahda will follow FIFA's Laws of the Game with some notable modifications outlined below.
For any discrepancies, the AI-Wahda Conflict Resolution Committee will make a decision which will be deemed final.

## Law 1: The Field of Play

## Dimensions

- For U9 the playing area is approximately 40 m by 23 m .
- For U12, U15, U19, Men's Open and O40 the playing area is approximately 50 m by 40 m .


## Goals

- For U 9 and U 12 , the goal is 12 ft by 6 ft .
- For U15, U19, Men's Open and O40 the goal is 18 ft by 6 ft .

Law 2: The Ball
Size

- For U9 and U12, a Size 4 ball will be used
- For U15, U19, Men's Open and O40, a Size 5 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.

Only players registered to the team playing 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

Substitutions can be made on the fly, however the substitute only enters:

- during a stoppage in play
- at the halfway line
- after the player being replaced has left the field of play

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, pedometers, etc.) are forbidden and must be removed. Using tape to cover jewellery is not permitted.

Hats / caps are not permitted.

## Compulsory Equipment

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

- A shirt with sleeves
- All players are required to have numbers on the back of their jerseys, including goalkeepers
- In the case of color conflicts, one of the teams (based on a coin toss) can borrow the coloured pinnies that will be available on the pitch side
- Shorts
- Socks
- Shin guards - these must be made of a suitable material to provide reasonable protection and covered by the socks
- Footwear
- Shoes with soles containing aluminium, leather, rubber, nylon or plastic cleats, studs whether molded as part of the sole or detachable, are allowed. Metal studs are not allowed.

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 will receive a minimum of a one-match suspension. The suspension will apply even if the next game is in a subsequent round.

Yellow cards will be wiped out going into the semi-finals.

## 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 ( 5 metres) 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 ( $\cup 9$ and U12 only)

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:

- U9, one-half of the field
- 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 not be scored directly from a corner kick; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.

## Appendix

## AI-Wahda Conflict Resolution Committee

The following are members of the AI-Wahda Conflict Resolution Committee:

- Anis Somji
- Azeem Amir
- Hasanain Panju
- Hassanain Mamdani
- Sajjad Najarali

