

WPFG ABRIDGED RULES - SOCCER (Indoor) – Page 1

GUIDING BODIES

World Police and Fire Games Federation (WPFGF)

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EVENTS

TEAM; OPEN: MEN (A & B)
 WOMEN

Each team shall start the tournament with a maximum of 12 players and a minimum of 8. Each team is permitted 1 Non-Playing Coach. Teams play 6 v 6 games including the goalkeeper. Each team must start every game with a minimum 4 players, 1 of whom must be the goalkeeper, on the field.

NOTE: Soccer competitors may compete in both Indoor and Field Soccer, when offered, but if a conflict in games' schedules occurs due to a competitor entering both sports, the competitor must choose the sport he/she will compete in. The WPFGF will not adjust game schedules to accommodate individual competitors/teams. The WPFGF will not refund entry fees due to this scheduling conflict.

EQUIPMENT

Chin Guards are required

No metal or screw-in cleats

Soft brim caps worn only

“Size 5” balls

BRACKETING

A “Pool Play - Round Robin” followed by a Single Elimination Playoff tournament format will be used. If fewer than 8 teams enter, this event will be held as a straight round robin tournament with no additional playoff.

POOL PLAY

If pool play is used:

- All games will be played to determine a winner. If games in pool play are tied at the end of regulation, shootout will be used to determine the winner.

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- Tie breakers for determining standings in Pool Play will be as follows:
 - Head-to-head. If 3 teams are tied and 1 team defeated the other 2 in pool play, that team will be declared the winner of the tie-breaker. If 1 team lost to the other 2 tied teams, that team will be eliminated from the tie-breaker.
 - Goals allowed
 - Goals scored
- In pool play, 3 points will be awarded for a win in regulation; 2 points will be awarded for a win in a shootout; 1 point for a loss in a shootout; and 0 points for a loss in regulation.
- Depending on the number of teams entered, 8 teams will advance to the play-off round. Teams will be seeded into the playoffs using a blind draw, with first place teams being seeded first.

The following shall take place if a game is tied at the end of a game in the single elimination tournament:

1. A 2 minute rest period shall follow.
2. The teams shall not change ends.
3. A 5 minute "sudden victory" overtime period shall be played. The game shall terminate upon the scoring of a goal and the team scoring the goal shall be declared the winner.
4. If neither team scores during the overtime period, a 5-person penalty kick shoot-out shall take place according to FIFA Rules.

SCHEDULING

Duration of Game: The game shall consist of two 25-minute halves, with a 2-minute break between the halves.

GENERAL SPORT RULES for Soccer - Indoor

Player Check-in Procedures: Each player must Check-in at the "Indoor Soccer Check-in Table" prior to each game his/her team plays, and show Participant Passes and present them to the WPFGB Credentials Official. The Credentials Official will give Participant Passes to the referee before the beginning of the game. The referee shall return the Participant Passes to the Credentials Official following each game, after noting any player misconduct on the official game record. The Credentials Official will return the Participant Passes to the players or the coach/captain.

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Player Misconduct: If a player is ejected from a game by the referee (red card), he/she will be automatically suspended from playing in the following [one] game with the possibility of a greater suspension based on a review of the incident.

The Indoor Soccer Discipline Committee will review incidents resulting in a red card and recommend any further discipline to the WPFGB. The WPFGB will rule on the committee's recommendations.

Dress: Players dress shall be consistent with FIFA and WPFGB rules.

For safety reasons, only players are allowed in the team bench areas.

Team Rosters:

Team rosters must be turned in and finalized at the Team Captain's meeting.

Sportsmanship:

Individuals are expected to play under control and within the rules of the game, and to the best of their ability will avoid causing injury to themselves and other persons using the facility.

Referees:

Referees appointed to officiate each game have complete authority on the field of play, and their decisions on points of fact connected with the game are final.

Substitutions:

Substitutions are free and unlimited as long as such substitutions do not interfere with the flow of the game. Furthermore, each and every substitution must wait until the player they are substituting for is off the field before they can enter. Teams that violate this rule will be given a warning for having too many players on the field by the referee. If a team has been warned but continues to ignore this rule, then the referee will award a direct kick to the opposing team from the 30 foot mark. The referee has the right to award a yellow card if teams continue to ignore this rule. Any team that continues to make illegal substitutions after the opposing team is awarded a free kick will be given a team yellow card.

Teams may substitute for the goal keeper during play. The referee should be notified of a change in goalkeeper. Play will stop for goal keeper substitution at the referee's discretion. Penalty for failure to notify official of keeper substitution will result in a loss of possession.

Out of Bounds

The ball is in play throughout the arena, including the walls, side netting and the netting behind the goal. Any ball touching the ceiling netting or entering a team box is considered out of bounds and a kick will be awarded to the team that did not last touch the ball. The ball will be placed directly below or the spot closest to where the ball touched the netting or went out or just outside the goalie box if the ball touches the ceiling net inside the goalie box.

Free Kicks:

All free kicks are direct. On all free kicks, the defensive team must remain 10 feet from the ball until the ball is kicked. After the ball has been placed, the defensive team must retreat (within 3 seconds) 10 feet from the ball. Repeated failure to retreat or failure to retreat after the initial request by the kicker or official is encroachment, and the referee may award that player a yellow card for more egregious offenses.

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Only 1 whistle will be sounded for free kicks. Failure to take such kick within 5 seconds results in a turnover of possession where the opposing team will take the free kick from the same spot.

Slide Tackling:

Slide tackling is not allowed.

Center Line Rule:

The center line rule is in effect whenever the keeper is in possession of the ball with his hands. Prior to crossing the center line, the distributed ball must first touch the floor outside of the box, a side wall, a teammate, or an opposing player. The center line rule will apply to drop-kicks as well throws by the keeper. If the ball crosses the center line without touching one of the above, a violation results in a direct free kick from the center line. If the keeper dribbles the ball outside of the box, the center line rule no longer applies.

Penalty Kicks:

Penalty kicks shall be taken from the penalty area near the top the keeper box. The keeper must stand with heels on the goal line until the kick is taken. When the whistle is blown, the kicker has 5 seconds to make his/her direct kick. If a player does not kick the ball within 5 seconds, then the penalty kick will be taken away and the defense will obtain possession of the ball. **The player taking the penalty kick may take as many steps as desired.**

Goalkeepers:

After gaining possession of a ball, the goalkeeper must release it within 5 seconds. The goalkeeper may not pick up a ball that has been intentionally passed to him by a teammate off of that teammate's foot. Any goalkeeper infraction results in a free kick awarded to the opponents at the 30 foot mark. If there is obstruction or inadvertent charging committed against the goalkeeper, the referee will award a free kick. Violent or serious foul play against the goalkeeper may result in a yellow or red card.

Yellow and Red Cards:

All cards given by referees are final, and are not subject to protest.

Yellow Card Policy: Any player that receives a yellow card will be sent off for a 2 minute penalty. The team of that carded player shall play a person down for the duration of those 2 minutes. If a team receives a team yellow card, the manager shall pull 1 player off the field to serve the mandatory 2 minute penalty. The referee shall keep track of the 2 minute penalty and inform the penalized team when the penalty is completed, at which time the team shall play at full strength.

Red Card Policy: Any player that receives a red card shall be sent completely off the playing area and shall not return. If a player receives a yellow card and receives a second yellow card or a red card while on the bench serving the 2 minute penalty, the team shall play the rest of the game a player down.

Any player that is red carded for their conduct on the bench shall be sent completely off the playing area and shall not return. The team does not play down a person. If a team receives a team red card, the manager shall pull 1 player off the field and the team shall play the rest of the game 1 player down.

A player or coach that is red carded during or after a game by a referee will automatically be suspended for the next game in which they received the red card

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Any team that causes a game to be called by the referee before time has expired due to unsportsmanlike conduct or extreme unsafe play shall forfeit that game. The WPFGB has a ZERO TOLERANCE POLICY toward fighting. Anyone fighting will be ejected and they will be banned from the facility and tournament. This means that said player cannot participate or spectate at the Games.

- A player or coach red carded for the offense of "foul and abusive language" will be suspended as outlined above.
- A player red carded for the offense of "persistent infraction of the rules" or receiving a second yellow card will be suspended as outlined above.
- A player or coach red carded for the offense of "violent conduct" (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and, in addition, will be suspended for one additional game and subject to further disciplinary action as decided by the facility management.
- A player or coach red carded for "assaulting an official" will automatically be suspended from the Games.
- Should a coach of a team be unable to control a player's actions after a red card is issued, the coach will also be suspended as outlined above.
- A player jumping from the player box onto the field to break up or participate in a fight will automatically be ejected from the game and will be subject to the same penalties as outlined above.
- It is the responsibility of each player and the player's team representative to be aware of the total status of their player's infractions. Failure to comply may result in further disciplinary measures which may include suspension of the coach/rep. and forfeiture of games in which that player participated.