

Tournament Rules

Kick off.

The game is started with ball on the halfway line and all players with a hand on their goal. All group games will be on a central whistle. In knockout rounds the referee has the discretion to add time on for time wasting.

If a goal is scored, all players on the scoring team must retreat and touch their net before being active in play. If they do not, then a penalty is given.

If kicked out for a goal kick, then the retreat rule applies.

Goals

Goals cannot be scored from your own half.

From a goal kick or restart a player cannot just run and shoot (whilst the opposition is retreating) a pass or beating a player must happen first.

Retreat rule

A player must touch their own net after a goal is scored or a goal kick is given. The opposing team do not have to wait for you to retreat to bring the ball into active play.

If a player does not retreat and attempts to go near the ball, then a penalty is given.

Out of play

If the ball goes out of play at the sides, it is a kick in, and the opposing player must stand 2m away.

If the ball goes out for a corner, then the opposing player must stand 2m away.

Any foul/handball anywhere on the pitch is a penalty.

Penalties - Taken from the halfway line with no players in front of the ball. Players must stand 2m away from ball. Players are active as soon as the ball is kicked.

If the ball goes out of play, then the player has 3 seconds to get the ball active again by either a pass or dribble.

No player can stand inside their own box. They can go through it and tackle in it, but they can stand inside it.

Points - 3 points awarded for win, 1 for a draw and 0 for a loss.

Group position is based on points, GD, GS, head-to-head.

If any knockout games end in a draw, then a 1v1 shootout will decide the winner.

1v1 shootout - 1 player from each team starts. The ref will roll the ball to player A who has 10 seconds to score. He will then repeat it with player B. If player B tackles player A, then they have the chance to steal a bonus goal. If that shoot out ends in a draw, then the 2nd player from each team must go. This is repeated until there is a winner.