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GUIDING BODIES

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EVENTS

TEAM; OPEN (18+): MEN

Division A
Division B

WOMEN

TEAMS

Each team shall start the tournament with a minimum of 5 players and a maximum of 12 players. Each team is permitted one (1) Non-Playing Coach. Each team must start every game with four (4) players plus a goalkeeper on the field. During a game, if a team is reduced by injuries and player ejections, and there are only 3 competitors left, they may continue in the game with a minimum of 3 players.

The competition will allow for 'rolling substitutes' to be used and this will be unlimited with the exceptions of the goal-keepers where only 1 substitution may be made in each half. If the goalkeeper who has come on as a substitute becomes injured and is unable to continue in the game, then he can be replaced.

NOTE: Soccer competitors may compete in both Soccer 5 a side or Soccer 11 a side, 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 Host shall not adjust game schedules to accommodate individual competitors/teams. The Host will not refund entry fees due to this scheduling conflict.

BRACKETING

Groups (from 4 to 6 teams) shall be established. After group play, the first two teams in each group advance to the single elimination finals tournament. Finals: "A" AND "B" DIVISIONS: The 1st & 2nd place competitors in each pool will advance to "A" Division; the 3rd & 4th (& 5th) place competitors in each pool will advance to "B" Division.

SCHEDULING

Scheduled for 4 days of competition.

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Duration of Game: The game shall consist of two 20 minutes halves, with a 5 minutes break between the halves

SCORING

The scoring for group play is: Win = 3 points, Tie = 1 point, Loss = 0 points.

Games ending in a tie score during group play shall be recorded in the standings as a tie. However, penalty kicks shall be taken immediately following the game (3 kicks per team) and then continuing with one per team until one team wins the penalty kicks. The results of the penalty kicks will only be utilized if necessary to determine which team advances to the Finals Tournament.

The following procedure (in descending order) will be utilized to determine which two teams from each group advance to the Single Elimination Finals tournament.

- Total win/loss points accumulated in group play
- Team head to head games results
- Goal differential (for vs. against)
- Total goals for (maximum of 5 per game)
- Total goals against

In the case of a tie in the Single Elimination Finals tournament, a 10-minute “Sudden Death” overtime period shall be played in two 5-minute halves. The first team scoring in this overtime period is the winner. In the case of neither team scoring in the overtime, each team will then kick 3 penalty kicks (each by a different player) to determine the winner. Any player on the team roster is allowed to participate in penalty kicks. If the score still is tied, there will be a second round of penalty kicks in "Sudden Death" fashion, as follows. After one player from each team has taken their kick, if only one scores, the winner is determined. If there is still a tie, the next two players shall kick, until a winner is determined.

GENERAL SPORT RULES

Player Check-in Procedures: Each player must Check-in at the “Soccer 5 a side Check-in Table” prior to each game his/her team plays, and show Participant Passes and present them to the Host 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.

Each team may have four outfield players and a goalkeeper on the pitch at any time. Substitutions can be done anytime. Teams may not change their goalkeeper more than once each half during the course of a game. A change of goalkeeper must be authorized by the referee. If the substitute goalkeeper is injured and leaves the game, he/she will not be able to return to that game. On field player must be 6 feet from door in order for substitution player to come onto the field. Illegal substitutions will be penalized with an indirect free kick from where play is stopped.

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NO screw-in studded footwear is permitted to be worn by any player in the tournament. Only training shoes, laces (not metal), molded studs and turf shoes may be worn.

All Players must wear shin guards

The wearing of any jewelry is not permitted during play.

Each half will begin with one team kicking off. After a goal has been scored, the game will be re-started in a similar manner. Only the defending goalkeeper is allowed to play the ball inside the goal area and only he may handle the ball in this area. An outfield player gaining or seeking to gain an advantage by entering his own goal area will have a penalty kick awarded against his team.

An outfield player entering his opponent's penalty area will be penalized by the award of an indirect free kick against the offending team from where the infringement took place.

A goalkeeper gaining or seeking to gain an advantage by leaving his area or by playing the ball when it is outside the area will cause a penalty to be awarded against his team.

A teammate receiving the ball from goalie may not return the ball directly to the goalkeeper - the ball must first make contact with another teammate or an opponent. Infringement will lead to a penalty being awarded against the offending team.

A goal may be scored from any point within the field of play. The only exception is that goalkeepers may not score against their opponents. Opposition players must be at least five meters from where any free kick is taken. Players may only take one step before striking penalty kicks.

Back passes may not be picked up by the goalkeeper. Goalkeepers may only roll the ball out to another player if they catch the ball, but they may kick the ball in open play or as part of making a save.

Charging/sliding tackles are forbidden and shall be penalised by the awarding of a direct free kick. All other free kicks are indirect. Observe the referees signal.

The referee will penalise any player who unfairly impedes the progress of an opponent when not playing the ball – this will either result in the issue of a warning or yellow card.

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.

A player penalized with a “blue card” is immediately disqualified from the game and the following [one] game and is subject to disqualification from the remainder of the tournament. This player may be replaced by another from the same team.

The Soccer 5 a side Discipline Committee will review incidents resulting in a red or blue card and recommend any further discipline to the WPFGF. The WPFGF will rule on the committee's recommendations.

Players do not accumulate “yellow cards” from one game to another.

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Dress: Player's dress shall be consistent with FIFA and WPFGE rules

SUBSTITUTION PROCEDURES

The number of substitutions made during a match is unlimited and may only take place when there is a break in play. The player entering the playing area may not do so until the player leaving the playing area has passed completely over the boundary line