

# ABRIDGED RULES-SOCCER – Field (Outdoor) – 2022 - Page 1

## GUIDING BODIES

World Police and Fire Games Federation (WPFGE)  
8304 Clairemont Mesa Blvd., # 107, San Diego, CA 92111 USA  
Tele. (858) 571-9919; FAX: (858) 571-1641; E-MAIL: 4info@cpaf.org

Federation Internationale de Futbol Association (FIFA)  
Case Postale 85; Hitzigweg 11; CH-8030 Zurich; Switzerland  
Tele. +41 1 384 9595; FAX: +41 1 384 9696  
Web-Site: www.fifa.com

## EVENTS

### TEAM

Men: 18+ Division I  
Division II  
35+  
45+ Must have a minimum of six (6) teams apply for this event to take place.  
If not, this division will be combined with the 35+ division

Women: 18+

Each team shall consist of a minimum of 9 players and a maximum of 22 players. Each team is permitted one (1) non-playing coach.

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 Host shall not adjust game schedules to accommodate individual competitors/teams. The Host will not refund entry fees due to this scheduling conflict.

## BRACKETING

A Round Robin (Group Play) shall be established. The teams that finish first or second in each group advance to a Single Elimination Finals Tournament. (Depending on the number of teams entered in this event, the Host, with the approval of the WPFGE, may change the number of teams that advance to the Finals Tournament).

If the total number of teams in a division is less than 8, a single group Round Robin tournament shall be used exclusively to determine medal winners. If Group Play is used exclusively to determine medals, the coin toss will not be used. Co-winners will be declared for teams still tied after the first 3 tie-breakers. (See "Scoring".)

**DIVISIONAL PLAY:** The following rules govern the placement of teams in either Division I or Division II.

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### **DIVISION I:**

Combined teams from states/provinces or similar region within a country and shall compete in Division I.

Gold Medal winners in Division II from the previous WCFG.

Any team may elect to compete in Division I with WCFG approval.

### **DIVISION II:**

All other teams may compete in Division II.

Members of a combined team can be from Law Enforcement and/or Firefighter Services.

**WCFG reserves the right to place a team in either Division I/Division II.**

### **SCHEDULING:**

Schedule for 6 days of competition.

**Duration of Game:** The game shall consist of two 35-minute halves, with a 10-minute break between the halves during the round robin tournament and 45-minute halves during the single elimination tournament.

### **SCORING:**

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

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
- Coin toss

Ties: In the event of a tie in the Single Elimination Finals tournament, extra time will be played to determine the winner. Two further equal periods, each of 10 minutes duration, will be played.

In the case of a tie at the end of extra time the winner will be determined by Kicks from the Penalty Mark. Each team will take 5 penalty kicks in accordance with the laws of the game to determine the winner. (Only the players that are on the field at the conclusion of extra time are allowed to participate in penalty kicks.) If after both teams have taken five kicks, both have scored the same number of goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks. Each kick is taken by a

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different player and all eligible players must take a kick before any player can take a second kick.

If at the end of extra time one team has a greater number of players than their opponents, they must reduce their numbers to that of their opponents and the team captain must inform the referee of the name and number of each player to be excluded before the kicks from the penalty mark commence. The excluded player(s) must leave the field of play and return to the team bench area prior to the taking of kicks from the penalty mark.

### **GENERAL SPORT RULES for Soccer – Field (Outdoor)**

Player Check-in Procedures: Each player must check-in at the “Soccer Check-in Table” prior to each game his/her team plays, and show a Participant Pass. The Host Credentials Official will take possession of the players Participant Passes, and present them to the referee. The referee shall return the Participant Passes to the Credential Official following each game, after noting any player misconduct on the official game record. The Credential Official will return the Participant Passes to the players.

There is free substitution during the game. (Players substituted off the field may be substituted back on the field.)

**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. The Soccer Discipline Committee will review the incident and recommend any further discipline to the WPFGE. The WPFGE will rule on the committee's recommendation.

Yellow cards will follow FIFA rules with the exception that all yellow cards incurred during Round Robin play will be discarded and begin anew in Single Elimination play.

Whenever in the judgment of any game official the following acts occur, the participant shall be disqualified for the remainder of the tournament and may be subject to further sanctions as deemed appropriate by the WPFGE:

- a) physical contact with or threat to any game official, ex-officios or volunteer
- b) fighting where in an opponent is injured
- c) any player (on or off the field of play) who joins in a fight whether or not an injury occurs.

**Dress:** Dress of players shall be consistent with FIFA and WPFGE rules. (No grid-iron shoes.)