

WASTACH CHAMPIONS TOURNAMENT

Teams

The game is five-a-side, but each squad can consist of 10 players. The entire squad is available for each match (unless there are suspensions), with five starters and five substitutes.

Substitutions

Substitutions are unlimited and can be made at any time during play provided a player does not go on before his team-mate comes off. He must also enter the pitch from the zone marked in front of each bench. Players can be changed individually or en masse.

Real time

A match comprises two 20-minute halves. If a game is drawn, two five-minute periods of extra time ensue followed by a penalty shoot-out should the scores remain level in the tournament. Coaches can call a 60-second time-out during each half, but there are no time-outs in extra time.

Referees

One official oversees the action. There will be one timekeeper to control fouls and time-outs.

Accumulated fouls

Free-kicks and penalties generally work as in football. However, once a team has committed five fouls in one half, for every subsequent foul their opponents get a free shot at goal from the top of the box. At half-time both foul counts are wiped clean, but they are not erased prior to either extra-time period, where second-half fouls still count.

Cards

Players are dismissed for two yellow cards or a direct red and take no further part in the game. Following a sending-off, the penalized team play one man short for two minutes, unless they concede during that time in which case, they return to full strength immediately. The player that was sent off, however, cannot be used again.

Suspensions

A player who is sent off is suspended for the next match. Yellow cards that have not resulted in a suspension expire on completion of the quarterfinals. A player is automatically suspended for the next match after two cautions in two different matches as well as after any subsequent caution.

Kick-in

Play resumes with a kick-in if the ball crosses either touchline (but not the goal line) or hits the ceiling. If the ball goes out of bounds, you will go to the spot where it crossed the line and kick the ball in instead of a throw in. If a player asks for space the ref will place the defender 5 feet minimum away from the ball.

Four-second rule

For kick-ins, free-kicks, goal clearances and corner kicks, the player in possession of the ball has four seconds to restart play which the referee will count with their fingers in the air. If play isn't restarted within four seconds an indirect free kick will be awarded to the opposing team. The goalkeeper is not allowed to control the ball for more than four seconds in his own half.

Goal Clearances

Are taken when the ball wholly crosses the goal line and not under the crossbar and between the goalposts and after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.

Corner Kicks

Are direct. The ball must be placed directly on the corner arc and the kick must be taken within 4 seconds. If the kick is not taken within 4 seconds the restart becomes a goal clearance for the opposing team.

Free Kicks

May be indirect or direct. The ball must be stationary before the kick may be taken.

Penalty Kicks

Are taken from the top of the penalty box and must be taken by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and even or behind the ball when the kick is taken.

The Goalkeeper

- Must wear a different color shirt.
- He may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick-in directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not possess the ball for more than four seconds in his own half.
- May throw the ball directly across the half-way line.
- May not score a goal by using the hands (cannot throw or hit the ball directly into the goal)
- Cannot touch the ball again in any way within his own half after releasing the ball into play unless an opponent has touched it or it has gone out of play.

Starting the Game

The clock will begin running at game time. A team must have at least four players ready to play for the game to begin. If a team is unable to start the game after two minutes have elapsed, their opponent will be awarded one goal. If a team is four minutes late, their opponent will be awarded a second goal. If a team is not prepared to play after five minutes have elapsed, the game is forfeited, and the opponent is credited with maximum points.

Yellow and Red Card Offenses

Behavior which warrants a minimum of a yellow card includes, but is not limited

- 1) fouls which the referee considers "reckless",
- 2) initiating physical contact short of fighting,
- 3) a tackle from behind,
- 4) persistent infringement of the rules

Behavior which warrants a mandatory red card includes, but is not limited to:

- 1) fouls which the referee considers involving "excessive force"
- 2) a tackle from behind which endangers the safety of an opponent,
- 3) striking or attempting to strike an opponent,
- 4) any form of fighting or violent conduct,
- 5) spitting on or at another person,
- 6) leaving the bench to join an altercation on the field,

- 7) abusive language or behavior toward a referee, assistant referee or facility staff,
- 8) Touching, bumping or any physical contact with a referee, assistant referee, or facility staff.

The referee while in uniform; any management; or staff on duty have the right to eject a player, coach or spectator before, during or after a game. That person must leave the property immediately. If an ejected player(s) fails to leave the premises, the game will be terminated, and the victory awarded to the opposing team. If, after receiving a red card misconduct continues, additional red cards may be issued.