

Regulation for the Development of Matches during the 1st IPA WORLD FOOTBALL TOURNAMENT

- Promoting gender equality, the tournament will have two categories: Men and Women.
- The format is 7x7 (6 players + 1 goalkeeper), and each team will have a maximum of 12 players.
- The duration of the game will be 20 minutes for each half with a 5-minute break at halftime.
- Initially, all teams will be divided into groups after the draw, followed by quarter-finals (8 teams), semi-finals (4 teams), and finally the finals (point system: 3-1-0).
- Field dimensions: 33m x 53m and Goal: 2m x 5m.
- Individual trophies will be awarded to players (MVP, Fair Play, Oldest Player, Top Scorer), along with team prizes.

Regulations for Mini Football with 6 plus 1 Players (6 players on the field and 1 goalkeeper) may include rules similar to those of traditional football but with specific changes for smaller field play.

Key Points Included in These Regulations:

1. Team Composition

- Players on the field: Each team consists of 6 field players and 1 goalkeeper (totaling 7 players on the field).
- Substitutes: Up to 5 substitute players are allowed, with unlimited substitutions during the game; however, a player leaving must be replaced before another enters the field.

2. Game Duration

- Match time: The match lasts 2 halves of 20 minutes each, with a 5-minute break between halves.
- Extra time: There will be no extra time; matches that end in a tie will go directly to penalties.

3. Field and Goals

- Field dimensions: Typically, the field is smaller than a traditional football field, measuring about 53 meters long and 33 meters wide.
- Goals: Goals are smaller, typically measuring 5 meters wide and 2 meters high.

4. Ball

- Ball used: A smaller ball than that used in traditional football is usually used, either a standard football or a futsal ball, depending on the organizer's regulations.

5. Rules of the Game

- Kick-off: The game starts from the center of the field.
- Throw-ins: Instead of throwing the ball with hands, a throw-in is executed with the foot, with the ball placed on the ground.
- Cards and penalties:
 - Yellow cards are used for fouls and unsporting behavior.
 - A red card results in the player's dismissal for the remainder of the match, and the team must play with one less player for a set period (usually 2 minutes), after which a substitute may enter.

6. Goalkeeper

- Goalkeeper area: The goalkeeper may only play within a designated area near the goal (marked 10 meters from the goal).
- Ball in the goalkeeper's hand: The goalkeeper may catch the ball only within this area and must play or pass the ball within 6 seconds.

7. Fouls and Free Kicks

- Fouls: Fouls are called for prohibited actions as in traditional football (excessive contact, deliberate handball, etc.).
- After the 5th foul is called, the 6th foul will result in a penalty kick (fouls reset at the end of

halves, and the counting starts again after the 6th foul).

- Free kicks: Opposing players must stand at least 5 meters away from the ball during free kicks.

- Penalties: If a foul occurs within the goalkeeper's area, a penalty is awarded from the designated spot, which is 6 meters from the goal. Goalkeepers are not allowed to move from the goal line.

- A goal is allowed from a direct shot from a corner kick.

8. Offside

- Offside: The offside rule does not apply in mini football.

9. Substitutions

- Player substitutions: Substitutions are unlimited, and players may enter and exit the field through a designated area on the sideline.

- If a team that receives a red card concedes a goal, the match time automatically ends, and another player has the right to re-enter the game.