



ISCA Games 2024

Rules and Regulations **Street Soccer
(Ladies and Men)**

1. LAW OF THE GAME

The normal rules of street soccer shall apply.

2. REPRESENTATION

Each team will consist of 1 goalkeeper, 4 players and 5 reserves (maximum squad of 10).

3. GENERAL RULES

- a) Both the guys and girls will play 10-mins per match without any intervals or changing of sides. At the start of the game, there will be a kick-off from a position midway along the sidelines. All players must be in their own halves during the kick-off.
- b) Substitution of players is on a rolling basis: there is no limit on the number of substitutions. Players may be substituted at any time during play, only after obtaining permission from the referee (unless the referee instructs otherwise). The player to be substituted must leave the pitch first before the substitute player enters. The substituted player may still return to the game at a later point.
- c) **Inter-teams substitution are STRICTLY NOT ALLOWED (e.g.: “EY 1” team players cannot be substituted for “EY 2” team). Any breach of this will result in BOTH teams being ELIMINATED from the competition.**
- d) Goals can be scored from anywhere on the pitch, **EXCEPT** from dead-ball situations which include “goal-kicks”, “corner-kicks”, “kick-offs”, “free-kicks” and “kick-ins”. These deadball situations are deemed to be indirect kicks.
- e) After each goal, play resumes with a kick-off at the centre of the pitch by the conceding team.
- f) Only the goalkeeper may handle the ball within his/her own penalty area. The goalkeeper may make contact with the ball outside the penalty area but is **NOT ALLOWED** to handle the ball when the ball is in play. A breach on this will result in a straight yellow-card and an indirect free-kick will be awarded to the opposing team.
- g) All field players are allowed to enter the goalkeepers’ penalty area **EXCEPT** when a goal-kick is being taken or the goalkeeper has the ball in their hands.
- h) A kick-in is awarded when the ball fully leaves the field of play over the sidelines. Players from the opposing team must be **AT LEAST 2 metres** away from the ball. All kick-ins are indirect. If the match is played on a pitch with a ceiling/roof net, then if the ball touches the ceiling/roof net then it will be deemed to be out of play and an indirect kick-in will be taken from the sideline level with where the ball touched the ceiling/roof net.

- i) A goal-kick is awarded to the defending team when the attacking team last touched the ball before it goes out of play over the goal-line. Only the goalkeeper can take the goal-kick, with the ball in his/her own penalty area. The goalkeeper may distribute the ball to players with a kick from the ground or throw (includes under-arm and over-head throws). No drop-kicks are allowed. Opposing team players are **NOT ALLOWED** to enter the penalty area when the goal-kick is taken until the goalkeeper throws it or takes a touch with their feet to the ball. Goals cannot be scored directly from the goal-kick.
- j) When taking a goal-kick or after catching the ball, goalkeepers must kick/throw the ball back into play within 10 seconds (failing which an indirect free-kick will be awarded at the penalty spot). The referee will inform the goalkeeper at the 7 second mark that there are 3 seconds remaining to kick/throw the ball back into play.
- k) A corner-kick is awarded to the attacking team when the defending team last touched the ball before it crosses the goal-line. All corner-kicks are indirect.
- l) When a player is taking a corner-kick, players from the opposing team must be **AT LEAST** 2 metres away from the ball.
- m) The goal-kick or corner-kick may be retaken upon the referee's decision that there has been an infringement. The referee will have to inform both teams' captains of the reason for doing so.
- n) In intentional back-pass situations, the goalkeeper is **NOT ALLOWED** to handle the ball with his/her hands when the ball is played back to him/her in the penalty area. A breach of this will result in a yellow-card for the goalkeeper and an indirect free-kick will be awarded to the opposing team from where the ball was played to him by his team-mate (not at the point where the ball was handled).
- o) A free-kick will be awarded for any fouls committed or breaches of the above rules upon the referee's decision. All free-kicks are indirect. If a goal is scored without a second player (from either team) touching the ball after the free-kick taker (i.e. directly) then a goal-kick will be awarded to the defending team.
- p) When a player is taking a free-kick, referees will give the option to the fouled team to take the free-kick quickly or to 'wait for the whistle' while the referee ensures the opposing players are **AT LEAST** 3 metres away from the ball.
- q) A penalty-kick is conducted with the goalkeeper positioned on the goal line and the ball placed on the penalty spot. The goalkeeper cannot move in front of the line until after the ball has been played, but may move sideways along the line. All other players must be positioned behind the halfway line. The player will only take a shot at goal after the referee's whistle. If the shot is saved by the goalkeeper or deflected

into any part of the pitch, the ball is considered “dead” and play resumes with a goal-kick for the goalkeeper of the defending team. The other players are **NOT ALLOWED** to cross the halfway line during the penalty-kick, until after the penalty has been taken and the ball is considered “dead”. If the goalkeeper moves off their line before the ball is kicked and the penalty is saved or missed, the referee will order a retake of the penalty with the same players involved.

- r) Violent play, which include intentional sliding tackles, tackles from behind, elbowing, pulling of clothing or hair, pushing or tripping is **STRICTLY FORBIDDEN**. Ungentlemanly and unsporting conduct, which includes hurling verbal obscenities, obscene gestures or arguing with the referees, is also **FORBIDDEN**. The referee may show a yellow-card (Warning) at a player for breaches of any above rules, violent plays and unreasonable conducts of the player. It is not necessary for the player to receive the pitch after receiving a yellow-card. For serious offences deserving automatic dismissal or repeated breaches resulting in two yellow-cards, the referee may flash a red-card (Sending-Off). There will be no ‘tallying up’ of yellow-cards in the tournament – all yellow-cards are expunged after the particular game in which they are incurred.
- s) **2 yellow-cards awarded to a particular player in one match will result in a red-card and he/she will be sent from the pitch and serve a 1-game suspension from the next match for that team. Replacement of the sent-off player in the current game is NOT ALLOWED.**
- t) In group stage matches, 3 points will be awarded for a win; 1 point will be awarded for a draw; 0 points for a loss.
- u) Qualification from the group stages will be based firstly on points gained; then goal difference; then goals scored. In the event that two teams are tied on all of the above criteria, then a tiebreaker penalty shootout will be held. See point v) for the rules of a penalty shootout, with one change – in this instance, any of the 10 players of the team are eligible to take the penalties in the shootout.
- v) Penalty shootouts will comprise 3 penalties for each team. In the event that the shootout is tied after 3 penalties each, it will move to sudden death with each team having the opportunity to shoot in each round until one team scores and one team misses. There will be a coin-toss before the shootout with the winning team deciding which team will shoot first. Only the 5 players on the pitch at the end of the match may participate in the shootout (even into sudden death). All 5 players (including the goalkeeper) must take a penalty before a player can take a second penalty. A team

may change its goalkeeper for the shootout but only using players on the pitch at the end of the game.

- w) In the event of a tied game in the knockout stages, there will be no extra time and the game will go straight to a penalty shootout. The same rules for the shootout will apply as under point v).
- x) There will be no offside ruling throughout the tournament.
- y) The wearing of shin guards during play is strongly encouraged. The organizing committee will not bear any responsibility for injuries the players suffer. No metal or sharpened studs are allowed on boots. No jewelry can be worn by any players, male or female.
- z) All decisions by the referees are final and no appeals will be entertained after the match played. In the event of any dispute on the interpretation of the rules, the team captain should inform the organizer immediately so that these can be reviewed before continuing with the match.

4. REFRESHMENT

All teams are to provide their own refreshments.