

## Realisation

The organisation and management of the tournament is the responsibility of the youth football department of Blau Weiß Westfalia Langenbochum e.V.

## Organisation

1. Management, organisation and implementation of a tournament are the responsibility of the organising club.
2. Tournaments must be organised according to a fixed schedule. The order of the matches and any deciding matches, extra time and the rules for deciding matches by 9-metre shoot-outs must be finalised before the start of the tournament.
3. The participants must be made aware of these regulations before the start of the tournament.
4. Disputes arising from incidents during a tournament or concerning the interpretation of the tournament regulations shall be decided by an arbitration tribunal to be formed by the organiser before the start of the tournament, which must consist of at least 3 persons. The decision of the arbitration panel is final. This also applies to the scoring of the matches. A sports doctor or medical service should be present at the tournament.

## Participation regulations

Only players who are in possession of a proper playing licence from the DFB or one of its member associations may be used in indoor football matches. The regulations of FIFA and UEFA apply to the participation of foreign teams.

## Playing rules and regulations

Indoor football matches are played in accordance with the rules of the game recognised by the DFB, the provisions of the statutes and regulations of the DFB, the WFLV and these guidelines.

## Match schedule

The tournament will be organised according to the corresponding match schedule. **The first-named team always plays from left to right. The second-named team always kicks off. In the case of the same or similar jersey colours, the second-named team is required to use the jersey provided by the tournament management.** The referee is responsible for deciding which colour to use.

## Sports hall and playing field

1. The sports hall must be designed in such a way that the playing field can be separated from the spectator area.
2. The pitch must be rectangular. The length should be no more than 50 metres and no less than 30 metres, the width no more than 25 metres and no less than 15 metres. It may be played with boards.
3. The division of the playing field shall be in accordance with the Laws of the Game and shall be adapted to the respective dimensions of the hall. The penalty area corresponds to the throwing circle (goal area handball court, 6 m goal distance). If there is no throwing circle, a rectangular goal area must be marked out, which must be at least 6 metres deep.
4. The goals are 5 metres wide and 2 metres high.



5. A point 9m (with a goal width of 5 metres) from the centre of the goal must be marked for the penalty kick (dotted line).

### The transition zone

The substitution zone is located **exclusively behind the goal** on the corresponding side, which is equipped with substitution benches. A substitution on the other side of the goal or the sideline is not permitted and will be penalised by the referee as a faulty substitution. In the event of a substitution error, the referee will show a yellow card to the player or one of the players.

### The ball

The match balls must be bounce-reduced (futsal balls):

Sizes/weights

F-juniors and younger: size 3 or 4, S-light, up to 310 g

**E-juniors: size 3 or 4, light, up to 340 g**

D-juniors: size 4, light, 340 - 360 g

C to A juniors, seniors: size 4, 400 - 440 g

### The players

A team may consist of a maximum of 15 players, of which a **maximum of 5 (4+1)** may be on the pitch. **The numbering of the players must be maintained for the entire tournament and the name in the match report must match the player's shirt number at all times.** If a team has more than the permitted number of players on the pitch, the game must be stopped and the player who has entered the pitch must be cautioned. Play is restarted with a free kick to the opposing team from the place where the ball was located when play was stopped.

### Equipment of the players

1. With the exception of footwear, the same rules apply to players' equipment as for matches on the pitch.
2. The shoes must not have studs or heels and must have a light-coloured sole.
3. The organising club must specify the details of the players' clothing, e.g. also the changing of clothing, in the tournament regulations.

### Playing time

The **playing time (9:30 minutes)** is not determined by the referee, but by a timekeeper appointed by the tournament organisers, who may stop the clock during an interruption at the referee's signal (timeout). The playing time in the last minute of each game is **not** automatically stopped by the tournament organisers.

### Match management

The matches (junior section) should be officiated by authorised referees.



## Laws of the game

1. The offside rule is cancelled. If the ball is kicked out of play, the ball is kicked into play, which **cannot be** used to **score a direct goal**. If a goal is scored by the attacking team, the ball is put into play by the goalkeeper by **dropping it (goal kick)**. **A goal kick with the foot is not permitted**. In the event of a goal-line clearance caused by the defending team (including the goalkeeper), a corner kick must be awarded. A goal can be scored directly from this. Illegal play inside the own penalty area is penalised with a penalty kick.

2. A goal can be scored from any distance (except from a goal kick).

3. The players of the opposing team must be at least 3 metres away from the ball when kicking off, taking penalty kicks, free kicks and corner kicks and when kicking in from the touchline.

4. At the kick-off, the players of the opposing team must be at least 3 metres away from the ball. The kick-off takes the form of a 'normal kick-off' and can be taken in any direction. A goal can be scored directly from the kick-off.

5. If play is not restarted within **4 seconds** (except for penalty kicks and kick-offs), play is restarted as follows:

- At corner kick with goal clearance

- In the event of a kick-in, kick-in for the opponent

- At a free kick, free kick for the opponent

- Goal kick, free kick for the opponent on the goal-area line

- If the goalkeeper controls the ball with his hand or foot in his half of the pitch, free kick for the opponent. The 4-second rule only applies in your own half of the pitch. In the opponent's half, the 4-second rule is cancelled.

6. The time limit begins as soon as the team taking the kick is able to continue play. Free kicks for the attacking team that are awarded inside the penalty area are moved back to the penalty area line (6m circle).

7. If the ball touches the ceiling, a kick-in is taken from the touchline at the height of the ceiling.

8. After a goal kick (caused by the attacking team), the ball is in play if it has been kicked or released and is clearly moving.

9. All free kicks are indirect.

10. The rule on sliding the ball in from the side or from behind when an opponent plays or tries to play it (sliding in, sliding, tackling) has been proactively removed from the official FLVW regulations and is therefore permitted. However, if the opponent is hit during a sliding tackle, the sliding player is given a time penalty (2 minutes).

11. The back pass rule applies. The ball may **not** be picked up by the goalkeeper when it is passed by his own team-mate.

## Match and placement decisions

In the event of a tie after the preliminary round and the intermediate round, the following criteria are determined in the appropriate order:



### 1. direct comparison

### 2. goal difference

### 3. number of goals scored

### 4. 9m shoot-out

Both teams take it in turns to take three shots on goal each. The winning team takes the first shot on goal. Subsequent shots are not permitted, regardless of whether the ball is blocked by the goalkeeper or rebounds off the goalpost or crossbar. If both teams have scored the same number of goals after taking three shots on goal each, the shots on goal continue in the same order until one team has scored one more goal with the same number of shots on goal. A player may only take a second kick if all eligible players (all players who are registered in the match report for the game in question and are eligible to play) have already taken a penalty kick. In the case of a 9-metre decision, both teams must have the same number of players available. If this is not the case, the team with more players must be reduced.

### Penalty regulations

1. The referee may impose the following penalties on players for offences committed during a match:

- a) Warning
- b) 2-minute time penalty
- c) Permanent sending off.

2. A time penalty can be imposed either without a prior warning or after a warning has been given. The team can be replaced by a player if the opposing team has scored a goal, at the latest after 2 minutes have elapsed. A player may only be sent off once during a match for a fixed-term offence. If this player commits another punishable offence in the same match, he must be sent off permanently.

3. A team that has been sent off permanently can be replaced by a player if the opposing team has scored a goal, at the latest after 2 minutes. Players who are sent off permanently are automatically suspended (§ 3 SpO/WFLV and § 9 RuVO/WFLV or § 27 JSpO/WFLV) and are excluded from further matches of the tournament. The provisions of §§ 3 SpO/WFLV, 9, 10, 11 RuVO/WFLV and §§ 25-30 JSpO/WFLV and § 3 RuVO/WFLV apply.

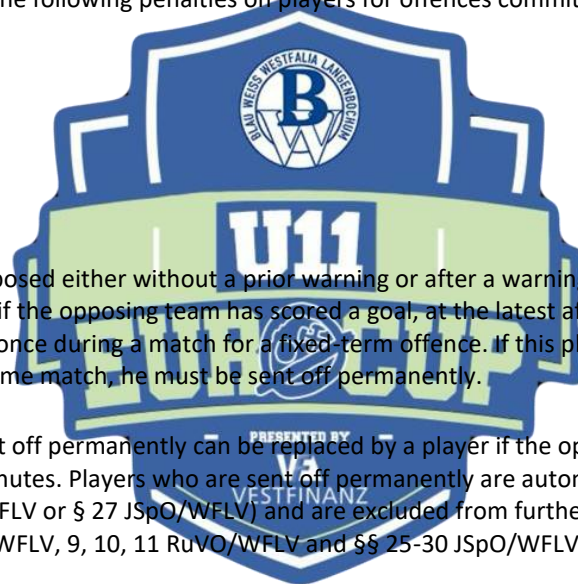
4. Players, substitutes and coaches/team officials who are accused by the referee in the match or special report of assaulting or insulting a referee or preventing a clear goalscoring opportunity (red card) are excluded from further matches in the tournament.

5. If the number of players on a team is reduced to less than two due to a temporary or permanent sending-off, the match must be abandoned. The regulations for scoring in the event of the match being abandoned through fault of the referee apply.

6. Other offences that go beyond these regulations are punished in accordance with the FIFA Futsal Laws of the Game.

### Match reports

Indoor match reports must be drawn up for each tournament and sent to the body that authorised the tournament.



## Final provisions

1. The tournament organisers may issue additional playing regulations. However, these must not conflict with the spirit of these regulations and the Laws of the Game.
2. If an artificial turf playing surface is used, the ball (in accordance with VII) may be replaced by a normal match ball.
3. For the age groups E-Juniors and younger, deviations may be made from the rules 'X, Para. 2' and 'XII, Para. 4' in the sense of an age-appropriate form of play (aspects of the Fair Play League).
4. Indoor football matches may also be played in accordance with the FIFA Futsal Rules, whereby all official district or association indoor tournaments must be played in accordance with the FIFA Futsal Rules.
5. The regulations in this section were adopted by the Association Football Committee and the Association Youth Committee (status: 11/2024).

