

WORLD CUP SOCCER

RULES



HIGHLIGHTS

- Forfeit time is five (5) minutes after the scheduled game start time. If the player or team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that player or team will forfeit and the opposing player or team will be declared the winner (assuming the opposing player or team is ready to play).
- Games are sixty (60) minutes in length consisting of thirty (30) minute halves with a five (5) minute halftime break.
- A team must have a minimum of twelve (12) players and a maximum of eighteen (18).
- A match will consist of two teams with eleven (11) players including a goal keeper. A match may not start if either team consists of fewer than eight (8) players.
- Preliminary round games ending in a draw will be scored as a draw. There will be no extra time or penalty kicks
- Playoff games that end in a draw will continue with two (2) ten (10) minute periods of extra time that will be played in their entirety. If there is still a tie, then it will go to a 5-man penalty kick shootout.
- Up to seven (7) substitutions may be used PER TEAM PER HALF in a single match. A player who has been subbed out CANNOT come back into the game FOR THAT HALF. At the beginning of any half, a team can choose to start ANY eleven (11) players and will have seven (7) substitutions FOR THAT HALF. In the case of extra time during the knockout stage, both extra time periods will be considered as ONE SINGLE HALF. So only seven (7) substitutions will be allowed across BOTH extra periods per team.
- For safety purposes, SLIDE TACKLING IS NOT ALLOWED UNDER ANY CIRCUMSTANCE. All players should remain on their feet. The penalty for slide tackling is an immediate Yellow Card
- Shin-guards are mandatory for all players. All items of jewelry are strictly forbidden



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TOURNAMENT RULES

READY TO PLAY

- Forfeit time is five (5) minutes after the scheduled game start time. If a team is not “Ready to Play” within five (5) minutes after the scheduled game start time, then that team will forfeit and the opposing team will be declared the winner (assuming the opposing team is ready to play).

JERSEYS AND APPARREL

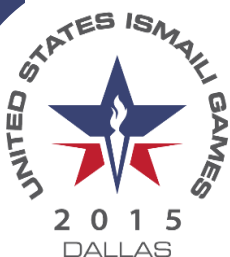
- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the field unless they have received a written waiver from the USIG National Sports team.
 - Players are not allowed to alter the uniforms that are provided by the USIG.
 - Goalkeepers will be required to wear the special keeper jerseys that are provided by the USIG.
- Proper shoes must be worn at all times. No metal or steel cleats or sandals allowed.
- If a player is not wearing the proper attire, they will not be allowed to take the field.
- It will be at the referee’s discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

REFEREE’S JUDGMENT

- A referee’s judgment should not be contested.
- Failure to adhere to a referee’s judgment may warrant ejection.
- The referee’s decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the referee’s discretion to consult the rulebook

SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.



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OFFICIAL RULES

TEAM ROSTER

- A team must have a minimum of twelve (12) players and a maximum of eighteen (18).

METHOD OF SCORING

- A goal is scored when the whole of the ball has crossed over the goal line between the goals posts and the cross bar, provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking team.
- The referee shall be the sole judge as to whether a goal has been scored.
- During the course of the game, should an outside agent assist the ball into the goal, or prevent the ball from entering the goal, play shall be stopped. The referee shall restart the game by dropping the ball

TIE GAMES

- In the event of a tie match after regulation in round-robin play, the match will be considered a draw
- During the playoffs, games tied at end of regulation time will proceed to extra time of two (2) periods of ten (10) minutes each
- If the game is still tied after extra time a five (5) man penalty shootout will take place followed by a sudden-death shootout if necessary

PRELIMINARY STANDINGS AND SCORING SYSTEM

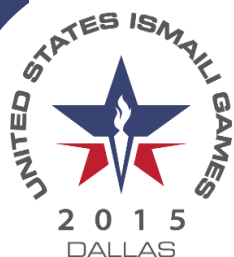
- The final preliminary standings will be computed using the points system:
 - Each win is worth 3 points
 - A draw is worth 1 point
 - A loss is worth 0 points.
- See the tiebreaker rules for the official tiebreakers if two or more teams end the preliminary round with the same amount of points. In the case of inclement weather or other harmful conditions, four full innings will constitute a full game.

START OF PLAY

- A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match.
- The team that wins the toss takes the kick-off to start the second half of the match. In the second half of the match, the teams change ends and attacks the opposite goals.

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EQUIPMENT

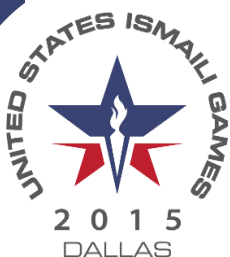
- Shin-guards are mandatory for all participants.
- A player who is sent off by the referee because of defective, dangerous or missing equipment may not re-enter the game until the referee is satisfied with the player's equipment.
- Each goalkeeper wears colors that distinguish him from the other players and referee.
- Metal cleats for footwear are not allowed.

GOALKEEPERS

- Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made and the change is made during a stoppage in the match.
- Each goalkeeper has to wear colors that distinguish him from the other players, the referee and the assistant referees. Goalkeepers will be required to wear the special keeper jerseys that are provided by the USIG.
- An indirect free kick is awarded to the opposing team to the closest point outside of the penalty box from the spot of the foul if a goalkeeper, inside his own penalty area, commits any of the following four offences:
 - takes more than six seconds while controlling the ball with his hands before releasing it from his possession;
 - touches the ball again with his hands after it has been released from his possession and has not touched any other player;
 - touches the ball with his hands after it has been deliberately kicked to him by a teammate.
- If the goalkeeper deliberately handles the ball outside the goalkeeper's penalty area, a direct free kick is awarded to the opposing team to be taken from the place where the infringement occurred. He will be treated as a regular player and subject to the same laws of the game respecting cautionable offenses, that is, red and yellow cards.

BALL IN AND OUT OF PLAY

- The ball is out of play when:
 - it is wholly crossed the goal line or touch line whether on the ground or in the air;
 - the game has been stopped by the referee.
- The ball is in play, at all other times, including when:
 - it rebounds into play from a goal post or cross bar;
 - it rebounds from the referee when he is within the playing area;



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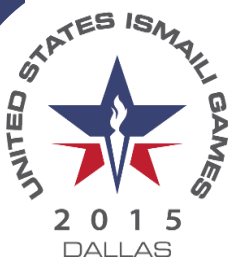
- it rebounds from corner flags

SUBSTITUTIONS

- Up to seven (7) substitutions may be used PER TEAM PER HALF in a single match.
- A player who has been subbed out CANNOT come back into the game FOR THAT HALF.
- At the beginning of any half, a team can choose to start ANY eleven (11) players and will have seven (7) substitutions FOR THAT HALF.
- In the case of extra time during the knockout stage, both extra time periods will be considered as ONE SINGLE HALF. Only seven (7) substitutions will be allowed across BOTH extra periods per team.
 - Any player that subbed out during the extra time periods **cannot come back for the rest of the game and will not be eligible to be chosen for penalty kicks (if PKs are necessary). Only the final 11 that were on the field at the end of extra time are eligible to be chosen for penalty kicks.**
- To replace a player by a substitute, the following conditions must be observed:
 - the referee is informed before any proposed substitution is made;
 - a substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee;
 - a substitute only enters the field of play at the halfway line and during a stoppage in the match;
 - a substitution is completed when a substitute enters the field of play;
 - from that moment, the substitute becomes a player and the player he has replaced ceases to be a player;
 - a player who has been replaced can take no further part in the match for the rest of the half
- The referee will immediately issue a caution to any player who delays the start of the play.

OFFSIDE POSITION

- For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.
- It is not an offence in itself to be in an offside position. A player is in an offside position if he is nearer to his opponents' goal line than both the ball and the second last opponent.
- A player is not in an offside position if:
 - he is in his own half of the field of play; or



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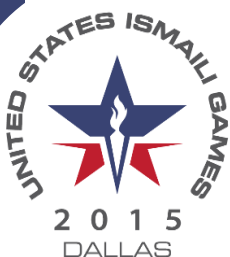
- he is level with the last two opponents.
- A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play be:
 - interfering with play;
 - interfering with an opponent; or
 - gaining an advantage by being in that position

DIRECT FREE KICK

- A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:
 - kicks or attempts to kick an opponent;
 - trips or attempts to trip an opponent;
 - jumps at an opponent;
 - charges an opponent;
 - strikes or attempts to strike an opponent;
 - pushes an opponent.
- A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:
 - tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball;
 - holds an opponent;
 - spits at an opponent;
 - handles the ball deliberately (except for the goalkeeper within his own penalty area).
- A direct kick is taken from where the offence occurred.

INDIRECT FREE KICK

- An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:
 - takes more than six seconds while controlling the ball with his hands before releasing it from his possession;
 - touches the ball again with his hands after it has been released from his possession and has not touched any other player;



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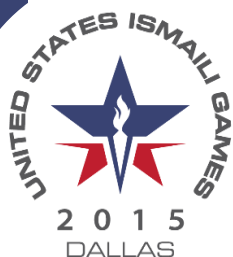
- touches the ball with his hands after it has been deliberately kicked to him by a teammate.
- An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:
 - plays in a dangerous manner;
 - impedes the progress of an opponent;
 - prevents the goalkeeper from releasing the ball from his hands;
 - commits any other offence, not previously mentioned for which play is stopped to caution or dismiss a player.
- The indirect free kick is taken from where the offence occurred.

PENALTY KICK

- A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play

POST GAME PENALTY KICK PROCESS

- The referee chooses the goal at which the kicks will be taken by tossing a coin and the team whose captain wins the toss decides whether to take the first or the second kick. The referee keeps a record of the kicks being taken. Subject to the conditions explained below, both teams take five kicks that are taken alternately by the teams.
- Position of the ball and the players
 - the ball is placed on the penalty mark;
 - the player taking the penalty kick is properly identified;
 - the defending goalkeeper remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked;
 - The players other than the kicker are located: inside the field of play; outside the penalty area; behind the penalty mark; and at least 9.15 m from the penalty mark.
- The referee
 - does not signal for a penalty kick to be taken until the players have taken up position in accordance with the law;
 - decides when a penalty kick has been completed;
 - ensures the player taking the penalty kicks the ball forward;
 - and that he does not play the ball a second time until it has touched another player;
 - the ball is in play when it is kicked and moves forward.



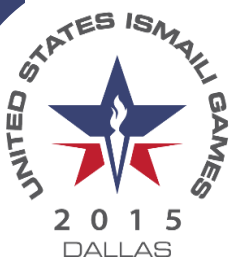
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- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.

YELLOW CARD

- A player is cautioned and shown the yellow card if he commits any of the following offences:
 - is guilty of unsporting behavior;
 - shows dissent by word or action;
 - persistently infringes the “Laws of the Game;”
 - delays the restart of play;
 - fails to respect the required distance when play is restarted with a corner kick, free kick or throw-in;
 - enters or re-enters the field of play without the referee’s permission;
 - deliberately leaves the field of play without the referee’s permission.
- A substitute or substituted player is cautioned and shown the yellow card if he commits any of the following offences:
 - is guilty of unsporting behavior;
 - shows dissent by word or action;
 - delays the restart of play.
- If a player receives two (2) yellow cards in a round robin, he will automatically be given a one (1) game suspension for the following game (even if the following game is in the playoffs)
- If there are less than two (2) yellow cards received during the round robin these will not count in the playoffs.



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RED CARD

- A player, substitute or substituted player is sent off and shown the red card if he commits any of the following offences:
 - is guilty of serious foul play;
 - is guilty of violent conduct;
 - spits at an opponent or any other person;
 - denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball;
 - denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick;
 - uses offensive or insulting or abusive language and / or gestures;
 - receives a second caution in the same match.
- A player, substitute or substituted player who has been sent off and shown the red card must leave the vicinity of the field of play and the technical area.
- A red card in any game will result in a two (2) game suspension (game in which the card is issued and the next subsequent game).



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