



2023 FOOTBALL FOR FRIENDSHIP WORLD CHAMPIONSHIP RULES

Preamble

FOOTBALL DRIVES THE PLANET.

People all around the world play football and respect its traditions and rules.

Competition

All Young Participants are united in 16 teams participating in the F4F World Championship. The teams are divided into 4 groups of 4. Single league system is used. The best team in each group will advance to play-offs. All play-off games will be decided by the cup system, i.e. by direct elimination.

Match schedule

The F4F Organizing Committee will draw teams into groups and publish the schedule on the official website. The Open Draw ceremony will take place before the start of F4F World Championship.

Field of play

The play of field has two longer boundary lines which are called touchlines. And two shorter lines - goal lines with the goals in the center of each. The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. There are also: a goalkeeper area, a penalty box with a penalty spot, corners areas with flags in each and center circle with a center spot.

All the field of play are artificial turf. The match pitch size is 20×30 m. Goals size is 3×2 m for qualifying games and it can be enlarged up to 5x2m – for the final game.

Players

A match is played by two teams, each with a maximum of five players; one must be the goalkeeper. There should be 5 players on the field and 1 substitute.

It is allowed for the goalkeeper to pick up the ball with the hands in the penalty area. They can also throw the ball.

Substitution

Rolling substitutions throughout the match are allowed (referee announcement is not needed). The game must be stopped, and the referee has to be informed at the substitution of a goalkeeper.

Players' Outfit



Each player who is qualified for the F4F World Championship will get an individual outfit. No studs for footwear allowed, please see illustrations for appropriate footwear.



Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

Referee tosses a coin before the match to decide which team brings the ball into play.

Referee decides on any kind of rules violations.

Referee is allowed to stop the match.

Referee acts a timekeeper and determines the additional time.

Referee decides on extra time added if both teams are tied in a play-off match.

Referee decides whether a penalty shootout must take place straight after the main time or after the extra time in the situation when both teams are tied in a play-off match.

Match duration

A match lasts for two equal halves of 7 mins each with a 2 min half time interval between them.

Off-side

No off-sides.

The Start and Restart of Play

A kick-off starts both halves of a match and restarts play after a goal has been scored. Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts.

- All players, except the player taking the kick-off, must be in their own half of the field of play;
- A player taking the kick-off is not allowed to touch the ball again before it has touched another player.

Ball in and out of game

Ball out of play



The ball is out of play when:

it has wholly passed over the goal line or touchline on the ground or in the air, play has been stopped.

Ball in play

The ball is in play at all other times when it touches a match official and when it rebounds off a goalpost, crossbar or corner flag post and remains on the field of play.

Fouls and Misconduct

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

Free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless, or using excessive force:

- charges,
- kicks or attempts to kick,
- tackles or challenges,
- trips or attempts to trip,
- plays in a dangerous manner,
- uses abusive words during the match.

The yellow card communicates a caution; the red card communicates a send-off.

If a player gets 3 yellow cards during the F4F World Championship, they miss the next match scheduled.

If a player gets 1 red card the F4F World Championship, they are sent-off the pitch till the end of the match and miss the next match scheduled.

Free kicks

Direct and indirect free kicks are awarded to the opposing team of a player, substitute, substituted or sent-off player, or team official guilty of an offence.

All free kicks are taken from the spot where the offence occurred.

Where two or more defending team players form a 'wall', all attacking team players must remain at least 1 m from the 'wall' until the ball is in play.

The Penalty Kick

A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area.



The Throw-in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

The Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. A goal may be scored directly from a goal kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

The Corner Kick

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored. A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents.