



# Swiss Tamil Football Association

## Indoor tournament Regulate STFA 2023 Referee-Qualification minimum 4. League (Swiss)

### 1. FOOTBALL

- 1.1. Only futsal balls are allowed to be used. Leather balls that are used outside are not allowed.
- 1.2. During the tournament its only allowed to play with the same futsal ball. Changes between the games is not allowed.

### 2. PLAYERS/SQUAD

- 2.1. The squad of one Team is maximum 10 players.
- 2.2. The number of a team and the playsystem is to be ruled by the organizer. There must be at least 3 (for 5 vs. 5) or 4 (for 6 vs. 6) players on the field before the game starts. 2 coaches per team are allowed in the coaching zone. They must be different in clothing from the players.
- 2.3. In the event of a confrontation, substitutes may not enter the field of play or they will be suspended for the game or in case of a major problem, suspended for the entire tournament.
- 2.4. If the coach enters the playground without the permission of the referee, he will be warned and afterwards banned to the tribune. The first warning is valid for the entire tournament. The referee must report this. (see the SR fact sheet)

### 3. SUBSTITUTIONS

- 3.1. Players can be substituted within the team at any time during the game.

### 4. EQUIPMENT OF THE PLAYERS

- 4.1. Every team has to wear the same jersey (The goalkeeper and the player have to wear **different colour jersey**).
- 4.2. Every player has to wear a jersey with a number on the back The number must be exact the same number as given in the playerlist.
- 4.3. The players have to play with indoor shoes.
- 4.4. It is **obligatory** to wear shin guards.
- 4.5. **If the player does not wear shin guards after being asked to do so by the referee, he will receive a 2-minute penalty.**
- 4.6. A player may not use or wear any equipment that is dangerous to him or another player, including **any type of jewelry** (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.). The use of tape to cover jewelry is permitted.
- 4.7. In case of violation of the Equipment rules, the referee can send the player out for remove/put on the equipment. If the player doesn't follow it, he will get a 2-minute penalty.



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### 5. PLAYING TIME

- 5.1. The organiser decides on the match times. A match in the group stage is 10 minutes long (maximum 12 minutes) without half-time break or change of sides.
- 5.2. Knockout Stage
  - 5.2.1.1 Game is 10 minutes long (maximum 12 minutes).
  - 5.2.2. In the last 1 minutes of a Knockout-stage game, the time will be stopped during every break.
  - 5.2.3. **Exception:** The Final game is 12 minutes long (maximum 15 minutes). In the last 2 minutes the time will be stopped during every break. If the final ends in a draw, there will be played another 5 minutes extra time.
  - 5.2.4. **The 5 minutes extra time will be played without stopping the time.**
  - 5.2.5. **While a 10m penalty, the time will be stopped only in the last minutes of the game or in the final, the last 2 minutes.**

### 6. PENALTY SHOOTOUT DURING KNOCKOUT-STAGE:

- 6.1. 5 players from each team will alternatively shoot a penalty. If there is a draw, each player who did not shoot before must shoot until there is a winner. A player who has already shot can only shoot again if all his teammates have already shot or if the other team has fewer players (example: Team A has 9 players and Team B has 8 players. Team A can choose whether the ninth player shoots or whether they start again with the first player).
- 6.2. If a player is injured and can't shoot, they must inform the referee and the opponent team.
- 6.3. The injured player can't play anymore in the tournament if they reach the next round.

### 7. DELAY OF THE GAME

- 7.1. Freekicks, corners and sidekicks have to be played within 4 seconds, otherwise the opponent team gets the ball. The 4 seconds will be called out loudly by the referee. This rule should promote a high intensity game.

### 8. GOAL

- 8.1. The regulations of goals are the validated rules and regulations of SFV(Swiss football association) and FIFA.



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### 9. GOAL-KICK/THROW-IN

#### Goalkick

- 9.1. The free kick must be taken inside the penalty area and cannot be taken across the halfway line. The ball has be touched by a player, side-wall or the ground before crossing the halfway line. In case of violation of the rule, the opponent team will get a freekick from the halfway line.

#### Throw-In

- 9.1.1. When the ball leaves the field, it is thrown in. The ball is either rolled by hand or brought into play by a flat kick. The general rules of the SFA / FIFA apply here.

### 10. FORBIDDEN GAME

#### 10.1. Free kick

- 10.2. The free kick is invariably executed indirectly outside the goal area. Otherwise, the general regulations of the SFA / FIFA apply here.

#### 10.3. Tackling

- 10.3.1. Tackling is forbidden and will be punished with a foul. A tackle is the attempt to play the ball by sliding in from the front, the side or from the back when the opponent is in possession of the ball (sliding tackling) The 4th and each other foul are carried out with free kicks by means of a "penalty" from the 10-meter point, whereby the goalkeeper must keep the minimum distance of 5m and all players must be behind the ball. Each subsequent tackle is a 10m penalty. The referee/referee displays a so-called "accumulated foul" with a card. A "normal" penalty is not also counted as a cumulative foul. When extended, the accumulated fouls are not deleted. In any case, the 10m penalty will still be carried out even if the time has passed.

#### 10.4. Penalties

- 10.4.1. The penalty is awarded for an offence committed by a player in his own goal area. The general regulations of the SFA / FIFA apply here.

### 11. RETURN PASS

- 11.1. A ball obviously played back with its feet to its own goalkeeper must not be taken into the hands of the goalkeeper. In the event of a violation, the opposing team receives an indirect free kick.

- 11.2. Balls played back with the head back may be taken into the hands of your own goalkeeper.



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### 12. PUNISHMENTS

#### 12.1. Yellow card

- 12.1.1. A yellow player will be banned from the game for 2 minutes without replacement.  
The Excluded Player may only intervene again in the game after a show of hands from the impartial.

#### 12.2. Red card

- 12.2.1. A player penalized with red will be excluded from the game until the end and for the next game.
- 12.2.2. Depending on the violation, the red-banned player may no longer be used in the entire tournament. The ban will be imposed at the discretion of the organizer based on the report of the impartial.
- 12.2.3. In the case of the following offence, the player will be excluded from the tournament (activity, referee accompaniment, spitting) Reporting.
- 12.2.4. The SR must briefly report each yellow/yellow-red and red card (see SR leaflet)

### 13. Player Card and Tournament Funds

- 13.1. The player list and tournament money must be handed in before the second game, otherwise the club will not be admitted to the next game and the team wins with 3.0 forfeit.
- 13.2. Before submitting the list of names, the back number must be entered in Player Management.

### 14. GENERAL PROVISIONS

- 14.1. All regulations not listed here are to be implemented by impartiality in accordance with STFA, SFA or FIFA regulations.

### AGREEMENT

The undersigned hereby declares that he has read and understood the above rules and will conduct and act with a clear conscience in accordance with the rules of the STFA. In case of violations

or disregard of the regulations by the impartial, the organizer must intervene and has the responsibility to make the right decisions according to STFA rules.

Forename:..... Name: .....

Date/Place: ..... Signature:.....