



HOMELESS WORLD CUP STREET SOCCER RULES

(1) Teams

- Maximum of 4 players per team on the court:
 - 3 outfield players
 - 1 goalkeeper
 - plus 4 substitute players ('flying' or 'rolling' substitutions apply)

(2) Duration of Matches

- Two halves of 7 minutes each plus a one-minute interval in between each half.

(3) Start

- The match starts when the referee throws the ball into the court. When a goal is scored, the team that has conceded the goal receives the ball and the goalkeeper is allowed to bring the ball back into play immediately after the referees' whistle.

(4) Goalkeeper Rules

- A goalkeeper may not score goals.
- The goalkeeper must not leave the penalty area.
- The goalkeeper must not hold the ball longer than necessary in his penalty area ("playing for time").
- The goalkeeper must not distribute the ball from his hands overarm (the ball should be distributed underarm, i.e. below shoulder height). If the goalkeeper does not distribute the ball underarm, a free kick will be awarded to the other team at the half way line.
- A pass back rule applies. If a goalkeeper picks the ball up with his hands after receiving a pass back from a teammate, the other team is awarded a penalty.

(5) Rules for Penalty Area

- Outfield players must not enter the penalty area. This rule applies to both attacking and defending players ("fishing for the ball" is not allowed).
- If a player from the defending team enters the penalty area, the other team receives a penalty.

- If a player from the attacking team enters the penalty area, the other team receives a free kick.

(6) One Player always in Opposition Half

- At least one player must remain in the opposition half of play. A foul will be awarded against a team where the whole team is in its own half.
- If a player in a team receives a blue card, then while the team is a player or more down this rule will not apply. Similarly, this rule will not apply if a player in a team receives a red card.

(7) Time-wasting

- The referee can award a penalty against a team which is persistently time-wasting after the team has been first warned about its conduct.

(8) Penalty Kicks

- A penalty for the opposing team is given when:
 - A player from the defending team enters the penalty area.
 - A team passes back three times in a row directly to their own goalkeeper with the intention of time wasting (without a player from the opposing team having had the chance to touch the ball).
 - If the goalkeeper holds the ball longer than necessary in his penalty area (“playing for time”).
 - If the goalkeeper picks up the ball with his hands when he receives a back pass from a player on his own team.
 - Due to foul play in front of the goal area.
- A penalty kick must be taken towards the goal. If the ball moves backwards from the goal the penalty is lost.

(9) Rules for Free Kicks and Out Balls

(9a) Free Kicks

- All free kicks are indirect. All players of the opposing team must be a minimum of 2 metres from the ball when a free kick is being taken.
- The referee awards a free kick for:
 - All fouls on the field except for any offence, which is seen as a “penalty offence”
 - If a player seeks to gain an advantage by holding the perimeter board with both hands.

(9b) Out Balls

- If a ball goes out of play over the board the ball must be rolled in by hand at ground level at the position where the ball went out of the field of play. All players of the opposing team must be a minimum of 2 metres from the ball at the roll-in point.
- If a ball goes out of play on behind the goal:
 - By the attacking team: the goalkeeper receives the ball and kicks or throws the ball back in.
 - By the defending team: The attacking team receives a corner and rolls the ball in by hand at ground level. All players of the opposing team must be a minimum of 2 metres from the roll-in corner.

(10) Fouls

- In the event of a foul or unfair play the referee may judge as follows:
 - Blue card (two minutes time exclusion): For foul play a player will be excluded from the match for two minutes during which time the team has to play with one less player. A player given a blue card will be sent off for two minutes and not allowed back on. After two minutes have elapsed the player given the blue card will be replaced by another player from the team.
 - Red card (match penalty): for serious foul play a player is excluded from the rest of the match. The team has to play with one less player for the remainder of the match. A red card will only be given for serious foul play, violent conduct or abuse of the referee. The player will be sent off immediately and not be allowed back during the game. No replacement player will be allowed on. The same applies to coaches.

(11) Referees

- Each match will have three referees. Two referees will be positioned at either end of the playing court. The senior referee will be free to move around as he or she sees fit.

(12) Homeless World Cup Court Proportions

- Size of court: 22 (long) x 16 (wide) meters.
- Goal size: 4 m wide x 1.30m height, depth approx. 1 m.
- Penalty area: half circle with 4m radius.
- Height of boards: 1.10m.
- Net: behind both goal-sides is a net which is 3m in height.
- Place for players: 2 players benches at the long side of court.
- Entrance for players: 2 separate entrances at the long side.
- Size of ball: Size 5.

(13) Spirit of the Game

- Each game is to be played under the Spirit of the Homeless World Cup. All participants (including management) are expected to uphold a high standard of behaviour and integrity both on and off the pitch. Gamesmanship (i.e. the use of dubious - although not technically illegal - methods to win or gain a serious advantage) is not in the Spirit of the Competition and will not be tolerated.

If you have any additional questions, please contact info@homelessworldcup.org
