

Golden Goal Tournament Rules and Regulations

1. PLAYING RULES

1.1 The Ball

1.1.1 The ball shall be spherical; the outer casing shall be of leather or other suitable materials. No material shall be used which might prove dangerous to players.
Ball size: **Size 5**.

1.2 Number of Players/Substitutions

1.2.1 A match is played by two teams of up to **six players**, including the goalkeeper. Minimum players to start: **four**.

1.2.2 Unlimited **substitutions** including the goalkeeper shall be permitted. Substitutions are continuous during play and all players must enter and exit the field of play at the substitution zone only when the player they are subbing is within 1 meter of the touch line nearest the team's bench. At minimum, a yellow card will be issued to a player who substitutes illegally. If an illegal substitution occurs where the team gains an advantage by breaking up a promising attack or denying an obvious goal-scoring opportunity, then a red card or penalty shootout (DOGSO) may be issued. Substituting goalkeepers follows the same procedure as outfield players, provided that the incoming goalkeeper wears a unique shirt.

1.3 Player Equipment

1.3.1 Teams must provide identical jerseys with different numbers.

1.3.2 All players must wear stockings; shin guards are mandatory.

1.3.3 If colour conflict occurs, the **away team** must change.

1.4 Duration of the Match — Golden Goal Time

1.4.1 Each game consists of **20 minutes** regulation time.

1.4.2 After 20 minutes, match enters **Golden Goal Time**, with a target of one goal more than leading/tied score.

- Begins at **5v5**
- Every **2 minutes**, one player is removed from each team until **2v2**, or a winning goal is scored

1.4.3 Golden Goal Time will restart with a kickoff at half after each 2-minute interval. A coin toss before 5v5 begins will determine which team starts each interval. For example, Team A will kick-off at 5v5 and 3v3. Team B will kick-off at 4v4 and 2v2. The winner of the coin toss will have the option. The 2-minute interval will only expire when the ball goes out of play. Fouls and injuries do not count as a stoppage for the 2-minute expiration.

1.5 Start and Restart of Play

1.5.1 Kick-off is used:

- At start of match
- After goals
- At start of Golden Goal intervals

A goal **may not** be scored directly.

1.5.2 Dropped ball used for stoppages not otherwise specified.

1.6 Ball In and Out of Play

1.6.1 Ball is out when:

- Crosses goal/touch line
- Referee stops play
- Touches ceiling netting

1.6.2 Ball is in play otherwise.

1.7 Method of Scoring

Goal counts when whole ball crosses goal line legally. No player/goalkeeper can score using their hands.

1.8 Offside

No offside in indoor soccer.

1.9 Kick-In

When the whole of the ball passes over the touch-line, either on the ground or in the air, a free kick shall be awarded to the team opposing that of the player who last touched or played the ball. The free kick shall be taken from the point that the ball crossed the line and went out of play. Players of the team opposing that of the player taking the kick-in shall not approach within 5 m (5.5 yds) of the ball until it is in play, i.e., it has been kicked and moves, nor shall the kicker play the ball a second time until it has been touched or played by another player. A goal may not be scored directly from a kick-in.

1.10 Goal Kick

A goal kick is a method of restarting play. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a goal kick.

1.11 Corner Kick

A corner kick is a method of restarting play. A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10. A goal may not be scored directly from a corner kick. All opponents must be at least 5 m (5.5 yds) from the ball until it is in play.

1.12 Free Kicks

All free kicks are **indirect**. All opponents must be at least 5 m (5.5 yds) from the ball until it is in play, unless they are on their own goal line between the goalposts. The ball is in play when it is kicked and moves.

1.13 Slide Tackling

All slide tackling is not permitted. Players may slide to keep the ball in play or block a shot as long as no player is within playing distance.

1.14 Penalty Kick

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. All slide tackles inside the penalty area, will result in a penalty shot.

A goal may be scored directly from a penalty kick. The Ball must be placed on the penalty mark. The goalkeeper must remain on their goal line, facing the kicker, between the goalposts until the ball has been kicked. The player taking the kick must be properly identified. The players other than the kicker must be located inside the field of play, outside the penalty area and at least 5m from the penalty mark.

1.15 DOGSO

NEW RULE: No red card will be issued for DOGSO outside the penalty area (unless the tackle is with intent to injure)

Instead, play will restart with an **uncontested shootout**:

- The attacking player starts at the center of the halfway line.
 - The player dribbles toward goal and has **one shot only**.
 - No rebounds are permitted.
 - The attempt must be completed within **10 seconds**, or it is considered over.
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2. GENERAL RULES

2.1 Matching uniforms with numbers required.

2.2 Goalkeeper must wear contrasting numbered jersey.

2.3 Organization Committee decides abandoned match outcomes; may assign default loss of 3–0.

2.4 All players and staff must complete online registration prior to tournament.

2.5 Team officials responsible for conduct; only rostered individuals allowed on bench; intimidation or abuse may result in removal from tournament.

2.6 Games played as scheduled unless postponed by Organization.

2.7 Postponed games must be played as rescheduled.

2.8 **Standings tiebreakers:**

- a. Most wins
- b. Head-to-head
- c. Goal differential
- d. Goals for
- e. Goals against
- f. Coin toss

2.9 No betting on matches.

2.10 Foul language, spitting, fighting prohibited; disciplinary action applies.

2.11 Committee decisions are final.

3. PLAYER/ROSTER REGISTRATION

- Maximum of **18** on the roster
- Government-issued ID required in case of a requested ID check
- Must present ID upon request or be deemed ineligible
- Use of ineligible players results in removal and 3–0 forfeit
- Committee decisions final
- Players may register for only **one** team

4. DISCIPLINE

4.1 Red Cards

- Player leaves immediately
- Team plays short for 4 minutes
- After 4 minutes, team returns to full strength except ejected player

Yellow Cards

- Player sits 2 minutes
- Team may substitute (no short-handed play)
- Goalkeeper remains in play for yellow; ejected for red

4.2 Violent conduct may result in suspension for entire tournament.

- 4.3 Teams responsible for spectators' behaviour.
 - 4.4 Suspended individuals may not participate.
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5. PROTESTS

- 5.1 Must be submitted in writing within 30 minutes of the match.
- 5.2 Organization determines merit before investigation.
- 5.3 Only teams in match may protest.
- 5.4 Referee decisions cannot be protested.

Mandatory Minimum Suspensions

Offence	Minimum Suspension
Foul/abusive language (not toward official)	1 game
Serious foul play	1 game
Violent conduct	3 games
Foul/abusive language toward official	3 games

All red cards are reviewed by the Disciplinary Committee, which may increase, reduce, or remove the sanction.