



LADIES FOOTBALL BYLAWS

FORMAT & RULES

UPDATED ON 6/12/2023



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FORMAT

The duration of each match will be twenty-two (22) minutes which will comprise of two halves of eleven (11) minutes each with a four (4) minute half-time interval.

- For the qualifying round, each team will play each other (a total of seven teams have registered) . The teams will contest in league games to gain points.

Points will be awarded based on the following:

- Match win = 3 points for the team,
- Match draw = 1 point for the team,
- Match loss = 0 points for the team.
- For the second round, the 4 teams with the most number of points will go through to the semi finals. The bottom three will be eliminated. The semi finals will be played with an extended time of thirty (30) of fifteen (15) minutes in each half with a five (5) minute half-time interval.
- For the third round, the winners of the semi finals will go through to the finals which will be played in the same manner as the semi finals.



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General

- The size of the indoor pitch is 24m x 30m. The goals measure 3m (width) by 2m (height).
- The indoor futsal ball that will be used is the Adidas Sala Size 4 Football.
- Participants should be present at the ground at-least thirty (30) minutes prior to the start of the game.
- Team officials and bench players should not indulge in inappropriate behavior or comments including moving up and down the side lines or goal lines during play. Persistency in doing so will result in their team being penalised.
- Any team causing unnecessary delay in taking the field after being notified and warned by the referee or sport marshal will be penalised.
- Players must remove all jewellery before the start of a match to avoid injury to themselves and other players. Failure to remove jewellery will result in a player not being allowed on the pitch.
- Nails should be short enough not to be seen from the underside of the finger. This is to protect other players from injury. Players will not be allowed to start a match with long nails.
- A toss at the beginning of the match will give the team an opportunity to choose: (a) the side of the court or (b) whether they want the kick-off first. The opposition will then exercise the remaining choice.
- There will be no offside rule.
- Any player is allowed to enter the penalty area (D) and goals can be scored from within this area.
- **There is no head high rule. Ball is in play at all times within the ground.**
- A free kick will be awarded upon a sliding tackle whereby the player, intentionally or unintentionally, tries to swipe the ball whilst on the floor.
- A free kick will not be given if a player gets the ball while stretching her leg.
- If more than two teams have equal number of points at the end of the league matches, the team with the highest goal difference in their group will go through to the next round. If they are still tied, then the team that scored the most number of goals in that round will go through. If still tied, then the team that conceded the least number of goals in that round will go through.

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In the eventuality this cannot determine the semi-finalists, a "Fire Play Match", consisting of two (2) halves of five (5) minutes each, with a half time duration of two (2) minutes, will be played amongst the teams to determine who goes through. If after the "Fire Play" the teams are still tied, then there will be a penalty shoot out – 3 players per team.

- In the semi finals and finals, in the event of a tie:
 - Extra time of 6 minutes, i.e. 3 minutes each half will be observed.
 - If the winner is not determined at the end of the extra time, there will be a five (5) shot penalty shoot-out.
 - If still the scores are tied, a sudden death penalty shoot-out with the rest of the players on the field, including the goalkeeper, will determine the winner. This will continue until a winner is finalised.
- A player who accumulates two (2) yellow cards or one red card in the tournament will be sent off immediately and she shall miss the next match.
- Cards are not carried through all the stages of the tournament.
- The referee's decision shall be final and binding.
- All communication with the referee should only be done by the respective team captains. This rule should be strictly adhered to and any offender may be cautioned by the referee, with serious offenders being accordingly penalised.
- Any player found abusing the referee or lineswomen may be disqualified from the game or from the entire sports festival, depending on the severity of her offence. In this matter, the decision of the Disciplinary Committee shall be final and binding.
- In the event of an injury on the pitch, the referee may stop play and stop the timer until the injured person is escorted safely off the pitch if she is unable to continue playing in which case a substitution must be made. The decision to stop play and the time for which play is stopped is at the discretion of the referee.

Squad

- Only players on the approved team list can take part in the matches.
- The matches will be played seven (7) a side with three (3) registered substitutes.
- Players may only play for one team in the league for the duration of the tournament.

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- The match shall be played by two (2) teams, each consisting of not more than seven (7) players. One (1) of the seven (7) players should be the goalkeeper, wearing a different color jersey or a bib.
- A match may not start if either of the teams has fewer than five (5) players. The team with less than five (5) players at the start time will forfeit the match rewarding the opposition with a win by three (3) goals.

Penalties

- A penalty shall be awarded for a foul by a defender against an attacker inside the penalty area. During a penalty, all players, except the penalty taker and the goalkeeper, should be outside the penalty area (D).

Kick-Ins

- When the ball goes out of play at the sideline, a kick-in will take place.

The Goalkeeper/the Area

- After a goal is scored, play starts from centre with a kick-off for the team who conceded.
- If a team wants to change their goalkeeper during a match, the referee must be notified before the change is made.

Goalkeeper clearances:

- If the ball is in the goalkeeper's hands the ball must be thrown back into play.
- If the ball is on the ground, the goalkeeper may kick the ball or pick it up and throw it back into play.
- When distributing the ball, it must be done with the hands in the underarm bowling motion.
- If the ball is out of play and the goalkeeper has not handled it she may either choose to kick or throw the ball.
- Drop kicks are not allowed.
- The goalkeeper can only handle the ball with her gloves within the penalty area.
- The goalkeeper can exit the penalty area (D); however, she cannot touch the ball with their gloves if she is outside her own penalty area.

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- Back Pass: the goalkeeper is not allowed to touch the ball with her hands from a back pass received from a teammate. She must use her feet in this situation.

Roll-In Substitutions

- Players can be rolled in and out during the match; however, rolling substitutes is only allowed when the ball is out of play.
- Substitutes must leave and enter from half-way line.
- Any substitutions require the referee's approval.
- Substitutions can be made as often as the team wishes, except during penalties. Either in a penalty during the game or during a shootout.

Free Kicks

- When taking a free kick, the opposing players must be at least 3 meters away from the kick-taker.

Regulatory

- No Studs are Allowed, only **Non-Marking** indoor Football Shoes.
- Shin guards are recommended for safety purposes.
- Eyeglasses are not advisable.
- Management is not responsible for any lost property.

Any queries/concern/disputes should be channelled to the Unity Games Organising Committee. The final interpretation of the by-laws shall be done by the Unity Games Committee.

Salaams and Duas,

UG2023 x AFSC

www.unitygamesdubai.com