



# FOOTBALL RULEBOOK



## **FOOTBALL RULEBOOK**

### **GENERAL RULES:**

- It will be a full pitch 11-a-side tournament at the football ground.
- Each Team will consist of 16 players. 11 players will play at a given time.
- Each university can register at most 2 teams.
- Teams are liable to disqualification for breach of disciplinary conduct if players/management are involved in illicit activities as per institute norms in SRM University AP.
- Players must ensure that they have trimmed nails and are not wearing any accessories (like - wrist watches, rings, bracelets, bands, kara etc.)
- Each team has to get their personal kits; a Proper kit is compulsory: a t-shirt, shorts, football stockings, shin guards, and football boots(studs). If players doesn't have proper equipment they are not allowed to play.
- Goalkeepers from both sides should wear a kit to distinguish themselves from the outfield players and the referees. Please take care of your kits and belongings, if lost, they would not be the management's responsibility.

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- All players and supporters must respect the match officials and the opposing players. The goalkeepers have to bring their own goalkeeping gloves, no gloves will be provided by the organizing committee
- Keep your surroundings neat and clean while you are in the SRM-AP campus and throw all types of garbage in the dustbin

### **Duration of Matches:**

- 50mins (2\*25 minutes)
- A break of 5 minutes will be given in between the two halves.

### **Structure:**

- Matches will be held on basis of knockout principal.
- The maximum number of substitutions is 5, once a player is bought off he cannot be substitute back into the game (no rolling substitutions); The process of substitutions and the change of goalkeeper must be agreed upon with the Referee .
- If a team does not report or cannot place more than or equal to 7 players on the ground by 15 minutes from the start of the match, the opposing team will result in a walkover with the final score being 3-0 in favour of the winning team



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- Drawn games in the knockout stages will be decided by 5- penalty kicks to each team, followed by sudden death. In the final, if the game ends in a tie after completing the two halves, an extra 10 minutes will be given. If there is no winner after the extra time, the teams follow a 5-penalty kick procedure followed by sudden death (According to Organizing committee extra time or penalty kicks are fixed).
- Each team should arrive for their matches at least 30 minutes prior to kick off.
- In all cases, the referee's decision would be final. The committee can decide after discussing it with the officials
- The standard rules of FIFA apply throughout the Tournament.

### **Suspension**

- If a player is awarded two yellow cards or a straight red card in a match, it will lead to the player being suspended from that moment in the current game as well as missing the next match.
- If a player accumulates two yellow cards in consecutive matches, the player will be suspended in the next match.

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- A disciplinary committee will be the presiding body in any case of unsporting behaviour shown by the players. The range of action varies from a post-match yellow/red card, match suspensions, and ban for the entirety of the Udgam.
- A player sent off for serious foul play, foul and abusive language, or repeated severe offenses to the game may be suspended for the rest of the tournament.
- If any unregistered player found in any playing team , then the whole team will be disqualified.
- RULES AND SCHEDULES ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME AND FESTIVAL, AND THE FINAL DECISION IN ALL MATTERS RESTS WITH THE UDGAM TEAM.

### **CONTACT US:**

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