

## **GHETTO FOOTBALL EURO LEAGUE 2022 RULES AND REGULATIONS**

### **MAIN RULES**

Matches are played using the main football principles of the Football Association with specific corrections. No referees, games are based on fair play and respect. In case of controversial issues, decisions will be made by delegated observers or organisers.

### **COURT**

Matches are played on a 15x10m street football court with boards.

### **TIME**

Duration of the game – 6 minutes without stopping.

### **OBSERVERS**

The game is played without judges, players decide everything between themselves. If the situation can't be decided by teams, then the observer can interfere and make a decision about things like: fouls, penalties, retake of penalties, who gets the ball, warn teams/players, disqualify teams/players. The observer's decision is final and the main *judge* can change it.

### **FORMAT**

A match is played by two teams, each consisting of three players and one for substitution. No goalkeepers, no one can play with hands, but anyone can defend a goal without use of hands. The game is played with size 4.5 ball (Monta Street Match or futsal ball)

### **EQUIPMENT**

The equipment should be appropriate for street football games. Shoes should be without studs and in any other way should not be dangerous for own and opponents safety. No exposed jewellery and other objects (phones, keys) allowed for the sake of own and opponents safety. The pockets should be empty. Hats and caps are allowed.

### **HOW TO START A GAME**

To decide which team starts the game with the ball, teams' captains play "Rock-paper-scissors". Winner takes the ball. The game can be started from any position in the team's defensive half.

### **SCORING**

Goals can be scored only from the attacking half of the pitch. Own goals count from anywhere on the court, but only if it doesn't touch the boarding before going in. Goal is also awarded if the player in the goal plays with a hand on purpose.

#### **Goals don't count:**

- if it rebounds from the boarding into the goal
- from the defensive half of court
- when both teams are not ready to play

### **DEFENDING THE GOAL**

In front of the goal there is a *half circle* in which only one defensive player can be at a time.

## **BALL OUT OF PLAY**

If the ball leaves the court on either side, opponents restart the play from the place where the ball left the court with a pass. If the ball leaves the court behind goals, then the game should be restarted from the goalpost zone or corners, also with a pass, depending on who hit the ball out of bounds. Defending team should be at least 3m from the ball at the moment of the pass. But if the ball is kicked straight out of the court, without touching the opponent, rebounding from ground or touching the construction of the court, then the penalty shot is awarded to the other team.

## **RESUME OF PLAY**

After conceding a goal, the game is restarted with a pass from the half circle in front of the goal. It is allowed to shoot on goal and score only after the pass is made. The other team can't be closer than 3m from the ball at the moment of the pass.

## **FOULS**

When there are unintentional, small fouls, pushing the player in the boarding or unintentional play with hand on court - the ball is given back to the team and the game resumes. But if there is a harsh or intentional foul, or intentional play with hand on court - a penalty shot is awarded. Strategically committing many small fouls to delay the game is rewarded with warning - after 3rd warning team is disqualified.

### **Harsh fouls are:**

- hard tackles where the ball is completely missed
- kicking opponent from the back
- pushing in the boarding more than once or very forcefully
- fouling from behind and denying scoring opportunity to empty goal

## **PENALTY SHOT**

**Starting positions:** when a penalty shot is awarded, the defensive player goes in the goal and stays on the goal line, attacking player takes the ball and gets into starting position on the half-court line or behind it. The movement of the attacking player can start only after both players are ready, confirming it with a raised hand. Defender can leave the goal line after the first touch of the ball.

**Attacking rules of the shoot-out:** attacking player starts on the half-court line and starts moving with the ball forwards. There are unlimited touches, but the player always needs to move forwards or sideways. After the attacker loses control of the ball and the defender interferes with his touch, the attacker has no right to touch it anymore. Goal doesn't count if the ball touches the boarding. Goal counts if the ball goes straight in the goal, touches the defender or goal post and goes in the goal.

**Defending rules of the shoot-out:** defensive player starts on the goal line. Defender can start to move after the attacker's first touch of the ball. Player can go as far as he wants. Defender can't use his hands to protect the goal. In case of an obvious foul from defender while defending or unintentional play with hand - shoot-out is retaken. Only the nominated observers can decide this. If the ball goes in and the defender stops it by hand on purpose - the goal is given.

**Restarting the game:** the same principle applies as in the **RESUME OF PLAY** rule.

### **WARNINGS**

If the game is getting dirty, pushing in boarding is happening more times or there is obvious time wasting or strategic fouling to delay the game, the observer can warn the team to not do that and give the ball to opponents. There are 2 warnings and on the 3rd warning the team or player is disqualified from the tournament.

### **DISQUALIFICATION**

The disqualification of team or player can happen for these reasons:

- punching someone
- fighting
- receiving 3 warnings
- disobeying organisers

Disqualification means the team or player can't participate in this or other tournaments organised by Ghetto Football. Organisers keep the rights to disqualify and deny the possibility to be in the events hosted by organisers, the player or the team, if they are ruining the sporting spirit, are not complying to the rules of Euro League and observers, are being too aggressive and violent.

### **GOLDEN RULE**

Players who punch another player in the face will be banned from participating in Ghetto Football tournaments forever.

### **SUBSTITUTIONS**

There are unlimited substitutions allowed. Substitutes can enter the field only after the other player has left the field. The substitution must happen in the same place. Players can't leave the field in one place while substitutes come from another.

### **FORFEITS**

The game is cancelled if the team hasn't shown up in 2 minutes from the start of the game and a technical loss is given to that team. Technical win is given to their opponents. The teams get a game schedule in the beginning of the tournament so they should know when and where they have a game.

### **INFORMATION**

If there are doubts, questions or complains, or you want some additional information, visit [www.ghetto.football](http://www.ghetto.football) or write an email to [ghetto.football@gmail.com](mailto:ghetto.football@gmail.com)

### **AGE GROUPS**

#### **MEN:**

**16+** - players born in 2006 or earlier

**U15** - born in 2007 or later

#### **WOMEN:**

**LADY** - without age limit

## **GRAND PRIX**

The Grand Prix is played by a system of groups and playoffs.

### **GROUP STAGE**

Groups are drawn randomly. Teams play with each opponent one time. In the group stage there can be draws. Win - 3 points Draw - 2 points Loss - 1 point. After all group stage games are played - TOP 16 or TOP 32 teams are getting in Play-offs (depends on amount of teams in tournament). The teams who go through from each group are determined by the amount of points. If there is a situation that 2 or more teams have the same amount of points, the sequence of the next parameters that decide standings are as follows:

- the result between those teams
- goal difference between those teams
- goals scored between those teams
- goal difference in all games
- goals scored in all games
- if the team has 1 or more technical losses - team automatically takes the lowest place and its results are excluded when determining the standings for the rest of the teams
- if all previous parameters are identical - the winner is decided in 3 1v1 penalty shots series

### **PLAYOFFS**

**Play-off sequence:** Round of 32, Round of 16, quarter finals, semifinals, game for 3rd place, final.

**Penalty shots series:** In case of draw in play-off round or finals - penalty shoot-outs are played (opponents in first 3 rounds are divided in pairs, they shoot and goaltend against each other, if the winner is not cleared, starting from the 4th round sudden death rule is applied and opponents pairs can be changed).

### **PRIZE POOL**

10 GP winners get paid trips (flights and hotels) to Ghetto Football Euro League 2022 superfinal in Riga on 8th of June.

Winners of the superfinal get 5000 EUR

2nd place - 3000 EUR

3rd Place - 2000 EUR

### **SUPERFINAL**

In superfinal 10 GP winners, 2 wild card teams from Latvia, (since there isn't a GP and Ghetto Football is an organiser).