

PLAY RULES 8-MAN ROWS

These 8:8 rules apply to all ages – children, youth and seniors.

§1 – The field

It is played on a field with the ideal dimensions of 68 x 52,5 meters or across an approved 11-man field.

Penalty area

The size of the field is 8 x 25 meters.

Target and penalty area are identical.

Penalty mark

A cross is placed in the middle of the penalty areas front line – 8 meters inside the court and in the middle of the goal.

The cross applies as a penalty marked.

The center line and circle

The center circle must have a radius of 7 meters.

Measurements

The dimensions are 5 x 2 meters.

§2 – The ball

Cf. The Football Act and Tournament Rules.

Ball size 5 is used by U15 Boys and older boys and girls.

Ball size 4 is used by U15 Girls and younger boys and girls.

§3 – Number of players

Up to 11 players of which 8 must start on the field.

A match cannot begin if one of the teams consist fewer than 6 players.

A match can be played regardless of the number of players on the team.

Free replacement is allowed throughout the match.

Replacement must be done from the center of the sideline during a game stoppage.

If a player is given a warning (yellow card) this will result in a 5 minutes expulsion of the player.

The team has been reduced by one player during the same period.

If a player is awarded a red card, this result on the rest of the match (Cf. the Football Act).

The team is reduced by one player during this period.

§4 – Players equipment

Cf. The Football Act.

§5 – The judge

The organizers club provide matches for matches in U11 and U12.

Authorized referees are used for matches in U13 – except in the regional C ranks.

For other ranks contact the regional office.

§6 – Line judges

Not is use.

§7 – Playtime

The playing time set by the Tournament Manager(s) is divided into 2 semis.

U11 plays 2 x 15 minutes with 2 matches per game team.

Other rows play 2 x 30 minutes as single matches.

§8 – Start of the game

The starting kick is directional.

The players on the team who do not give up the ball must be minimum 7 meters from the ball until it is in play.

§9 – The ball in and out of play

Cf. The Football Act.

§10 – Conditions for scoring goals

Cf. The Football Act

§11 – Offside

The rules are not applied.

§12 – Permissible mode of play

Cf. The Football Act (however all free kick is direct).

The goalkeeper is not allowed to pick up the ball on lay-off.

§13 – Free kick

At the free kick opponents should be minimum 7 meters from the ball.

All free kicks are direct, however, free kicks to the attacking team in the opponent's penalty area.

Which would result in an indirect free kick under football law, will result in a direct free kick outside the penalty area – closets to the offense.

§14 – Penalties

Penalties are taken 8 meters from the goal line and in the middle of the goal.

Other players – apart from the goalkeeper – must be behind the penalty mark and minimum 7

meters from the ball.

§15 – Draft

Cf. The Football Act.

§16 – Goal kick

Cf. The Football Act.

In the case of goal kick and free kick in own penalty area, the opponents must be outside the penalty area and minimum 7 meters from the ball.

The goalkeeper is not allowed to take the ball into his hands and kick it out.

§17 – Corner kick

Cf. The Football Act.

The opponents must be minimum 7 meters from the ball.

For the youngest players and even the U12 vintages, the corner kick is taken at a point on the goal line between the sideline and the field.

Other

HAK

It is recommended that the HAK principle be played – all players must play a least half the match.

Extra player on the field

The following rows are allowed to put one extra player on the field as long as a team is behind with three goals or more.

For every three goals extra a team gets behind, another player must be added, which must be taken out by reduction:

U11 and U12 Boys and Girls.

U13 – U19 Boys and Girls, both central and regional ranks at all levels.

Base

The base must be either exclusively natural or – if the tournament rules allow it – exclusively artificial, unless the tournament rules allow an integrated combination of artificial and natural material (hybrid):

An art course must be green.

If international tournament matches between club or national teams affiliated with FIFA are conducted on artificial basis, this must meet the requirements of either 'The FIFA Quality Program for Football Turf' or 'The International Match Standard', unless The Board has given special exemption.

Marking

The field shall be rectangular and marked with the unbroken lines, which must not be in danger.

These lines belong to the fields they delimit. Only the markings defined in §1 may be marked on the field.

The two long boundary lines are called sidelines. The two short boundary lines are called target lines.

The field is divided into two halves by a center line joining the midpoints of the two sidelines.

In the middle of this line is marked the center of the course and from this a circle with radius 9,15 meters is deposited.

An off-lane mark perpendicular to the goal line and the sideline may be placed 9,15 meters from the corner.

All lines must be the same width, maximum 12 meters. The finish line must be the same width as the goal bars and the bar.

On art courses, other markings are allowed, provided they are of a different color and clearly different from those of a football field.

A player who makes unauthorized markings on the court must be warned. If the referee discovers this while the ball is in play, the player must be warned when the ball goes out of play.

Goal area

Two lines are marked perpendicular to the target line 5,50 meters from the inside of each target bar.

These lines are 5,50 meters long and are connected to a line parallel to the finish line. The area bounded by these lines and the goal line is called the target field.

Penalty area

Two lines are plotted perpendicular to the target line 16,50 meters from the inside of each target bar.

These lines are 16,50 meters long and are connected to a line parallel to the finish line.

The area bounded by these lines and the goal line is called the penalty box.

In each penalty box, a penalty mark is placed off the center of the goal and 11 meters from the

goal line. From each penalty mark a circle arc with radius 9,15 meters is placed outside the penalty area.

Corner field

From each corner flag, a quarter circle of radius 1 meter is placed on the course.

Corner flags

In each corner, a corner flag is placed as a minimum 1,50 meters high bar with a flag. The top of the flagpole must not be pointed.

The technical area

The technical area concerns matches played at a stadium with a replacement box or bench for official and reserves as described below.

The technical area extends 1 meter from each side of the replacement box / bench to the sidelines, but not more than 1 meter from this

- The area should be physically marked
- The tournament rules determine how many people are allowed to stay in the technical area
- The people with access to the technical area
 - Must be designated prior to the match in accordance with the Tournament Rules
 - Must exhibit responsible behavior
 - Shall remain in the technical field except in special cases upon the judge's permission, e.g. in connection with the supervision and treatment of an injured player
- Only one person at a time has the right to provide tactical guidance during the battle from the technical field.

Measurements

The targets are placed in the middle of each target line.

They consist of two vertical bars located just far from each corner flag and connected by a horizontal bar.

Target bars and overlays must be made of approved material. The shape must be square, rectangular, round or elliptical and must not endanger the players.

The internal distance between the measurements rods is 7,32 meters and the distance from the lower edge of the bar to the ground 2,44 meters.

Both targets bars and overlays must be white and have the same width and depth, which must not exceed 12 cm. The finish lines must have the same width and depth.

If an overlap comes out of position or breaks, the game must be stopped until it has been replaced or repaired. If it cannot be repaired, the game must be interrupted.

A rope or other flexible or dangerous material cannot replace the overlap. The game is resumed by the referee dropping the ball.

Any nets must be securely attached to the targets and ground in such a way that they do not limit the goalkeeper's freedom of movement.

Security

The targets, including transportable targets, must be firmly rooted to the ground.

Goal-line technology

Goal line technology can be used to support the referee's decision on whether a goal is scored or not. If goal line technology is used, changes to the target frame itself must comply with 'The FIFA Quality Program' and the Football Act. Any use of goal line technology must be stated in the tournament rules.

Principles of Target line Technology:

- Goal line technology relates only to the goal line and is used only to determine whether a goal is scored or not.
- The signal of a goal being scored must come immediately, only the referees of the match and be automatically confirmed within one second (via the referee's watch, by vibration and visual signal)

Target line technology requirements and specifications.

If goal line technology is used in tournament matches, the tournament organizers must ensure that the system is certified and meets one of the following standards.

- FIFA Quality PRO
- FIFA Quality
- MS – International Match Standard

An independent testing institute must confirm the accuracy and functionality of the various suppliers' system, as described in the test manual. If the technology does not work in accordance with the test manual, the referee must not use the system and must report it to the appropriate tournament authority.

If goal line technology is used the referee must test the functionality before the match, as described in the test manual.