

SIN CITY Match Rules 2026

General Rules

Unless otherwise specified, all matches will be played in accordance with the **IFAB Laws of the Game**, with the following **tournament-specific modifications** permitted where necessary to accommodate format, venue, or schedule: **Modifications may include (but are not limited to):**

- **Field dimensions, markings, and distances**
- **Ball size**
- **Number of players** on the field, substitutes, and bench limits
- **Goal size**
- **Referee and assistant referee structure**
- **Match duration**, including the use of stoppage time
- **Application or omission of the offside rule**
- **Permission or restriction of slide tackles**
- **Free kick procedures**
- **Any other adjustments required to ensure smooth tournament or league play**

Dimensions guidance but can differ on tournament

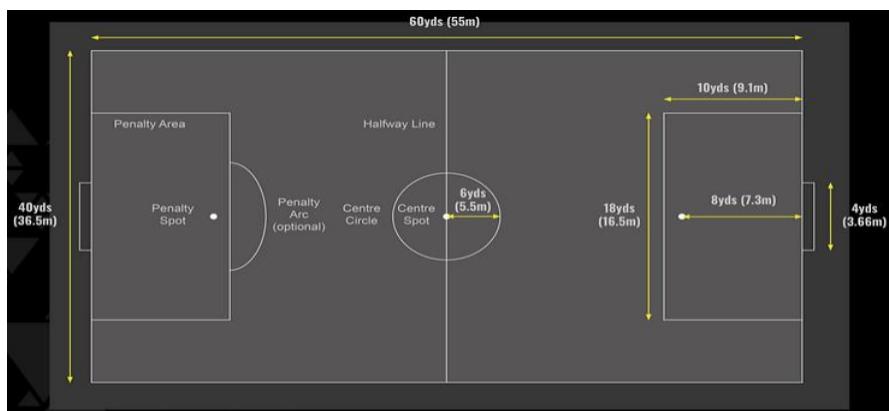
7 v 7 Field

- Penalty Arc or Penalty Area and centre circle may be optional.
- If no penalty spot, penalties are taken from centre of Penalty area on the line.

Version 1



Version 2



Law Amendments – SIN CITY Classic Specific Amendments

Specific Rules

7-a-side Football Open & Flinta only

- **Game Duration –**
 - Round-Robin Games: 17 Minutes (No Half Time)
 - Playoff Games: 17 minutes (No Half Time)
 - Final Game: 17 Minutes (No Half Time)
- **Kick Off** – The away team will kick off first.
- **Substitutions:** Unlimited, allowed during gameplay, stoppages or at referee discretion but the player leaving the field must have left before another player enters.
- Boarding which **ENDANGERS** the Opponent will be treated as violent conduct and a red card will be issued.
- **Players are not permitted to hold onto the barriers/wall to shield the ball and should be penalised by the referee for holding and an indirect free kick awarded.**
- **Deliberate Slide tackles are not permitted.** An indirect free kick will be awarded where the slide tackle is **DELIBERATE.** (The goalkeeper may slide hands first in an attempt to save the ball).
- **Discipline & Sanctions** – Blue cards and time penalties (Sin Bins) are not in operation. The tournament is operating with IFAB rules of yellow and red cards. (2 yellow cards = Red Card)
- **Penalties** – **The player taking a penalty kick is permitted no more than two steps in the run-up.** Any feinting that results in a complete stop after the run-up has commenced shall be sanctioned in accordance with IFAB Law 14.
Result Required - For matches requiring a result, (there is no extra time and penalty kicks will be taken from the spot: – Each team takes 3 penalty kicks before proceeding to sudden death if needed.-Only players who are **on the field at the final whistle** may take part in the penalty shootout.
To ensure prompt execution due to tournament time constraints, **team managers/captains should prepare a penalty takers in advance** however this can be changed at the final whistle.
- **Goalkeepers** – Goalkeepers are not permitted to kick the ball from their hands at any time (Fly Kicks). They may place the ball on the floor to kick, or release with their hands with an underarm or overarm release. (**Bouncing and kicking is not permitted**)
- The goalkeeper is not allowed to pick up the ball with their hands if it was deliberately kicked to them by a teammate. (Back pass)
- All restarts (from the goalkeeper, free kicks, penalties, kick-ins and corner kicks) must be taken within five (5) seconds of the ball being correctly placed on the field of play, with all opponents at least three (3) yards from the ball. The five-second count shall not begin until opponents have retreated the required distance and are not interfering with the restart. Any player who fails to retreat three (3) yards, blocks the ball, or otherwise delays the restart may be cautioned. The referee shall indicate the countdown by verbally signalling from five seconds and by using a visible hand signal.
- **Free Kicks** – **All free kicks are indirect** (except a penalty kick), and opponents must be 3 yards from the kick. (More than two players in a defensive wall, the opposing team must remain 1 yard (approximately an arm's length from the defensive wall, until the ball is played).
- Any foul which requires an indirect free kick restart within the attacking 3rd **between the attacking/defensive line and the goal** (not including a kick in, corner or penalty kick) will be taken to the nearest attacking/defensive line. If no line they are taken from the spot where the incident occurred.

BALL HITTING NETTING

- If the ball CLEARLY hits the side netting (which is clear and obvious), the ball is placed parallel on the kick in line below the net where it touched the net. **A goal cannot be scored directly from a kick in.**
- If the ball CLEARLY touches the top netting (which is clear and obvious), the ball is placed on the **NEAREST** attacking/defensive or central line. **A goal cannot be scored directly from this restart.**

ADDITIONAL TIME / INJURIES

(Effective from 2026 – introduced due to repeated inappropriate and unsporting behaviour)

1. This procedure applies **only** where:
 - the referee **stops the match clock due to a player injury**, and
 - the referee considers the stoppage has created a **time-management or delay advantage**, and there has been no immediate substitution of the injured player.
2. **Player Removal**
The injured player must **leave the field of play immediately**.
3. **Substitution**
 - The team **may make an immediate substitution** and continue with the full number of players.
 - The temporary removal applies **to the player only**, not the team.
4. **Removal Duration**
 - If the clock is stopped **before 9:00 minutes**, the removed player is ineligible to participate for **9 minutes of playing time**.
 - If the clock is stopped **at or after 9:00 minutes**, the player is ineligible for **the remainder of the match**.
5. **Timekeeping**
 - The match official off field records the time the player leaves the field.
 - The removal period begins from the **next whole minute**.
 - The referee or designated official controls the timing.
6. **Eligibility to Return**
 - Once the removal period has expired, the player becomes **eligible to be used again as a substitute**, subject to:
 - remaining match time, and
 - normal substitution procedures.
 - If the injury occurs in the second and a result is required to be decided by kicks from the penalty mark, the injured player will not be eligible to participate, as only players on the field of play at the final whistle may take part in the penalty shoot-out.

Player Equipment

All player equipment must comply with the **IFAB Laws of the Game**, as well as the specific requirements outlined below:

1.1.1 Team Equipment

- All players must wear **matching shirts** and where possible **Matching shorts and socks**.
- Shin guards are **considered mandatory** for all players.
*If they are not wearing shin guards, they do so **at their own risk**. In the event of an injury, **insurance coverage may be denied** if the player was not wearing shin guards at the time of the incident.*
- Players must wear **appropriate footwear** for the playing surface; **metal spikes/Blades are strictly prohibited**.
- **Goalkeepers** must wear kit colours that clearly distinguish them from both teams' outfield players and the referees.
- Any undershirts or undershorts must match the **predominant colour** of the respective team's shirt sleeves or shorts, where possible.

1.1.2 Kit Clashes and Home Team Responsibility

- In the event of a kit colour conflict, the team listed first on the match schedule shall be designated the "**Home**" team and is responsible for changing shirts or wearing bibs.

DEALING WITH DISCRIMINATION

Discrimination of any kind has no place in football. If you witness or are made aware of a discriminatory incident during or after a match, follow the appropriate steps outlined below.

1. If ANY Match Official Witnesses or Hear a Discriminatory Incident During the Match

Whether the discrimination comes from a player or someone in the technical area:

- The referee must Stop play immediately.
- Send off the offending individual in accordance with Law 12.
- Record full details before restarting play:
- Name of the individual
- Nature of the offence and exact wording or action
- Match minute
- Your position on the field
- Any other relevant details or context

Inform both teams (players and management) that a full report has been made and will be submitted post-match.

2. If a Discriminatory Incident is Reported to You (But Not Witnessed by any match official)

If a player or official reports a discriminatory incident that no match official directly witnessed:
Stop play immediately.

- Record full details before restarting play:
- Name of the alleged offender
- Nature of the reported offence
- Match minute
- Who reported it, and where you were
- Any other relevant information

Inform both teams that the incident has been reported, a comprehensive note has been taken, and a post-match report will be submitted.

3. If Discrimination is Heard or Witnessed from Spectators

- Stop play immediately.
- Inform the host club/organiser so they can take action, if the individual can be identified.
- Record full details before restarting play:
- What was said or done
- Match minute
- Your position at the time
- Any other relevant information

Advise both teams that the incident has been reported and will be included in the post-match report.

4. If an Allegation is Made After the Match

If a discriminatory incident is reported to you after the game has concluded:

- Make detailed notes before leaving the venue:
- Exact wording and timing
- Names of individuals involved or present
- Description of the conversation(s)
- Keep your notes securely – do not discard them.
- Submit an extraordinary match report to the relevant body.
- Inform your referee appointments officer immediately.
- Do not speak to the media or comment publicly on the matter