



TOURNAMENT RULES

The rules for the VeteranCup are now clear. All teams must familiarize themselves with the rules applicable to the tournament.

§ 1. Referee

A referee will be used in each match.

§ 2. Assistant Referees

In addition to the referee, an assistant referee will be used. The assistant referee will function diagonally opposite to the referee and will assist the referee with goal kicks, determining which team should have corner kicks, and whether the ball has crossed the goal line.

§ 3. Players and Substitutions

Each team shall play with 1 goalkeeper and 4 outfield players.

Substitutions of outfield players can occur at any time. Goalkeeper substitution only during a stoppage in play.

Player substitutions shall take place at the substitution area near the secretariat.

There is no possibility of borrowing players from other teams. The organizing club has old-boys and veteran players available as substitutes if a team, due to injury, does not have enough players to field a team.

§ 4. Playing Time

All matches, except finals, are played with 1 x 14 minutes of playing time without changing sides. Finals are played with 2 x 8 minutes. In case of a draw in the playoffs, the playing time is extended by 1 x 5 minutes. The referee drops the ball at the center to start the game in extra time.

In extra time, the "first goal wins" (sudden death) rule is applied.

If none of the teams scores in extra time, the game is stopped.

The winner of the match is then determined through a penalty shootout.

The penalty shootout is conducted following the "best of 5 penalties" rule. If the teams have scored an equal number of goals after 5 penalties each, "single penalties" will be used, where each player from each team takes penalties until a winner is determined.

All players can take penalties, whether they are on the field or not at the end of the match.

All players on each team must take penalties before any player is allowed to take more than one penalty in the penalty shootout.

Similarly, all players must take two penalties before any player is allowed to take three penalties in the competition, and so on.

§ 5. Kick-off

The kick-off is taken by the "home team," which always lines up on the left half of the field in front of the secretariat. If the teams have identical uniforms, the away team must change jerseys. Bibs can be borrowed from the secretariat. Opposing players must be at least 5 meters away from the ball at the kick-off. If the player taking the kick-off touches the ball before another player has touched it, an indirect free-kick is awarded to the opposing team.

§ 6. Ball In and Out of Play

The ball is out of play when it hits the ceiling. The game restarts with the team that did not play the ball into the ceiling taking a throw-in from the sideline. The throw-in must be taken directly outside where the ball touched the ceiling.

§ 7. Goal Rules

Same rules as in regular football regulations.

§ 8. Offside

The offside rule is not applied.

§ 9. Fouls and Violations

Direct Free Kick: In addition to the 9 violations that, according to the regular football regulations, should be penalized with a direct free kick (or penalty kick), a direct free kick should also be awarded when a player:

Attacks an opponent with the shoulder.

Performs a sliding tackle to reach the ball, whether the player touches the ball or not.

Indirect Free Kick: Indirect free kicks are awarded according to the regular rules, except for the violations specified for direct free kicks (see the point above). An indirect free kick awarded in the penalty area shall be taken out to the 6-meter line.

Sending Off: Sending off should be used for serious violations. An expelled player cannot return to the field in the same match and cannot sit on the substitute bench. After an expulsion, the team must play with fewer players for 2 minutes. The time is counted from the moment the game restarts after the expulsion, and a new player can enter the field upon a signal from the secretariat. After expulsion, the jury can decide whether the suspension should extend beyond one match. The expelled player must sit by the field secretariat until the match is finished.

§ 10. Rules for Free Kicks

Indirect free kicks should be taken from the nearest point on the 6-meter line if the violation occurred within the penalty area. Opponents must be at least 5 meters away from the ball during a free kick. If this is not observed, the player standing too close is given a warning. If a team waits more than 4 seconds for a free kick, the opponent is awarded the free kick.

§ 11. Penalty Kicks

Penalty kicks should be taken from the 9-meter line (the striped line for handball).

§ 12. Throw-ins

Throw-ins are replaced with kick-ins. Goals cannot be scored directly from kick-ins. Opponents must be at least 5 meters away from the ball.

If the kick-in is not taken within 4 seconds, the opponent takes the kick-in.

§ 13. Goal Kicks

Goal kicks are replaced by goal kicks. This is done by the goalkeeper, who:

Must stay within their own penalty area.

Must put the ball into play within 4 seconds.

Cannot kick the ball beyond the center line.

However, the goal kick is correct if the ball - before entering the opponent's half - touches the floor or a player outside the penalty area.

The ball is in play when it has passed the 6-meter line. Opponents cannot enter the penalty area after they have played the ball over the goal line and before it is in play again. If the ball has not crossed the goal line, the goalkeeper can kick over the center line - directly towards the opponent's goal.

Violation:

If the ball crosses the center line without being touched by a player or the floor, the opponent is awarded an indirect free kick from any chosen spot on the center line.

If the ball is touched by a teammate or opponent before it has gone beyond the 6-meter line, the goal kick must be retaken.

If the goalkeeper, after putting the ball into play, receives a back pass from a teammate, they cannot catch the ball (chesting and heading are allowed). If the goalkeeper catches the ball, the opponent is awarded an indirect free kick from the nearest point on the 6-meter line where the goalkeeper touched the ball.

Opponents cannot enter the penalty area after playing the ball over the goal line and before it is in play again.

§ 14. Corner Kicks

Corner kicks should be taken from the point where the side and goal lines meet. Opponents must be at least 5 meters away from the ball.

It is also a corner kick when the goalkeeper was last to touch the ball.

Violation:

If the corner kick is not taken correctly, it must be retaken.

If the corner kick is not executed within 4 seconds, the opponent is awarded an indirect free kick.

§ 15. "4-Second" Rule

The purpose of this rule is to quickly restart the game after a stoppage. It is up to the referee to decide when the 4-second time frame has been exceeded. As a guideline: From the moment the