



RULES & REGULATIONS

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Preamble

The Fairplay Soccer Tour is organized and carried out by the Deutsche Soccer Liga e. V. (German Soccer League). Therefore, the fulfillment of its statutes, guiding objectives and code of honor take precedence over the following event regulations and rules.

Event Fundamentals

The tournament form and playing time depend on the number of registered teams and will be announced at the opening of the tournament. The best and fairest teams qualify for the next round of the tournament.

The Tournaments of the Fairplay Soccer Tour are played in the options "female" and "male" in each case in four age groups:

- from 6 years up to and including 10 years,
- from 11 years up to and including 13 years,
- from 14 years up to and including 17 years,
- 18 years and up,

until, the winning teams have been determined according to the rules below.

The registration for a tournament can be made in the options female, male and diverse. If the number of registered teams does not allow a team to participate in the tournament within their option/age group, the assignment to another option/age group can be made together with the tournament management. After consultation, these games will then take place outside the sporting evaluation. The fair play points will still be determined.

Both the best teams in terms of sportsmanship and the fairest teams, which are determined largely independently according to the rules below, qualify for the next round of the tournament. For this purpose, the fair play points average of all matches played in the current tour will be determined for each team.

The number of teams that qualify and the tournament format, i.e. the respective number and size of groups and the playing time, will be announced at the opening of the tournament.

The names of the teams must be agreed with the tournament management at the time of registration and must comply with the conditions of morality. Representing political associations by means of the team name and equipment is not allowed.

The consumption of alcoholic beverages is forbidden during the tournaments on the whole event area.

Rule 1 – The field

The game is played in soccer courts whose dimensions are adapted to the local conditions by the organizers.

A centre line divides the playing surface into two halves. It does not have to be drawn. In the middle and at a distance of one meter in front of each of the two goals there is a penalty point. This also does not have to be drawn.

Rule 2 – The Fairplay-Table

The fairplay tables are located outside of each playing field. The exact location will be adapted by the organizers to the local conditions.

After each game, all players involved in the game must appear at the fairplay table. The participants have to visit the fairplay table directly after the game. The common exchange serves the dialogical processing of the games or the tournament. The teams evaluate the game together with the fairplay ambassadors at the fairplay table.

If a team refuses to participate in the evaluation, it receives zero fairplay points for the game. If individual players refuse to participate, two fairplay points will be deducted per person.

All decisions made between the two teams, together with the fairplay ambassadors, are final.

Rule 3 – The Ball

The tournament is played with a size 4 ball with reduced bounce, which is provided by the organizers. In exceptional cases, a size 5 ball may be used as an alternative after a decision by the tournament management.

Rule 4 – Number of players

At the beginning of a tournament, each team must have three or four players registered.

Each game is played by two teams with 3 players each.

A team is only eligible to play with at least two players. If a team can only play with two players during the tournament, the other team can reduce the number of players. If they do not reduce the number of players, they will receive a deduction of one fairplay point.

If a player is already registered for a team, he/she cannot participate in the tournament for another team.

A substitute may enter the field of play during the match as soon as a player of the own team has left it. Substitutions may be made as often as desired. In case of a substitution error, a substitute enters the game before his teammate has left the field, the team receives a deduction of one fairplay point and the opponents receive a free kick in their own half of the field. If a goal is prevented by the superior number of players, the team will receive a deduction of two fairplay points and a penalty for the opponents.

A team must still consist of at least two players from the preliminary round if it qualifies for the next rounds of the tour (state qualification or national final).

Rule 5 – Equipment of the players

A player may not wear any clothing or equipment that poses a danger to the participants.

Wearing anti-constitutional symbols on clothing or body jewellery (necklaces, tattoos, etc.) is prohibited and can lead to exclusion even during the tournament.

Rule 6 – The Teamer

Each game will be supervised by a teamer who has unlimited authority to enforce the rules of the game and fairplay. This person provides the game ball and decides on the correctness of the players' equipment.

Furthermore, they supervise the playing time and can interrupt or even stop a game at their own discretion. Likewise, they can extend the playing time of an ongoing match at their own discretion.

The decisions are final.

Rule 7 – The Fairplay Ambassador

The fairplay ambassadors support the teamer and make records of the game. They also monitor the behavior of the fans.

Before and after each game, they first consult with the teamer and then evaluate the game together with the participants at the fairplay table.

Rule 8 – Start of the game

The game will start with all participants meeting in the middle of the soccer court for the shakehands on the direct way from the preparation talk.

If the players (unintentionally) miss the shakehand, both teams will receive a deduction of one fairplay point. If the shakehand is deliberately ignored, at least two fairplay points will be deducted.

The possession of the ball at the beginning of the game is determined by a one-time duel: scissors, stone, paper (Schere, Stein, Papier). The winning team gets the ball possession. At the start of the game, all players are in their own half. The game begins with the signal of the team leader at the goal of the team in possession of the ball. The ball must be resting on the ground.

If a team is absent without excuse at the beginning of the game, the game will be scored for the opposing team with 3:0 goals and 6:0 fairplay points.

Rule 9 – End of the game

When the final whistle sounds, the game is over immediately.

Immediately after the end of the game, all players meet for a shakehands in the middle of the field.

If the players miss the shakehands (unintentionally), both teams will receive a deduction of one fairplay point. If a team or individual players of this team leave the field (intentionally) and the opponents wanted to shakehands, only the defaulting team receives a deduction of two fairplay points.

Afterwards, all players of both teams meet with the fairplay ambassador at the fairplay table. If a team refuses to participate in the evaluation, it will receive zero fairplay points for the game. If individual players refuse to participate, two fairplay points will be deducted per person.

Rule 10 – Ball in and out of play

The ball is out of play when it has left the soccer court over the court net, a goal has been scored or the teamer has stopped the game.

If the ball has left the court beyond the court net, the game will be continued in the half of the opposing team that touched the ball last. For this, the ball must have rested on the ground.

At any other time, the ball is in play.

There is no height limit. If the ball touches the ceiling of the hall or sports equipment (e.g. baskets) without leaving the court, the game is continued.

Rule 11 – How to score a goal

A goal is validly scored when the ball has completely crossed the line between the two goalposts below the crossbar while play is in progress and the ball has been touched in the half of the field where the goal is located.

If a team scores a goal, the opposing team continues play from its own goal. To do this, the ball must have rested on the ground.

The opposing players must keep a minimum distance of three meters from the goal. If the team leaders have to intervene repeatedly to maintain the distance, the guilty team will receive a deduction of one fairplay point.

Rule 12 – Free Kicks

When a free kick is taken, the ball must still lie on the ground in the place where the offense occurred after which a free kick was taken. All opponents must keep a distance of three meters from the ball. If the teamers have to intervene repeatedly to create the distance, the team against which the free kick was awarded will receive a deduction of one fairplay point.

The player who takes the free kick may only play the ball again after another player has touched it. If he/she touches the ball a second time, the free kick is repeated.

All free kicks must be taken indirectly, the only exception being the penalty (see below).

If a free kick enters the opponent's goal without further contact, the goal does not count. The opposing team continues play from its own goal. For this, the ball must have rested on the ground.

If a free kick enters the own goal without being touched, the goal does not count. The opposing team receives the ball and continues play from their own goal. To do this, the ball must have rested on the ground.

Rule 13 – Penalty

A penalty is taken from the penalty spot. The ball must be shot directly at the opponent's goal. All players must be in their own half of the field, otherwise the penalty will be retaken.

If a penalty goes into the goal, the goal counts and the opposing team continues play from their own goal. To do this, the ball must have rested on the ground.

If a penalty is not scored, the game continues immediately after the ball has touched a Soccer Court boundary (goalposts, goalposts, net, net pole, etc.).

If a player of the team against which the penalty was awarded touches the ball beforehand through his/her own fault or influences the shot, the shot counts as a goal and the team receives a deduction of one fairplay point.

Rule 14 – Procedure for determining a winning team

A team wins a match and receives three points if it has scored more goals than the opposing team. If both teams have scored the same number of goals, they each receive one point. The points achieved are recorded in a table.

The following applies here:

A team with more points scored stands above the one with fewer points.

In the event of a tie, the team with the highest difference between the number of goals scored and the number of goals conceded is placed on top.

In the event of a tie and identical goal difference, the team that has scored more goals will be placed at the top.

If the above three criteria are identical for several teams, a table consisting only of the corresponding teams will be created. If no decision can be made here either, the teams concerned will determine their rankings by means of shots from the penalty spot (see below).

If a winning team must be determined after the regular playing time, this is done according to the Golden-Goal rule. In an overtime period announced by the team leader, the game will be decided by the first goal scored in the overtime period.

If no winner can be determined in the overtime, the game will be decided by shots from the penalty spot.

For shots from the penalty spot, the teams nominate three players each and agree on which goal will be shot at and who will start.

Both teams take turns shooting until all three nominated players have scored. Once one team has scored more goals than the other could score with their allotted shots, the penalty shootout is over.

If both teams have scored the same number of goals after three attempts each, the penalty shootout will continue individually in the same sequence of players until one team has scored one more goal after an equal number of shots by both teams.

Rule 15 – Fairplay-Rules

Each team starts with six fairplay points at the beginning of the game.

For misconduct or particularly fair actions outside of the games, fairplay points can be deducted or added by the tournament management.

In the case of negligent violations of the rules during the game, the teamer allows the offending team up to three seconds to report the offense. For intentional or reckless offenses, they will stop play immediately with a whistle.

Handball is forbidden and there are no fixed goalkeepers.

Handball only occurs when a player intentionally touches the ball with his hand or arm. The movement of the hand towards the ball, the distance between the hand and the ball and the position of the hand must be taken into account.

If a player admits to deliberate handball, the team will receive a deduction of one fairplay point and the opposing team will receive a free kick.

If a goal is prevented by the deliberate handball, there will be a deduction of two fairplay points and a penalty for the opposing team.

If a player does not admit to a deliberate handball within three seconds, the teamer will stop the game, the team will receive a deduction of two fairplay points and the opposing team will receive a free kick or a penalty if a goal is prevented.

Any action that could injure an opponent, teammate or yourself is considered dangerous play. It will be penalized with a free kick for the opposing team and a deduction of one fairplay point if they are negligent in committing the offense and admit it within three seconds, otherwise a deduction of two fairplay points.

If a goal is prevented by such an offense, a penalty shall be awarded to the opponents.

Upper body contact in a running duel is allowed, but without the use of the arms.

A player causes a free kick for the opposing team if he or she:

- risks an injury by playing dangerously (for himself or others) (e.g. by playing while sitting, lying down or with a high leg),
- kicks or tries to kick,
- hits or tries to hit,
- jumps on, puts his leg, pushes or jostles without permission,
- pushes against the boards
- endangers by sliding in (whether the ball was played or not), which is controlled by others.

If a goal is prevented by such an offense, a penalty is awarded to the opponents.

In any case, the team will receive a fairplay point deduction if she or he commits the offense negligently and admits it within three seconds, otherwise two fairplay points deduction.

If a player deliberately acts against the opponent (intentionally or recklessly), the team will be deducted at least two fairplay points, or more depending on the hardship. Such an offense can lead to exclusion from the tournament.

If a player deliberately touches a barrier, the net or a net pole with one hand in order to shield the ball, this player may not be jostled, but may also not jostle himself/herself.

In this case, the "Face-2-Face" rule applies. If a player in possession of the ball is standing in the corner or at the rail with his back towards the playing field, any physical contact (pushing, shoving, kicking, straddling) is prohibited for the opponents.

Violation of this rule is equivalent to a foul.

A minimum distance of one meter must be maintained.

The players in possession of the ball must turn to the field of play within three seconds and continue the game by passing the ball. Failure to do so may be penalized as illegal time play.

If this does not happen, possession will change and play will continue in front of the goal of the team now in possession.

It is also not permitted to intentionally move the playing field equipment (bathing, goals, etc.) for one's own advantage.

In the case of unfair behavior, the teamer will decide on the amount of the fairplay deduction in consultation with the fairplay ambassadors. This includes:

- complaining, intimidating, insulting, playing for time, knocking the ball away, kicking or hitting the boards, but also blaming each other within your own team.
- Misconduct of a particularly serious nature, e.g. discrimination, will be punished by exclusion from the tournament.

After the group stage of a tournament, only teams with a fairplay average of at least 4.5 can qualify for the following knockout round.

As soon as a team has no fairplay points left in the current match, the match will be stopped by the teamer. The opposing team wins the game according to the current score, but at least 3:0.

A team will be disqualified from the tournament if it finishes two games with zero fairplay points.

In case of game manipulation, the team will be disqualified from the tournament.

Particularly fair behavior can be rewarded with an additional point. The maximum number of fairplay points that can be achieved is seven.

The fairest teams will be announced at the end of the tournament.

For this purpose, the fairplay points average of all games played in the current tour will be determined by each team that participated in the tournament. In the event of a tie in the fairplay points average, the team that was more successful in terms of sportsmanship wins.

Rule 16 – Fan-Rules

Coaches, attendants and spectators must always behave fairly.

Repeated unfair behavior such as negative influence on the own or opposing team, encouraging foul play, complaining, blaming, insulting and vandalism can be punished with tournament exclusion.

Particularly fair fan behavior such as cheering, motivating or showing respect to the opponents can be awarded at the award ceremony.

The tournament management reserves the right to evaluate the respective situation and to enforce all preceding rules in case of discussion.