

Technical regulation

International Street Football Association

(ISFA)

Street football:

It is a kind of street sport that is amateur, easy, low-cost and accessible and easily provides a healthy, attractive and exciting competition for citizens and office workers.

Size of the playground:

Length = standard 20 meters

Width = standard 10 meters

The radius of the semicircle of the penalty area is 1.5.

The center of the circle has a radius of 1.5 meters.

The distance from the first penalty point to the goal line is 1.5 meters.

The distance from the second penalty spot to the goal line is 18.5 meters.

(Penalty point of the first half of the opposite side)

The size of the gates:

The distance between the two goalposts is 90 cm.

The height of the horizontal beam to the ground level is at least 70 cm.

Standard dimensions of the gate: height is 70 cm x 90 cm

Match ball:

Leather ball number 3

Number of players:

Each team consists of a maximum of 5 players (three main players and two reserve players).

The minimum number of players to start the match is 2 people.

There is no fixed goalkeeper in these matches and one of the three players can be inside the goal during the game. The player who is inside the goal has no right to touch the ball with his hand. If he touches the ball inside the penalty area, it is considered a penalty.

The number of substitutions is unlimited and the substitution ends when the substitute player enters the field from the designated area.

If during the game and at the time of substitution, the substitute player enters the field before the substitute player leaves the field, the referee interrupts the game (respecting the advantage of the opposing team) and sends the substitute player out and gives the substitute player a warning and the game. With an indirect free kick in favor of the opposing team, the ball is kicked from the stop.

Player Equipment:

- The use of sports shoes is mandatory for players.
- Use of uniform shirt and shorts with number.

judges:

Four referees are needed to administer the game, the first is the head referee, the second is the referee, the third is the secretary, and the fourth is the timekeeper for each match.

timekeeper referee; outside the game along the center line in the substitution zone. One of his duties is to keep the game time, calculate the 2-minute time of the dismissed player, calculate the number of fouls and record the result of the match.

Duties of the secretary: recording the events of the match, announcing the time-outs, controlling the reserve bench of the players and the technical staff of the teams.

Duration of the competition:

The match is active in two 15-minute periods and the rest time between the two halves is 5 minutes.

After the end of the legal time in the elimination matches, two 5-minute periods are active for overtime and in case of a tie, the second type of penalty kicks will determine the best team in the field.

Start the game:

The winner of the toss has the right to choose the field and the loser of the toss kicks the start of the game. The starting shot will be inside the opponent's field with the headman's mark, and the distance between the opposing player and the ball will be 3 meters. After each goal, the game starts from the middle of the field.

It is mandatory for the opposing players to observe the legal distance of 3 meters when kicking out and corner and starting again.

All restarts from the horizontal and vertical lines must be started with a kick.

Calculation of goal:

A goal will be counted when the ball has completely crossed the goal line and it is determined by the referee.

Common errors:

Errors and inappropriate behavior; Whenever a player commits the following fouls inadvertently or carelessly or with unbalanced or excessive force, a direct free kick or a penalty kick (if inside the penalty area) will be taken in favor of the opposing team and will count towards the number of fouls:

- Kick
- Spurn
- Jumping on the opponent
- Intense and dangerous trunk
- Trunk from the back to the opponent
- Spit
- Hitting the opponent
- Capture the opponent
- Pushing the opponent
- Attacking the opponent with the shoulder
- Tackling

Warning errors:

- Unsportsmanlike behavior (disrespecting the referee, tournament committee, players and technical staff of the opposing team)
- Appeal to the referee's decision
- Repeatedly violate the rules of the game
- Delay in restarting the game
- Not respecting the legal distance when restarting the game (free kick and corner kick)
- Entering and leaving the field without the referee's permission

Errors leading to dismissal:

- commit a serious game foul.
- to deal with the nasty.
- spit on the opponent or any other person.
- Depriving the opponent of a goal or scoring opportunity by touching the ball intentionally
- Deliberately deprive the opponent of an open goal position with a direct free foul
- Use of offensive words
- get a second warning in a match

Important note: the player who is sent off must be directed to the dressing room by the referee and after 2 minutes the team can replace another player. The error limit for each half is 3 direct errors, and from the 4th error onward, a penalty of the second type will be given.

free kick; It is under the two categories of direct free kick and indirect free kick, in direct free kick you can score directly to the opponent.

Important note: If the penalty of the second type is scored, the game will start from the middle of the field, and if the penalty is not scored in any way, the game will not continue and will start from behind the opponent's goal.

Specific errors:

- During the match, any person who is inside the goal, does not have the right to use his hand, otherwise it is considered a penalty inside the penalty area.
- Any tackle on the playing field is a direct foul.
- Sitting, hitting the hips or knees on the ground inside the goal and touching the goal by players is a direct foul.

Types of penalty kicks:

- Penalty kick of the first type (penalty kick of the first type in this type of penalty, one of the players of the wrong team is placed inside the goal as a fixed and motionless leg connected to one of the goal posts)
- Penalty kick of the second type (penalty kick of the second type in this type of penalty does not take any players from the wrong team in the goal)
- Foul in the technical area and penalty of 1.5 meters.
- Hitting the ball with the hand in the penalty area means a distance of 1.5 meters from the goal line.
- Moving the goal and touching the goal in such a way as to prevent the ball from going to the goal.
- Sitting, sleeping and kneeling inside the goal and avoiding the obvious position of the goal

Placement of the ball for hitting:

- At a distance of 1.5 meters from the goal line and at a hypothetical point marked with glue on the side of the field.
- Penalty kick of the second type: kicking players shoot from a distance of 18.5 meters towards the goal without a goalkeeper. (from the first penalty point of the home field)

The following are the referee's announcements for type 2 penalty kicks:

- If the legal time of the competition is over and the winner is not known.
- The number of errors of each team during the game should be more than 5 errors by the referee.
- Important note: If the games are held periodically, the team that does not play two games will be removed from the tournament table.

How to climb the teams:

- Highest score
- In case of equality of points
- Face to face game
- Goal difference
- Scored the most goals
- The least scored
- Lowest red card
- The least yellow card