



Cyprus Street Soccer Regulations

General Information:

- **Field Dimensions:** 6m x 8m
- **Goal Post Dimensions:** 1.5m width x 1m height
- **Fence Height:** 1 meter

Participation Categories:

- **Children:** Ages 7-12
- **Teenagers:** Ages 13-17
- **Families:** One adult and one child up to 15 years old

Participants' Equipment:

- **Required Equipment:** Participants must wear non-slip shoes, as the matches will be played on paved surfaces.
- **Responsibility:** It is the participants' responsibility to bring the appropriate shoes to avoid slipping.



Match Regulations:

1. Match Duration:

- Each match lasts 10 minutes without a halftime break.
- The match starts and ends with the sound of a horn. No extra time is allowed unless there is an injury delay, which should not exceed 1 minute. When the horn sounds, the game stops immediately, and no goal scored at that moment counts. The referee is the only one who can decide if a goal at the end of the match will count.
- Victory by Goal Difference: If a team scores 10 goals before the end of the 10 minutes, the match ends immediately, and that team is declared the winner.

2. Number of Players:

- Each team consists of two players.
- No substitutions are allowed during the match.

3. Start and Restart of Play:

- The game starts with a coin toss to choose the team that will start.
- After each goal, the game resumes from the center of the field.

4. Scoring:

- A goal is scored when the ball completely crosses the goal line.
- Goals scored from any point within the field are valid.

5. Fouls and Violations:

- Physical Contact: Pushing, pulling, elbowing, and other physical contacts are not allowed and are punished with a foul.
- Dangerous Movements: Moves that endanger players' safety, like two-footed tackles, are punished with a foul.
- Handball: Playing the ball with hands is not allowed and is punished with a foul.
- Multiple Ball Exits: If the ball goes out of the arena more than three times by the same team, the opposing team gets a foul at the spot where the ball exited the third time.



6. Player Position in Front of Goal:

- Avoiding Static Goalkeeper: Players are not allowed to continuously stay in front of their goal to block goals.
- Warning: The referee can warn a player and the team if such behavior is observed.
- Violation: If the player continues to stay in front of the goal after the warning, the team is penalized with an indirect foul, executed by the opposing team from the center of the field.

7. Cards and Expulsions:

- Yellow Card: Given for repeated fouls, unsportsmanlike behavior, and dangerous moves.
- Red Card: Given for serious fouls, violent behavior, or two yellow cards to the same player. The expelled player loses the right to participate for the remainder of the match. The decision to prohibit participation in future matches will be made by the organizing committee.
- If both players of the same team are expelled, the match is stopped, and the opposing team wins 3-0.

8. Free Kicks:

- Fouls are executed from the spot of the violation.
- All opposing players must be at least 2 meters away from the ball during the execution of the foul.

9. Penalties:

- In case of a serious violation within the goal area, the team that suffered the violation executes a penalty.
- The penalty is taken from the center of the field without a goalkeeper in the goal.

10. Throw-Ins and Corners:

- When the ball exits the arena from the sides, it is returned with a pass from the spot it exited.
- When the ball exits the arena from the goal line (except for goals), the game restarts with a free kick from the corner (corner kick).



11.Special Rules for Family Categories:

- In the family category, the adult cannot score more than two goals in a match.
- The adult must encourage and support the child to actively participate.
- The adult cannot mark the underage child of the opposing team. The adult can only mark the adult of the opposing team, and the underage child can only mark the underage child of the opposing team.

12.Refereeing:

- Each match is directed by one referee.
- The referee's decisions are final and irrevocable.

13.Behavior and Sportsmanship:

- All players must show respect to their opponents and the referee.
- Inappropriate behavior and insults are prohibited.

14.Ball Height Regulations:

- The ball can be lifted high but must not exceed the height of the field fence, which is 1 meter.
- Violation: If the ball exceeds this height, the game is stopped, and the opposing team wins an indirect foul from the spot where the ball went out of bounds.
- Repeated Violation: If the ball repeatedly exceeds the fence height by the same team, the referee can give a warning and subsequently penalize with an indirect foul from the center of the field.



15. Tie-Breaking Rules:

In case of a tie in the groups, the advancing teams are determined by the following criteria:

- Goal Difference: The team with the best goal difference (goals for minus goals against) advances.
- Better Offense: The team with the most goals advances.
- Results among Tied Teams: If the tie remains, the result of the match between the tied teams is considered.
- Fewer Goals Against: The team with the fewest goals against advances.
- Penalties: If the tie persists, the teams will take penalties (3 penalties per team) to determine the qualification.
- Sudden Death: In case of a tie in knockout matches, sudden death applies. The team that scores first wins and advances.

16. Health and Safety:

- First Aid: A first aid team will be available on-site throughout the matches. In case of injury, please inform the referee or an official immediately.
- Injuries: In case of a player injury during the match, the game is stopped, and the injured player receives the necessary first aid. If the player cannot continue, the team must continue with one less player.

17. Match Schedule:

- Results Announcement: The results and the schedule of the next matches will be announced on the website www.streetsoccer.cy.
- Start and End Times: Matches will start exactly at the scheduled times. Teams must be at the field at least 45 minutes before their match starts.



18. Participation and Registration:

- Registration Deadline: Registrations must be submitted at least one week before the start of the tournament.
- Team Absence: If a team does not show up for their match, they lose the match with a score of 3-0 in favor of the opposing team.

19. Behavior Rules:

- Behavior Rules: All players and spectators must show respect to the referees, opponents, and organizers. Violent or offensive behaviors are prohibited.
- Guidelines for Parents and Spectators: Please support the teams positively, avoid negative comments, and promote sportsmanship.
- Handling Misconduct: In case of misconduct, the referee can warn or expel the offender from the match. In severe cases, the organizing company can expel the team or spectators from the tournament.

Organization and Awards:

- On the first match day, the matches will be held in groups of 4 teams, with the top 2 teams from each group advancing to the next phase.
- On the second match day, the matches are knockout until the finals.
- The winners will be awarded cups and medals.

These regulations ensure fair and safe play while promoting sportsmanship and the spirit of competition. Please adhere to the rules to ensure the smooth running of the matches.

Thank you for your participation.

GOOD LUCK TO ALL!!