

- ◆ All participating teams should arrive at the venue no later than 30 minutes before the beginning of the tournament.
- ◆ Trainers should meet the tournament organisers in the control room 10 minutes before the beginning of the tournament for a short talk. It is a duty to attend. (Penalty for non-attendance)
- ◆ Trainers, assistants and substitutes must stay in the marked area near their own goal during a game.
- ◆ The basic rules for all games are those set out by the DFB (German FA) for indoor tournaments. Additional conditions/rules on the reverse of this leaflet.
- ◆ Each player must prove their eligibility to play before the beginning of the tournament! Without proof no right to play! Please bring the completed Spielbericht with you and register before the beginning of the tournament with the tournament organisers all passes. The passes will stay with the organisers until the end of the tournament.
- ◆ Playing times and order of play in accordance with the tournament plan.

## Tournament Rules

- ◆ Games will be controlled by official referees.
- ◆ The tournament organisers will decide on any special circumstances.
- ◆ Each team will consist of 4 out-field players and 1 goalkeeper. During the game there can be as many substitutions as wanted from the subs box. There will be 2 sidelines. High play will be penalised with an indirect free kick from the halfway line. All free kicks are indirect. The back pass rule is lifted!!!!
- ◆ **A player may play in only one age grouping during all the indoor tournaments.**
- ◆ If there are equal points in the table the following criteria will be used:  
1) Goal difference, 2) goals scored, 3) result against each other, 4) Nine metre penalty shoot out, 5 from each team.  
**Extra time only in the final: 1x5 minutes.**
- ◆ To qualify for the final round: Place 1 and 2 in all groups. The final round will be played in 2 groups of 5 teams.

- ◆ The first named team on the timetable will kick off. Your end will be the left half as seen from the stand. If there is a clash of team colours the team kicking off is responsible for a change of strip.
- ◆ The changing rooms **are not** to be used as waiting rooms only for changing. Any major violation will mean the immediate disqualification of the whole team.
- ◆ Only players wearing trainers with light soles will be allowed to take part, **this goes** for coaching staff too.
- ◆ Any damages **will be charged** to the relevant club.
- ◆ The organisers **accept no liability** for personal loss or injury.

Basic rules for all games are the FLVW Conditions for indoor tournaments. Westfalen Sport No. 13 issued 21st August 1998.

9 metre penalties with a 5 metre goal.

Incorrect substitutions will result a warning and a free kick for the opponents.

The ball can be thrown, rolled or kicked (not from hands) by the goalkeeper. The ball must be touched be an outfield player in their own half.

Goalkeepers only leave their area to defend the ball or to take a penalty.

Back pass by foot or throw in cannot be picked up: free kick if done.

- ◇ Teams must stand back 3 metres at free kicks, kick off and ball roll-in.
- ◇ Damages, that a team is responsible for in the hall, will be charged to the club.
- ◇ A team that has lost a player (red card) can go back to full complement, with another player, if the other team scores or at the latest after 3 minutes.
- ◇ A team can go back to full complement, before the end of a 2 minute penalty, if it has scored a goal.

**Hallenkreismeisterschaft  
2003/2004**

**Indoor Championships  
2003/2004**



**D & C Jugend**