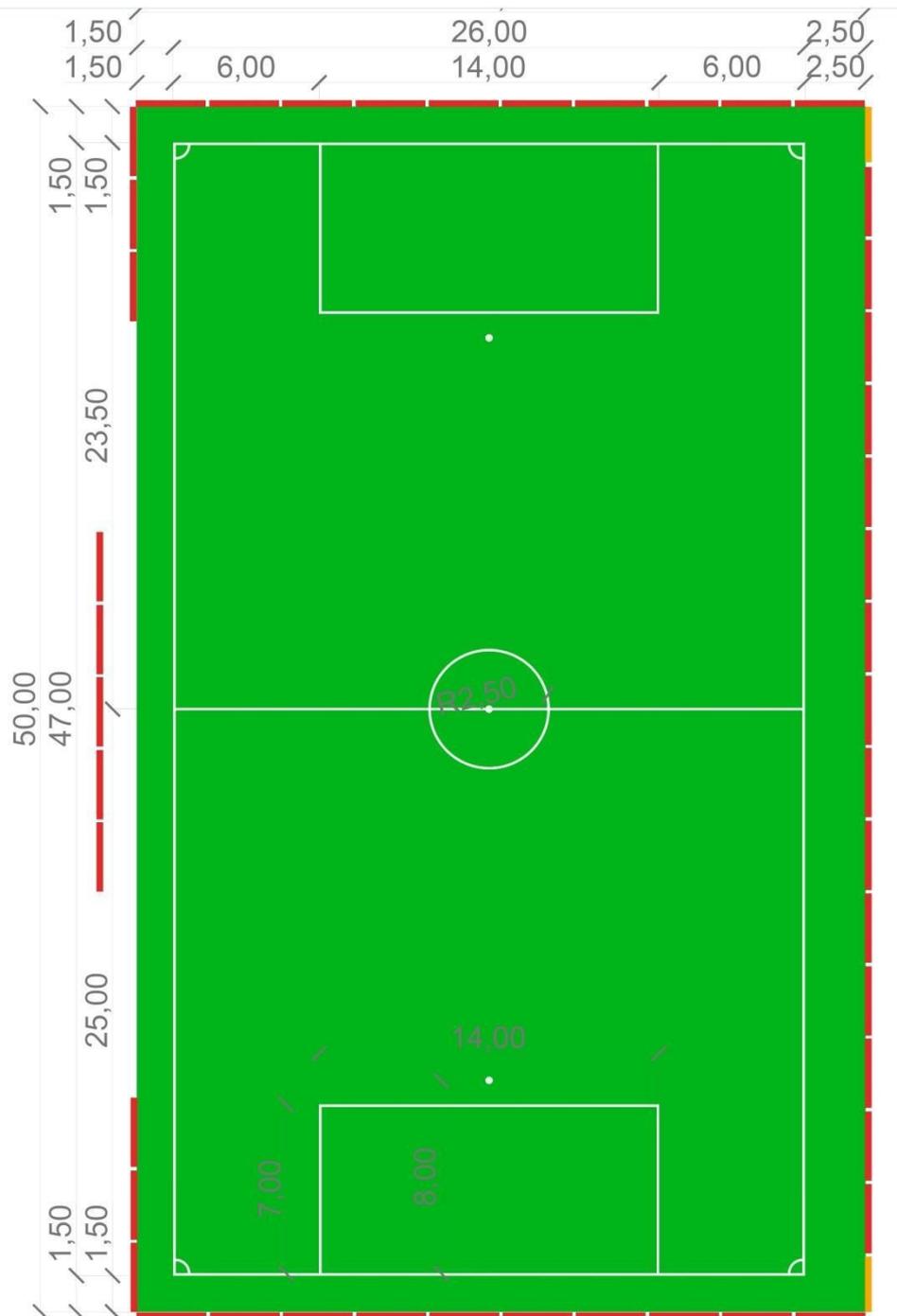


1. EMF EURO RULES

Technical

1. The total size of field is 50 x 30m. The playing area is 47 x 26 m.
2. The size of goals is 4 x 2m (inner size, not including posts)
3. The size of ball is 5.
4. The pitch will follow the below specification.



Timing

5. Matches are 20 minutes each half.
6. Half time is 5 minutes.
7. If a team arrives late (after the official start of the match) then they lose the match by default (5-0).
8. The referee must add extra time to the game if it was interrupted due to injury, deliberate delaying etc.
9. If a match is suspended part-way through, due to inclement weather or any other unforeseeable circumstance, then the re-scheduled match will resume at the exact same point at which it was suspended.

Players

10. Players must be male.
11. Players must be a minimum of 16 years old. Any player that is under 18 must have signed permission from their legal representative.
12. Players must be nationals of the country which they represent, and must be able to provide evidence of this by showing a hard copy or photocopy of their ID card or passport.
13. Players must be amateur. Please see attachment 'rule regarding professional players.'

Squads

14. There are a maximum of 15 players in a squad.
15. A list of up to 20 squad members must be submitted to the Tournament Operations Manager no later than 30 days before the start of EMF EURO, of which up to 15 players must be confirmed during the player registration process. Please see attachment 'rule regarding professional players.'
16. All squad members who are not playing must be sat down on their bench.
17. Squads will not be able to change benches at half time.
18. A maximum of 6 team management members are allowed to represent the country on the team bench during games.

Clothing

19. Each squad should wear the home/away kit as instructed in the Tournament Director's schedule.
20. Referees will wear black, grey or yellow to avoid colour clashes with the participating teams.
21. Each player will wear a long or short sleeved jersey with which should have a printed number between 1 and 99 on the back. The printed number should be 20-25cm in size. The number on the jersey must be the same as the number submitted to the referee and printed on their match card.
22. If a player's jersey is damaged then they may swap to a jersey with a different number, so long as no other player has worn that number during the game. In this case the team captain must alert the referee of the change before it is done.
23. The goal keeper's kit should be a different colour to the rest of their team.
24. Shin pads must be worn.
25. Shoes with metal studs or blades are not prohibited. Only flat shoes or shoes with elastic or plastic moulds will be permitted. See attachment 'authorised footwear.'
26. Wearing jewellery of any kind is forbidden.

Referees

27. Two referees will officiate each match, from opposing sidelines.
28. The third referee will administer substitutions at the halfway line and monitor the

behaviour of the benches, ensuring all substitutes and team management are seated throughout the game.

29. The fourth referee will act as time keeper and keep a record of all scores, red and yellow cards and any other incidents in the referee's match report.
30. The referee has the authority to:
 - a) Start, suspend and restart the game as appropriate
 - b) Warn or penalise players for both on and off-field behaviour
 - c) Exercise discretionary power
 - d) Add extra time to the game for any delays
31. Teams can raise an objection with the referee at half time or at the end of the game before signing the match card. Once signed the match result is made formal.
32. The Tournament Director, Stuart Winton, is responsible keeping the archive of match reports after the game. The Tournament Director may delegate this duty to a named official.

Start of the game

33. The team manager/ leader/ delegate must be in place at least 30 minutes before the start of the game to complete the match card.
34. Teams must enter from the side of the pitch and walk out to the centre, forming a line facing the main side of the grandstands. After the national anthem is played for each team the team listed first in the fixtures (the 'home' team) will go along the line and shake hands with the referees and their opponents.
35. The referee will then toss a coin and the captain of the team listed second in the fixtures (the 'away' team) will choose heads or tails. The winner of the coin toss will choose an end, the losing team will kick off.

Substitutions

36. A maximum of 6 players are allowed on the pitch at any given time.
37. There are unlimited substitutions.
38. Substitutions are roll on, roll off, administered by the third referee at the halfway line on the side of the pitch where the team benches are located.
39. If a player is injured they may leave the field from another point, but the player replacing them must enter at the halfway line upon authorisation of the referee.
40. In the case that a goalkeeper is substituted for an outfield player, the outfield player must wear a different coloured jersey from the rest of the team.

Sliding

41. Slide tackles are not allowed.
42. General sliding to control or stop the ball is permitted only if there is no opponent nearby.

Scoring

43. If the ball goes from one goal keeper into the opposing goal then this still counts as a valid goal.
44. A goal can be scored directly from a goal kick.
45. If a match is drawn, and a winner must be determined, there will be three penalties from each side. If the teams still cannot be separated then the game will go to sudden death penalties until a winner is found. The players taking the sudden death penalties must be different to the players who have taken the first three penalties.

Re-starts

46. If the ball goes out of play it will be thrown-in from the side-line.
47. If the ball passes the goal line (but there was no goal) then the goal keeper must restart the game by a kick-off.

Free-kicks

48. The distance between the ball and the opponents at a free kick should be 5 meters.

Yellow and red cards

49. A red card results in a €50 fine for the national association.
50. A red card results in exclusion of the relevant player for the rest of the game and the team will be reduced to 5 players for 5 minutes.
51. A player who receives a direct red card will be banned from playing in the subsequent game.
52. A yellow card results in a €25 fine for the national association.
53. A player who receives two yellow cards in one game will be shown a red card and therefore is excluded for the remainder of the game. The team will be reduced to 5 players for 5 minutes.
54. A player who receives a yellow card in two consecutive games is banned from playing in the subsequent game. This rule applies throughout the whole competition and the player's record will not be wiped after the group games.
55. The Tournament Director has the authority, following consultation with the DC, to exclude a player for the remainder of the tournament for very serious offences (violence towards players, officials, spectators etc.)
56. Team officials and management are subject to the same disciplinary measures as players.

Qualification

57. 16 teams progress into the second round of the competition. These teams are the best two teams from each group.
58. In the event that teams are tied on points then their position in the group shall be determined by:
 - a) mutual game
 - b) goal difference
 - c) goals scored
 - d) number of wins
 - e) EMF ranking
 - f) the difficulty of the opponents (on the basis of the opponents points in the EMF ranking)
 - g) the draw

Disciplinary Committee

Any matters of dispute can be referred to the Disciplinary Committee to make an unbiased and independent judgement.

The Disciplinary Committee will have unfettered and independent jurisdiction and retains the right to impose penalties for disciplinary incidents on and off the field, up to a maximum of €250 and in addition to the standard red and yellow card fines put in place by the Committee of the Interior, to prevent the sport of minifootball being brought into disrepute.

The EMF Executive Committee reserves the right to make changes to the EMF EURO, subject to agreement from the Tournament Director.

Authorised footwear

Type of shoe	Example	Approved	Unapproved
Futsal shoes (no moulds)		✓	
Shoes with 20+ small elastic moulds		✓	
Shoes with 20+ small plastic moulds		✓	
Shoes with plastic blades		✓	
Shoes with less than 20 plastic moulds		✓	
Shoes with metal mould or blade			✗