Playing rules

Handbook-based edition · 20 October 2026

FIFCO Antalya 2026 playing rules.

01 · Authority and fair play

The competition is sanctioned by FIFCO. These tournament rules supplement the FIFA Laws of the Game. Matters not covered are at FIFCO’s discretion.

Teams must respect all tournament rules and the FIFCO Always Play Fair Programme. FIFCO may restrict participation by players who do not respect its ethical standards or the spirit of the tournament.

Source page / article: 27 · 1–7

02 · Format and registered squad

The handbook describes a Champions League-style format: each age category plays up to three matches against randomly drawn opponents; the top eight progress in the Champions Cup and the other teams progress to other cup levels. The detailed 25+ format is published separately.

The approved registration limit is 20 players per team. The same registered squad must remain throughout the tournament; replacing originally registered players is not permitted.

Matches are 5v5. At least four players, correctly dressed and ready to play, are required. Every player must be clearly identified on the official team sheet, submitted before the tournament starts.

Article 23 provides a 3–0 forfeit for breach of article 20.

Source page / article: 11, 28 · 18–23

03 · Before the match and access

Every player must be registered in the app. Players must be ready 15 minutes before kick-off for identification and equipment checks by match officials. Players with flu symptoms or fever are advised not to play.

Only registered players may access the pitches. Spectators, family members and children are not allowed on the players’ bench. Organisers alone supply the match balls, cleaned before each match.

The match delegate is a referee who assists with the match sheet, checks equipment visually, alerts the referee to sheet errors and controls player access to the bench. The delegate may also identify each team’s match stars.

Source page / article: 13, 25

04 · Kit and equipment

Teams receive two different shirts; goalkeepers receive two different colour sets. Only the supplied kit may be worn, including tops, shorts and socks. Non-compliant players may not enter the pitch or play.

The away team changes colours if kits clash. The goalkeeper must wear the alternative kit. Shin guards are compulsory for every player.

Jewellery, watches, Fitbit devices and smartwatches are prohibited.

Source page / article: 15–16, 27 · 8–11

05 · Playing time and lateness

Matches consist of two 15-minute halves. Half-time is a maximum of five minutes. Matches must start on time and finish five minutes before the next match. Referees are not obliged to add time.

The waiting period to start is five minutes and one second; failure to comply results in a forfeit. Article 24’s reference to article 20 is noted above.

A drawn knockout match is decided by a penalty shoot-out. The handbook does not specify the number or order of kicks; no shoot-out procedure is added here.

Source page / article: 18, 27–28 · 12–13, 24

06 · Pitch and ball

The pitch is 40 m long and 25 m wide. Touchlines are marked with cones.

Only a FIFCO-approved size 4 Sala ball may be used in official matches; no other official match ball is available.

Source page / article: 21, 27 · 14–17

07 · Substitutions

Rolling substitutions take place while play continues, without requesting the referee’s permission. They must be made at the halfway line on the team-bench side, in front of the bench. Benches are always on the same side. Leaving elsewhere is punishable by a yellow card.

Goalkeeper substitutions must be requested and made at a stoppage. An on-field player may replace the goalkeeper if the referee is informed beforehand.

An illegal substitution results in a caution for the offender and an indirect free kick to the opponents at the halfway line.

Source page / article: 22, 28 · 25–29

08 · Kick-ins, corners and free kicks

Touchline restarts are kick-ins, not throw-ins. They are indirect: a goal cannot be scored directly. Opponents must automatically stay 3 m away without being asked; infringement is punished with a yellow card.

The ball for a corner must be placed on the corner itself, not in the corner arc.

Article 36 states that all free kicks are direct and opponents must automatically remain 5 m away. The illegal-substitution indirect free kick is separately specified in article 29. Distance infringements are punishable by a yellow card.

Quick play is encouraged. Preventing a quick restart results in an automatic caution. Simulation is punished with a yellow card.

Source page / article: 19, 23–24, 28 · 30–31, 35–37

09 · Goalkeeper, scoring and sliding

The goalkeeper’s clearance is made with the hands, not by kicking. The ball must be released into the goalkeeper’s own half before crossing the halfway line; it may not be cleared directly over that line.

Players may score only from the opponents’ half: they must cross the halfway line to score.

Slide tackles are prohibited. Article 33 expressly permits the goalkeeper to slide-tackle inside the goalkeeper’s own area.

Source page / article: 19, 24, 28 · 32–34

10 · Dissent and temporary exclusion (sin-bin)

A player dissenting against a referee’s decision is warned to stop. Persistent dissent leads to temporary exclusion for at least 10 minutes, without a yellow card for dissent. The player may be replaced.

The explanatory page says an uncorrected attitude leads to removal for the rest of the match. Article 39 states that a second sin-bin in the same match brings an automatic one-match suspension.

Repeated disruptive behaviour can result in removal from the rest of the tournament.

Source page / article: 17, 29 · 38–40

11 · Yellow and red cards

Two yellow cards in the same match result in a red card and dismissal; the team plays one player short. Accumulating two yellow cards during the tournament results in a one-match suspension.

A red-carded player must immediately leave the playing area and the bench. Red-card offences are reviewed by the disciplinary committee for any additional sanction.

If a substitute on the bench receives a red card, that player must leave the playing area; the team may remain at five players on the pitch. Coaches are also subject to yellow and red cards.

Source page / article: 20, 29 · 41–46

12 · Points, forfeits and ranking

Win: 3 points. Draw: 1 point. Loss: 0 points. The organiser may use another classification method if all teams are informed before competition begins.

A forfeit/default win is recorded as 3–0. If the winning team has scored more than three goals, that higher number is entered in the standings. Forfeit and other match decisions require organiser approval.

For two or more tied teams, the handbook lists these criteria in order: (1) points in matches between the tied teams; (2) wins between those teams; (3) goal difference in those matches; (4) overall goal difference; (5) overall goals scored; (6) drawing of lots.

Source page / article: 29 · 46–50

13 · Knockout stage and disciplinary carry-over

Final standings determine knockout pairings. Accumulated yellow and red cards do not carry over to the knockout stage, but disciplinary suspensions already imposed remain in force.

Source page / article: 30 · 51–52

14 · Complaints and protests

Report a rule infringement to the referee before, during or at the end of the match. It must be entered on the match sheet and signed by the coach or team representative. A written complaint may also be submitted to the organisers immediately after the match.

Each complaint must concern one infringement; separate infringements require separate complaints. Organisers examine complaints behind closed doors under the disciplinary procedure.

Source page / article: 30 · 53–55

15 · Additional handbook restriction

Page 26 prohibits displaying the Israeli and Palestinian flags. It states the sanctions as an automatic red card, suspension from the tournament and a forfeit loss for the team. This reproduces the event-specific handbook provision.

Source page / article: 26