

RED BULL NEYMAR JR'S FIVE RULES OF THE GAME

2020

VERSION 1.0



RED BULL NEYMAR JR'S FIVE - RULES OF THE GAME 2020

Red Bull Neymar Jr's Five Tournament has its own specific rules.

These are adapted playing rules specific for Red Bull Neymar Jr's Five football tournament.

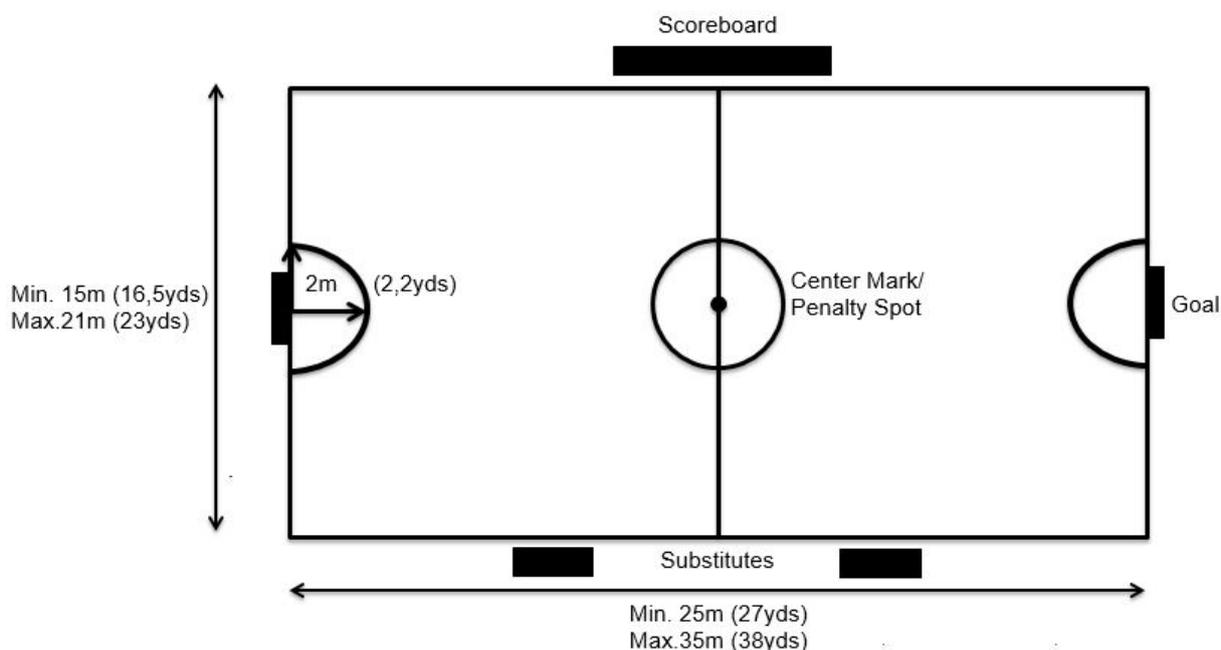
RED BULL NEYMAR JR'S FIVE RULES OF THE GAME

1. 'OUTPLAY THEM ALL'
2. THE FIELD OF PLAY
3. GOAL
4. THE NUMBER OF PLAYERS
5. THE PLAYERS EQUIPMENT
6. THE BALL
7. THE REFEREE
8. THE DURATION OF THE MATCH
9. THE START AND RESTART OF PLAY
10. THE BALL IN AND OUT OF PLAY – WITH BOARDS
11. THE BALL IN AND OUT OF PLAY – WITHOUT BOARDS
12. PENALTY AREA
13. PENALTY KICK
14. FOULS AND MISCONDUCT
15. DISCIPLINARY SANCTIONS
16. FREE KICKS
17. THE GOLDEN GOAL 1vs1
18. TOURNAMENT FORMAT
19. HEALTH AND SAFETY
20. CODE OF CONDUCT

1. 'OUTPLAY THEM ALL'

- 1.1. When one team scores a goal the other team loses a player.
- 1.2. The winner is the team with most scored goals after 10 minutes or if all players are eliminated. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

2. THE FIELD OF PLAY



- 2.1. Games can be played on any possible surface e.g. grass, artificial turf, concrete, ash, hard court, etc. – with sideboards or without sideboards
- 2.2. The field of play is rectangular and marked with lines / boards– The two longer boundary lines are called touchlines. The two shorter lines are called goal lines. The field of play is divided into two halves by the halfway line.
- 2.3. The length of the touchline is greater than the length of the goal line.

→ Length (touch line):	minimum	25m	(27yds)
	maximum	35m	(38yds)
→ Width (goal line):	minimum	15m	(16,5yds)
	maximum	21m	(23yds)

- 2.4. The goal area is a half circle with a radius of 2m (2,2yds), from the inside of each goalpost.
- 2.5. A center mark/penalty spot is in the center of the halfway line.
- 2.6. The goals are placed in the middle of the each goalboard. Please refer to rule 3. for dimension of the goals and goalboards.
- 2.7. The scoreboard is placed along the middle of the touchline with a distance from the field of play.



2.8. The player's bench (substitutes bench) is placed on the opposite site of the scoreboard along the middle of the touchline with a distance from the field of play.

3. GOAL

The goal is integrated in the special and unique goal board.

3.1. A goal board is 4m (4,4yds) wide and 2m (2,2yds) high.

3.2. The goal is a cut out in the lower center of the goal board with the dimensions 1,5m (1,7yds) in width and 0,8m (0,9yds) height.

4. THE NUMBER OF PLAYERS

4.1. A match is played between two teams. Each team shall consist of 5 players, one of whom shall be captain. The team captain has no special status or privileges but has a degree of responsibility for the behaviour of the team.

4.2. If a team member is unable to play, (e.g. injury, illness, absence) the match can still be played with a team fielding less than 5 players. In this case the game starts at 0:0. The winner is the team with most goals scored after 10 minutes or if all of the opposing players are eliminated. In the case that the team with the higher amount of players on the pitch eliminates the other team the result will be counted as 5:0.

4.3. Once the tournament has commenced, teams are not allowed to add players who were not originally registered with the team at the start of the tournament.

4.4. Each team can register a maximum amount of 7 players (5 players + 2 substitutes).

4.5. No gender limitations.

4.6. The Participant acknowledges to be a natural person 18 years of age or older at the time of the Tournament and not born before the 03.06.2002

4.7. The breach of the age restrictions will result in expulsion of the whole team from the tournament.

4.8. Each team is permitted to use a maximum of 2 players over the age of 25

4.9. No goalkeeper (no player can block the goal with his/her hands nor step inside the goal area).

4.10. When one team scores a goal the other team loses a player („outplayed“). The player with the lowest bib number has to leave the pitch first, followed by bib number two, bib number three, etc. Outplayed players are like a 'trophy' for the opposing team and must sit at the opponent's side of the scoreboard. They are part of the score line. If a player is "outplayed" he is not allowed to enter the pitch again as a substitute.

4.11. If a substitution is called the substituted player must step off the pitch and then the new player can enter the pitch. No Time-Out for substitutions!

4.12. If a team plays with extra player(s) on the field, a direct free kick will be awarded where the ball was.

5. THE PLAYERS EQUIPMENT



- 5.1. All players on the field must wear bibs or armbands numbered 1 to 5. – Same colour as teammates.
- 5.2. Appropriate footwear is a must.
- 5.3. A player must not use equipment or wear anything that is dangerous (necklaces, rings, earrings, bracelets, etc.)
- 5.4. The home team changes their colors or bibs if necessary

6. THE BALL

- 6.1. All games are played with a futsal size four football (63.5 - 66cm; 25 - 26in).

7. THE REFEREE

- 7.1. At least one referee per match on the field.
- 7.2. The decisions of the referee regarding facts connected with play are final.

8. THE DURATION OF THE MATCH

- 8.1. A match lasts a maximum of 10 minutes centrally timed.
- 8.2. The clock should not be stopped for any reason; timeouts are not permitted in Red Bull Neymar Jr's Five.
- 8.3. In the event of a severe injury the match can be stopped
- 8.4. When the ball is kicked before the end of the signal and on it's way to the goal after the final whistle, the following action will be taken:
 - When the ball is touched on it's way by a defender and the ball goes inside the goal, it's a goal.
 - When the ball is touched on it's way by the attacker and the ball goes inside the goal, the goal is disallowed

9. START AND RESTART OF PLAY

- 9.1. Coin toss to determine first possession – kick-off.
- 9.2. A kick-off is a way of starting or restarting play at the start of the match and after a goal has been scored. After a team scores a goal, the other team takes the kick-off.
Kick-off:
 - 9.2.1. All players must be in their own half of the field of play.
 - 9.2.2. The opponents of the team taking the kick-off are at least 2m (2,2yds)- center circle - from the ball until it is in play.
 - 9.2.3. The ball must be stationary on the center mark.
 - 9.2.4. The referee gives a signal.
 - 9.2.5. The ball is in play when it is kicked and moves in any direction
 - 9.2.6. The kicker must not touch the ball again until it has touched another player.
 - 9.2.7. If there is just one player left, he is allowed to dribble or to shoot from the kick off.



- 9.2.8. In the event of any infringement of the kick-off procedure, the kick-off is retaken.
- 9.2.9. A goal may be scored directly from a kick-off.

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game. The referee drops the ball at the place where it was located when play was stopped. Play restarts when the ball touches the ground. Both players should remain at least 2m away from the referee in a dropped ball situation.

10. THE BALL IN AND OUT OF PLAY – WITH SIDE BOARDS

The ball is out of play when:

- ➔ It has wholly crossed the boards next to the goalboards or the sideboards, in the air.
- ➔ The ball remains lying in the goal area and no player is able to kick it out without stepping inside this area.
- ➔ The referee has stopped play.

If the ball crosses the boards next to the goalboards, the match continues either with a corner kick or a goal kick.

10.1. Corner Kick:

10.1.1. A corner kick is awarded when the whole of the ball passes over the boards next to the goal, having last touched a player of the defending team.

10.1.2. The ball must be placed in front of the corner nearest to the point where the ball crossed the board.

10.1.3. Opponents must remain at least 2m (2,2yds) from the corner until the ball is in play.

10.1.4. A player of the attacking team must kick the ball.

10.1.5. The kicker must not play the ball again until it has touched another player.

10.1.6. A goal may be scored directly from a corner kick.

10.1.7. If there is just one player left, he is allowed to dribble from the corner kick.

10.1.8. In the event of any infringement of the corner kick procedure, the corner kick is retaken.

10.2. Goal Kick:

10.2.1. A goal kick is awarded when the whole of the ball passes over the side boards, having last touched a player of the attacking team.

10.2.2. A player of the defending team kicks the ball from any point in front of the boards next to the goal.

10.2.3. The kicker must not play the ball again until it has touched another player.

10.2.4. Opponents remain in their own half.

10.2.5. A goal may be scored directly from a goal kick.

10.2.6. If there is just one player left, he is allowed to dribble from the goal kick.



10.2.7. In the event of any infringement of the goal kick procedure, the goal kick is retaken.

If the ball crosses the sideboard, the match continues with a kick-in.

10.3. Kick-in:

10.3.1. A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the sideboard.

10.3.2. The ball is kicked from the point in front of the sideboard where it left the field of play.

10.3.3. All opponents must stand no less than 2m (2,2yds) from the point at which the kick-in is taken.

10.3.4. The kicker must not play the ball again until it has touched another player.

10.3.5. A goal cannot be scored directly from a kick-in.

10.3.6. If there is just one player left, he is allowed to dribble or to shoot from the goal kick – A goal can be scored directly.

10.3.7. In the event of any infringement of the kick-in procedure, the kick-in is retaken.

10.4. If the ball remains lying in the goal area and no player is able to kick it out without stepping inside this area, the match continues with a dropped ball from the halfway line.

The ball is in play at all other times, including when, it rebounds off the goal-board or the referee and it remains in the field of play.

11. THE BALL IN AND OUT OF PLAY – WITHOUT SIDE BOARDS

The ball is out of play when:

- ➔ It has wholly crossed the goal line or touch line whether on the ground or in the air.
- ➔ The ball remains lying in the goal area and no player is able to kick it out without stepping inside this area.
- ➔ Play has been stopped by the referee.

If the ball crosses the goal line, the match continues either with a corner kick or a goal kick.

11.1. Corner Kick:

11.1.1. A corner kick is awarded when the whole of the ball passes over the goal line, having last touched a player of the defending team.

11.1.2. A corner kick is awarded when the whole of the ball passes over the goal line, having last touched a player of the defending team.

11.1.3. The ball must be placed on the corner nearest to the point where the ball crossed the goal line.

11.1.4. Opponents must remain at least 2m (2,2yds) from the corner until the ball is in play.

11.1.5. The ball must be kicked by a player of the attacking team.



- 11.1.6. The kicker must not play the ball again until it has touched another player.
- 11.1.7. A goal may be scored directly from a corner kick.
- 11.1.8. If there is just one player left, he is allowed to dribble from the corner kick.
- 11.1.9. In the event of any infringement of the corner kick procedure, the corner kick is retaken.

11.2. Goal Kick:

- 11.2.1. A goal kick is awarded when the whole of the ball passes over the goal line, having last touched a player of the attacking team.
- 11.2.2. The ball is kicked from any point of the goal line by a player of the defending team.
- 11.2.3. The kicker must not play the ball again until it has touched another player.
- 11.2.4. Opponents remain in their own half.
- 11.2.5. A goal may be scored directly from a goal kick.
- 11.2.6. If there is just one player left, he is allowed to dribble from the goal kick.
- 11.2.7. In the event of any infringement of the goal kick procedure, the goal kick is retaken.
- 11.2.8. If the ball crosses the touch line, the match continues with a kick-in.

11.3. Kick-in:

- 11.3.1. A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line.
- 11.3.2. The ball is kicked from the touch line on the point where it left the field of play.
- 11.3.3. All opponents must stand no less than 2m (2,2yds) from the point at which the kick-in is taken.
- 11.3.4. The kicker must not play the ball again until it has touched another player.
- 11.3.5. A goal cannot be scored directly from a kick-in.
- 11.3.6. If there is just one player left, he is allowed to dribble or to shoot from the goal kick. – a goal can be scored directly.
- 11.3.7. In the event of any infringement of the kick-in procedure, the kick-in is retaken.

12. PENALTY AREA

- 12.1.1. A player is not allowed to step and/or play the ball inside the penalty area. A penalty will be given if this incident has had an influence on the game. No penalty will be given, if the incident didn't have had any influence on the game such as:
 - 12.1.2. Player steps on the line of the penalty area.
 - 12.1.3. Player steps into the penalty area while the ball is on the other half of the field, no penalty will be given.
 - 12.1.4. An attacker and/or defender switching sides and crosses the penalty area whilst the ball is in possession of the attacking team, no penalty will be given



12.1.5. If a player heads the ball away and lands after the clearance in the penalty area, no penalty will be given.

12.1.6. If the ball remains lying in the goal area and no player is able to kick it out without stepping inside this area, the match continues with a dropped ball from the halfway line

13. THE PENALTY KICK

13.1. The player must strike the ball from the center/penalty spot

13.2. The referee must give a signal before the penalty kick is taken

13.3. The ball is in play once it has been kicked by the penalty taker and will remain in play even if there is a deflection from the goal or sideboards

13.4. All players from both teams have to be behind the penalty taker when the penalty kick is taken.

13.5. The ball must be stationary when the penalty kick is taken

13.6. The penalty taker can't play the ball a second time, even when it returns from the goal board or sideboard, otherwise an indirect free kick will be awarded. It must be touched by another player from either team until the penalty taker can touch the ball again.

13.7. If either an attacker or a defender commits an offence during the penalty kick, the following actions will be taken:

- Offence by a defender: GOAL = GOAL (no influence), NO GOAL = retake

- Offence by an attacker: GOAL = GOAL (no influence), NO GOAL = indirect free kick for the defending team

14. FOULS AND MISCONDUCT

14.1. A direct free kick will be awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

14.1.1. Kicks or attempts to kick an opponent

14.1.2. Jumps at an opponent

14.1.3. Strikes or attempts to strike an opponent

14.1.4. Pushes an opponent

14.1.5. Sliding tackles an opponent

14.1.6. Trips or attempts to trip an opponent

14.1.7. Holds an opponent

14.1.8. Bits or spits at someone

14.1.9. Handles the ball deliberately

14.1.10. Player has both hands on the sideboard

14.1.11. Throws an object at the ball, opponent or referee

14.2. An indirect free kick will be awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless,



- 14.2.1. Plays in a dangerous manner
- 14.2.2. Dissent, abusive, offensive or insulting language
- 14.2.3. Gestures or other verbal and non-verbal offences
- 14.2.4. Touching the ball second time after restart of the play

15. DISCIPLINARY SANCTIONS

15.1. Yellow Cards

- 15.1.1. The yellow card is used to communicate that a team has been cautioned.
- 15.1.2. If a team receives a combined total of 3 yellow cards amongst all players the opposition will receive a penalty
- 15.1.3. Once a team has received 3 yellow cards and a penalty has been awarded, they will have their yellow cards reset.
- 15.1.4. A team is cautioned and shown the yellow card if a player commits any of the following offences:
 - 15.1.4.1. Unsporting behaviour
 - 15.1.4.2. Dissent by word or action
 - 15.1.4.3. Persistent infringement of the Laws of the Game
 - 15.1.4.4. Delaying the restart of play
 - 15.1.4.5. Failure to respect the required distance when play is restarted with a corner kick, goal kick, free kick or kick-in
 - 15.1.4.6. Deliberately kicking the ball out of bound

15.2. Red Card

- 15.2.1. The red card is used to communicate that a player, substitute or substituted player has been sent off.
 - 15.2.1.1. A player, substitute or substituted player is sent off if he commits any of the following offences:
 - 15.2.1.2. Serious foul play
 - 15.2.1.3. Violent conduct
 - 15.2.1.4. Spitting or biting at an opponent or any other person
 - 15.2.1.5. Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
 - 15.2.1.6. Denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
 - 15.2.1.7. Using offensive, insulting or abusive language and/or gestures
 - 15.2.1.8. Receiving a second caution in the same match
 - 15.2.1.9. A red card is classified as a goal against the foul conceding team. The player has to leave the pitch and must sit at the opponent's side of the scoreboard. The game resumes with a kick-off for the team who lost the player due to the red card.
 - 15.2.1.10. In the event that a player is shown a red card after the final whistle, the player in question will miss the next 2 games.



- 15.2.1.11. The Tournament Director has the authority to disqualify any team or individual at any stage of the tournament for severe offences both on, and off the pitch. These offences are at the tournament director's discretion.

16. FREE KICKS

- 16.1. A free kick is taken from the place where the offence occurred.
- 16.2. The ball must be stationary when the free kick is taken and the kicker must not touch the ball again until it has touched another player.
- 16.3. If there is just one player left, he is allowed to dribble from the free kick.
- 16.4. If a free kick is kicked directly into the opponents' goal, a goal is awarded.
- 16.5. If a free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team. If the ball subsequently touches another player before it enters the team's own goal, a goal is awarded.
- 16.6. All opponents must be at least 2m (2,2yds) from the ball.
- 16.7. The ball is in play when it is kicked and moves.
- 16.8. In the event of any infringement of the free kick procedure, the free kick is retaken.
- 16.9. A free kick can be taken without a signal from the referee. If there is a 'longer' break (e.g. yellow card, red card, severe injury or anything else that could disrupt the flow of the game) the free kick is taken after a signal from the referee.

17. GOLDEN GOAL 1vs1

- 17.1. The Golden Goal 1vs1 will only apply in the Knock Out Stages. One player from each team plays against each other (1vs1) until a goal is scored. The game starts with a drop ball from the referee from the centre circle. The ball has to bounce on the ground before the game can start. If a team scores a goal the game is over – "Golden Goal".
- 17.2. If a player denies an obvious goal-scoring a red card will be given shown and the opponent wins

18. TOURNAMENT FORMAT

- 18.1. Red Bull Neymar Jr's Five will be played in the following format:
 - 1.Group Stage
 - 2.Knock Out Stage
 - 3.Final
- 18.2. In the group stage the winning teams are awarded 3 points, the loser 0 points. If the score/number of players remaining on the field is tied after 10 minutes, both teams are awarded 1 point each. There is no penalty shootout or Golden Goal 1vs1 in the Group Stage.
- 18.3. If two or more teams have the same number of points at the end of the group stage then the winning team is the one with the greater goal difference. If the teams are still equal then the team that has scored more goals is the winner. If the teams are still



equal then the result between them counts as the decider. If the teams are still equal a Golden Goal 1vs1 will determine the winner.

- 18.4. If the score/players remaining on the field is tied after 10 minutes in the Knock Out Stages a Golden Goal 1vs1 decides who is going to proceed to the next round.

19. HEALTH AND SAFETY

- 19.1. The health and safety of all persons within the playing area is of paramount importance to Red Bull. In the event that any threatening circumstance, whether actual or perceived, comes to the attention to the organiser (including for example weather, pitch invasions, act of God, etc., then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the organiser, the match referee, the head of the relevant ground authority, the head of ground security and/or the police as the circumstances may require.

20. CODE OF CONDUCT

- 20.1. All players are expected to observe above conduct of the event, and to behave in a professional and respectful manner.
- 20.2. Serious misconduct may result in expulsion from the tournament for the whole team. These miscondacts are at the tournament director's discretion.