

Street Soccer USA Official Rules

Teams

Teams can be all male, all female or mixed
Maximum of 4 players per team on the court:
- 3 outfield players
- 1 goalkeeper
- plus a max of 4 substitute players

Street Soccer Court Dimensions

Size of court: 52 feet wide x 72 feet long
Goal size: 12 feet wide x 4 feet tall
Penalty area: half circle with 9 foot radius
Height of boards: 3.5 feet
Place for players: 2 players benches at the long side of court
Entrance for players: 2 separate entrances at the long side
Size of ball: normal

Duration of Matches

Two halves of 7 minutes each plus one minute interval in between each half

Start

The match starts when the referee rolls the ball onto the court. One team will start with the ball in the first period and the other team will start with the ball in the second period. When a goal is scored, the team that has conceded the goal receives the ball and the goalkeeper is allowed to bring the ball back into play immediately after the referees' whistle.

Goalkeeper Rules

A goalkeeper must not score goals
The goalkeeper must not leave the penalty area
The goalkeeper must not hold the ball longer than necessary in his penalty area ("playing for time")
The pass back rule applies. If a goalkeeper picks the ball up with his hands after receiving a pass back from a team mate the other team is awarded a penalty

Rules for Penalty Area

Outfield players must not enter the penalty area. This rule applies to both attacking and defending players ("fishing for the ball" is not allowed)

If a player from the defending team enters the penalty area, the other team receives a penalty.
If a player from the attacking team enters the penalty area, the other team receives a free kick

One Player always in Attacking Half

At least one player must remain in the attacking half of play. A foul will be awarded against a team where the whole team is in its own half. Repeated infractions can result in a penalty kick. If a player in a team receives a blue card then while the team is a player or more down this rule will not apply. Similarly, this rule will not apply if a player in a team receives a red card.

Time-wasting

The referee can award a penalty against a team which is persistently time-wasting after the team has been first warned about its conduct.

Penalty Kicks

A penalty is given when:

A player from the defending team enters the penalty area

A team passes back three times in a row directly to their own goalkeeper with the intention of time wasting

If the goalkeeper holds the ball longer than necessary in his penalty area (“playing for time”)

If the goalkeeper picks up the ball with his hands when he receives a back pass from a player on his own team

Due to foul play in front of the goal area

A penalty kick must be taken towards the goal. The player will start in his own half, roll the ball forward and attempt to score on the keeper. If the ball moves backwards from the goal the penalty is lost

Rules for Free Kicks and Out Balls

Free Kicks:

All free kicks are indirect. All players of the opposing team must be a minimum of 6 feet from the ball when a free kick is being taken.

The referee awards a free kick for:

All fouls on the field except for any offense, which is seen as a worthy of a penalty kick.

If a player holds the perimeter board with both hands

Out Balls:

If a ball goes out of play over the board the ball must be rolled in by hand at ground level at the position where the ball went out of the field of play. All players of the opposing team must be a minimum of 6 feet from the ball at the roll-in point

If a ball goes out of play behind the goal:

By the attacking team: the goalkeeper receives the ball and kicks or throws the ball back (no punting)

By the defending team: The attacking team receives a corner and rolls the ball in by hand at

ground level. All players of the opposing team must be a minimum of 6 feet from the roll-in corner

Fouls

In the event of a foul or unfair play the referee may judge as follows:

Blue card (two minutes time exclusion): For foul play a player will be excluded from the match for two minutes during which time the team has to play with one less player. A player given a blue card will be sent off for two minutes and not allowed back on. After two minutes have elapsed the player given the blue card will be replaced by another player from the team.

Red card (match penalty): for serious foul play a player is excluded from the rest of the match. The team has to play with one less player for the remainder of the match. A red card will only be given for serious foul play, violent conduct or abuse of the referee. The player will be sent off immediately and not be allowed back during the game. No replacement player will be allowed on. The same applies to coaches. Each evening the disciplinary committee will meet and decide what action to take against the player or coach. Sanctions include suspension from future games. Exclusion from the tournament for a team:

If rules are seriously breached (heavy foul play, foul play on purpose, unacceptable behavior on the court towards the referees, the audience or other players), one player or a team can be excluded from the tournament. If a whole team is excluded from the tournament then all the matches played or scheduled to be played by that team will be awarded to the opposition with a 0:3 score line