



Rules for the Boltzmann Cup 2021

Common football rules apply for the Boltzmann Cup with the following exceptions:

- The duration of a game is **15 minutes** without a break. There is no additional time. If a game starts with delay it will be terminated according to the schedule. In this case, the duration of the game will be shorter.
- During the game, each team consists of **6 players** (1 goalkeeper, 5 field players). The players can be substituted at any time and without interruption of the game. **The substitution has to be performed by a handclap between the incoming and outgoing player.**
- In the qualification phase the 13 teams will play 3 games each against random opponents (determined by the schedule and the draw). The best eight teams will continue the competition with quarter-finals, semi-finals and the final (playoff phase).
- In the qualification phase, there is no over-time. If both teams have the same number of goals, the game ends in a draw. In the qualification phase the best teams are chosen according to the following criteria:
 - points (3 per win, 1 for a draw, 0 otherwise)
 - in the case of equal number of points, the direct confrontation is considered
 - the goal difference (# of goals shot - # of goals received)
 - the total number of goals scored by each team
 - if all these criteria above are not sufficient, the winner is assigned by lot
- For the quarter-finals, semi-finals and the final, if the game ends in draw after the regular time, a penalty shoot-out (5 penalties each, distance: 7 meters, if yet no winner, one continues with single penalties each, no player will be allowed to take a second kick until all other players on their team have taken a first kick, including the goalkeeper) will determine the winner.
- It's within the responsibility of both the referees and the team captains, to guarantee that the jersey colors of the two teams are well distinguishable. In the case it's needed, the organizers provide shirts to pull over the regular shirts.
- **Goals scored by female players count twice.**
- **Passes back to the goalkeeper are allowed.** The goalkeeper can take the ball with the hands within his penalty area, even after a pass from his own team member. **The goal keeper is not allowed to throw or kick the ball over the midline.**
- Throw-ins are **rolled or kicked in** (ball has to stick to the ground).
- There is **no offside** rule.
- Goals scored from **behind the midline** do not count.
- A hands-foul is only sanctioned, when a clear intention lead to the contact of the ball with the arm of a player (or the player touching the ball with the arm gained a clear advantage). Accidental hands-foul will not be punished.
- **Football shoes with metal cleats are not allowed.** It belongs to the responsibility of the team captains to ensure this rule.
- Referees are not supposed to sanction with yellow and red cards. In the extreme case of repeatedly aggressive attitude of a player, the referee is authorized to suspend this player for the rest of the game. The team continues to play with the original number of players (5+1). In agreement with the organization committee, a player can be suspended for the rest of the tournament.
- Hard tackling, e.g. slipping into the adversary's legs are sanctioned as fouls, even if the ball was reached. The team captains are responsible to explain this rule to their members. **Bodily injuries have to be avoided by all means.**
- If a player gets injured, the game has to be interrupted immediately, assistance has to be provided and the organization committee has to be informed. A first-aid kit is available.