

Game Regulations

Corporate Fútbol League (CFL)

Updated: March 21, 2025

Introduction

This is the official rulebook of the Corporate Fútbol League (CFL).

The spirit of this tournament is to foster community and integrate all participants in a proactive and positive manner. We promote healthy competition and sportsmanship, always prioritizing mutual respect and fair play.

1. Match Setup

Equipment:

- Turf cleats only. The use of cleats with studs is strictly prohibited.
- Shin guards and long socks (exceptions allowed in this tournament).
- Uniform with visible numbers, matching shorts and socks.
- If both teams wear similar colors, a coin toss will decide which team wears the tournament vests.

Players and Delegates:

- Players on the field: 6 (including the goalkeeper).
- Maximum of 8 substitutes allowed.
- One non-playing delegate per team is allowed in the substitute area.

Registration and Punctuality:

- All players must register with the match delegate and confirm their number before the match.
- Grace period: 10 minutes.
- If a team fails to attend with less than 72 hours' notice: they forfeit the match with a 3-0 loss and a deduction of 3 points.
- If they notify with more than 72 hours' notice: the match is forfeited with a 3-0 loss.
- The goals are credited to the captain of the team that shows up.

2. Match Duration

- Two halves of 25 minutes, continuous clock.
- 5-minute halftime break.
- One 1-minute timeout per team per half.
 - The referee will pause the clock during this timeout.

3. Substitutions

- Unlimited substitutions allowed.
- Substitutions must be made in the designated area and with the referee's approval.

4. Kick-ins

General:

- All restarts are performed with the foot. No hand throw-ins allowed.

Sideline Kick-ins:

- The ball must be placed on the line.
- Minimum distance from the opponent: 3 steps.
- Any exceptions must be agreed upon beforehand by the captains and referee.

5. Goalkeeper Rules

5.1 Use of Hands:

- Hands allowed only inside the penalty area.
- Goalkeeper cannot touch the ball with their hands if it comes from a deliberate foot pass or leg deflection from a teammate.
- Hand use is permitted if the pass comes from a teammate's head or chest.
- Goalkeeper cannot use hands after a sideline kick-in from a teammate.

5.2 Timing and Restrictions:

- The goalkeeper may use hands or feet after catching the ball.
 - Goal kicks must be executed with hands. The ball must not touch the ground before being played.
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6. Six-Second Rule

6.1 Goalkeeper:

- Goalkeeper has 6 seconds to release the ball.
- Failure to do so results in a corner kick awarded to the opponent.

6.2 Set Plays:

- Sideline kick-ins, corners, and free kicks must be taken within 6 seconds.
 - Failure to comply:
 - Sideline kick-in: possession goes to the opponent.
 - Free kick: a goal kick is awarded to the opponent.
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7. Restarts and Shots

7.1 Goal Kicks:

- Must be taken with the hands.
- Scoring directly from a goal kick is not allowed.
- The ball can be thrown to any part of the field.

7.2 Penalty Kicks:

- Taken from the penalty spot closest to the goal.
- Maximum of 3 steps allowed for the run-up (the strike counts as one).
- The goalkeeper must not move forward before the shot:
 - Must keep at least one foot on or aligned with the goal line.

7.3 Free Kicks:

- **Direct:** awarded for serious fouls.
 - Wall must be 5 steps away.
 - If the wall moves forward: yellow card.
- **Indirect:** awarded for technical infractions.
 - If it goes in without touching another player: goal is invalid.

7.4 Goalkeeper Positioning for Penalties and Free Kicks:

- Goalkeeper may move sideways but not forward.
 - Must keep at least one foot on or aligned with the goal line.
 - If the goalkeeper moves forward and:
 - **Saves the shot or the ball hits the post/goes out** → penalty is repeated.
 - **Goal is scored anyway** → goal stands.
 - Referee may issue warnings or cards for repeat offenses.
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8. Fouls and Conduct

8.1 Accumulated Fouls:

- From the 6th foul per half onward: direct free kick from the second penalty spot, without a wall.
- Count resets at halftime.

8.2 Tackling and Sliding Challenges:

- Sliding tackles and foot-first challenges to dispossess a player are forbidden.
- Penalized with a yellow card depending on severity and contact.
- Count as an accumulated foul.

8.3 Sliding Saves (Block Slides):

- Allowed only if they don't pose a risk to another player.
- Also allowed to prevent the ball from going out of bounds.
- Must be done at least 1 meter away from any opponent.

8.4 Warnings and Cards:

- **Yellow card:** issued for unsportsmanlike conduct or repeated fouls.
- **Red card or two yellows:**
 - Team plays with one fewer player for 5 minutes or until a goal is scored.
 - The expelled player must leave the playing area and stay with spectators.

8.5 Sanctions:

- Direct red card: minimum 1-match suspension.
 - Suspension may be extended or result in full tournament disqualification based on severity.
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9. Tiebreaker Criteria

Group Stage (League Phase):

1. Head-to-head result between tied teams.
2. Goal difference.
3. Goals scored.
4. Most victories.
5. Coin toss.

Knockout Stage:

- One 5-minute extra time period.
 - Coin toss determines side and kickoff.
 - Penalty shootout: 5 per team, followed by sudden death.
 - Any player who participated in the match can take a penalty.
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10. Authority and Discipline

- Only the **team captain** may speak to the referee.
- **Referee decisions are final and non-negotiable.**
- **Zero tolerance policy:** any form of physical aggression, verbal abuse, discrimination, or provocation leads to immediate expulsion and additional sanctions.