



Fans'  
Cup

FIFA WORLD CUP  
Qatar 2022™



# Tournament Handbook





## How to reach the venue:



### Metro

- ◆ Al Bidda Park is directly served by the Red and Green Lines of the Doha Metro.
- ◆ **Arriving at the site:** Corniche station (Red Line) is the closest metro station to the site, while Al Bidda station (Red and Green Lines) is another option for fans.
- ◆ **Leaving the site:** fans will be directed north to West Bay-Qatar Energy metro station (Red Line), or south to Al Bidda metro station (Red and Green Lines). Corniche station cannot be used for leaving the FIFA Fan Festival site.



### Taxis and ride-sharing

- ◆ The taxi and ride-sharing drop-off and pick-up points are located at Khalifa International Tennis and Squash Complex.



### Bus services

- ◆ The Corniche shuttle service will connect the West Bay and Souq Waqif areas. The B and C ring road shuttle services will transfer fans from their accommodation around these areas to the FIFA Fan Festival.
- ◆ Bus operations will start at 08:00 and end at 02:00.



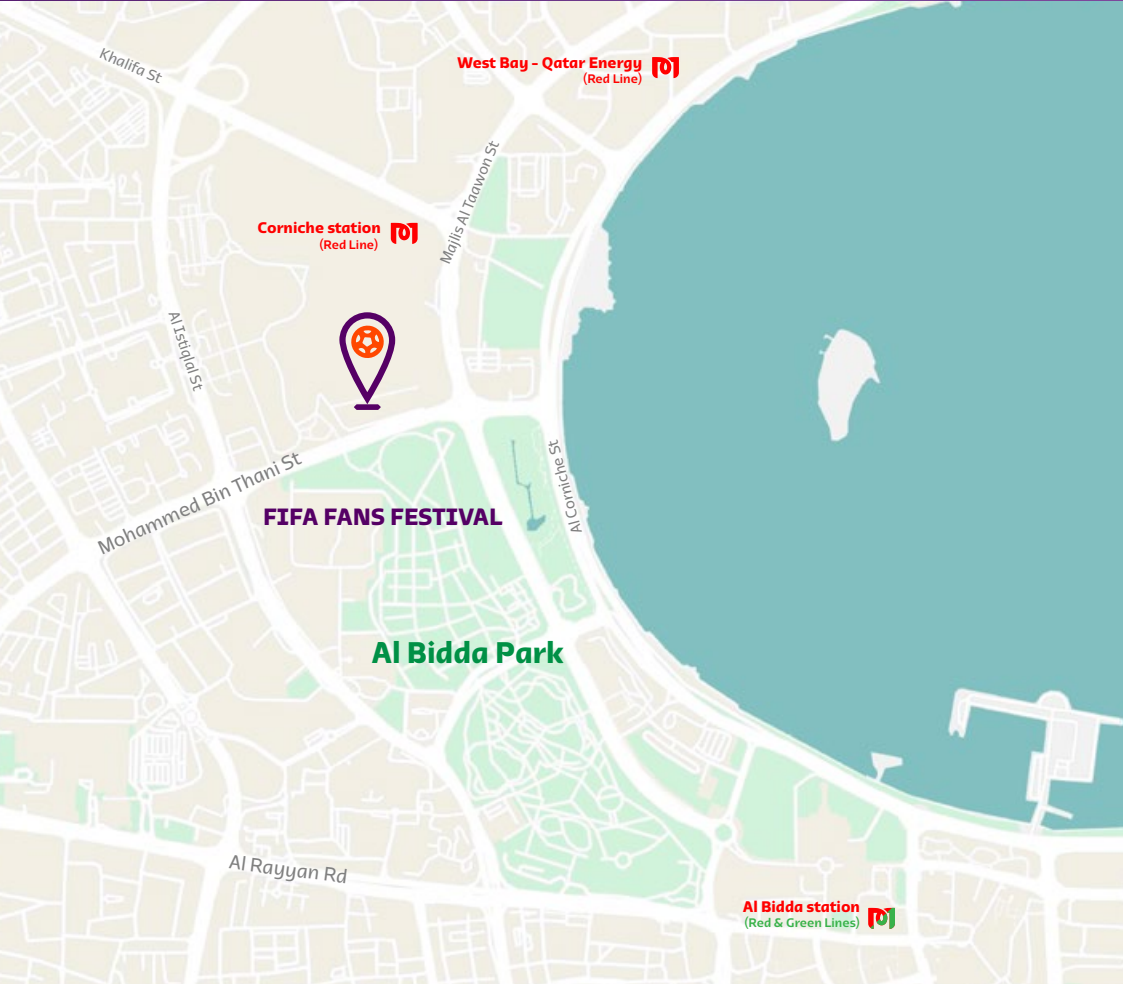
### Tournament bus services

- ◆ You can catch a direct bus to the stadium from the FIFA Fan Festival stadium express bus hub if you are planning to attend a game after the match
- ◆ Bus operations will start four hours before kick-off and end 90 minutes after the final whistle.





# The Venue



FIFA Fan Festival Football Pitch



Metro Station







# Event Rules & Regulations

## 1. Players

- ◆ Be at least **18 years old** (must have turned 18 before 01.10.2022)
- ◆ The players need to have a match ticket and Hayya Card **approved** to enter Qatar OR any other visa which allows them to enter Qatar at the time of the event.

## 2. Teams

- ◆ Each team should consist of players of same gender
- ◆ All teams are required to bring a maximum of **10 players** and a minimum of **7 players** to the tournament.
- ◆ Maximum of **5 players** per team on the pitch:
  - 4 outfield players
  - 1 goalkeeper
  - 5 substitute players ('rolling' substitutions apply)
- ◆ As an inclusive tournament, it is expected that each player will play a **reasonable amount** of time each day.
- ◆ Players in each team need to be either a citizen or a resident from the country they're representing. Each participant need to **submit the proof** of residency or nationality (passport or residency card).





### 3. Duration of Matches

- ◆ Two halves of **8 minutes** each plus a **3-minute** interval in between each half.
- ◆ The Final match will consist of two halves of **10 minutes** with **4 minutes** interval in between each half.

### 4. Start

- ◆ One team kicks off play for the first half, with the other team kicking off the second half. The referee will determine who takes the initial kick-off, either by coin toss or by a pre-determined schedule.
- ◆ All players must be inside their own half for kick-off with the non-kicking players at least 2m from the ball. Ball can be played in any direction and may not be touched again by the taker until kicked by another player. Players may shoot, and score, directly from the kick-off.
- ◆ After a goal has been scored, play will be restarted by the opposing team taking a kick-off from the centre spot.



### 5. Goalkeeper Rules

- ◆ The goalkeeper is allowed to exit the penalty area and can score goals
- ◆ The goalkeeper must not hold the ball (hold the ball in hand) longer than necessary in his penalty area ("playing for time"). The time for which the goalkeeper can hold the ball is 6 seconds. Any time more than this will be considered as time wasting.
- ◆ The goalkeeper must distribute the ball with his feet if its an out ball
- ◆ The goalkeeper can distribute the ball with his feet or from his hands underarm (below shoulder height) if he received the ball while in the game from an opposing player. If the goalkeeper does not distribute the ball underarm, a free kick will be awarded to the other team at the halfway line.
- ◆ A pass back rule applies. If a goalkeeper picks the ball up with his hands after receiving a pass back from a teammate, the other team is awarded a penalty.





## 6. Time-wasting

- ◆ The referee can award a yellow card against a player who is persistently time-wasting after he has been first warned about its conduct.
- ◆ If the ball has gone out of play and during the restart kick in if the team didn't kick the ball within 5 seconds, the chance will be given to opponent team..
- ◆ If the goalkeeper holds the ball longer than necessary in his penalty area a warning will be issued initially, and the referee can award a yellow card if he does it for the second time.



## 7. Pass backs

- ◆ A player who has received the ball from the goalkeeper cannot pass it straight back to goalkeeper. The ball must touch another player (which may be an opponent) before being passed back.
- ◆ If this condition is violated, a free-kick will be awarded to the opposition players 2m outside of the area. This will be the case even if the ball is played directly back into the area and comes to a complete stop without the goalkeeper touching it.

## 8. Penalty Kicks

- ◆ A penalty for the opposing team is given when:
  - 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. If the ball moves backwards from the goal the penalty is lost.
- ◆ The goalkeeper must be standing on the line when a penalty is taken.
- ◆ The penalty taker must be identified to the referee before the penalty is taken.
- ◆ The penalty taker is allowed one step before striking the ball.
- ◆ Where either side has breached these rules to their advantage, the penalty will be re-taken.





## 9. Rules for Free Kicks and Out Balls

### 9.1. Free Kicks:

- ◆ All free kicks should be direct except the following:
  - A back pass – after receiving the ball from a goalkeeper, a player passes the ball directly back to the goalkeeper
  - Incorrect ball distribution by goalkeeper: a goalkeeper can only use their hands to distribute the ball
- ◆ All players of the opposing team must be a minimum of 2 metres 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 offence, which is seen as a “penalty offence”.



### 9.2. Out Balls:

- ◆ If a ball goes out of play over the line, the game should restart with a kick in at the position where the ball went out of the field of play. Direct goals will not be allowed from these kick ins
- ◆ All players of the opposing team must be a minimum of 2 metres from the ball at the roll-in point.
- ◆ If a ball goes out of play on behind the goal:
  - **By the attacking team:** the goalkeeper receives the ball and kicks in.
  - **By the defending team:** The attacking team receives a corner and kicks
  - the ball in from corner point. All players of the opposing team must be a minimum of 2 metres from the corner point.







## 10. Fouls & Cards

- ◆ **Yellow 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 yellow card will be sent off for two minutes. After two minutes have elapsed the player given the yellow card can come back to the game or can be replaced by another player from the team.

If the goalkeeper holds the ball longer than necessary in his penalty area a warning will be issued initially, and the referee can award a yellow card if he does it for the second time.

- ◆ **Red card**

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 can 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 behaviour on the pitch towards the referees, the audience, or other players, etc.), a 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 3:0 score line.





## 11. Substitutions

The referee must be notified whenever there is a substitution of an outfield player. Substitutions require the consent of the referee who will allow the substitution to take place at an appropriate stoppage in the game. The oncoming player must not enter the field until the other player has left.

The referee must be notified before any change of goalkeeper takes place. Goalkeepers may only be substituted twice during each half of the game, except. A goalkeeper must always wear a bib. in the case where a goalkeeper incurs an injury and does not return to the game. All substitutes must stand outside the field of play by the access gate, or behind their goals if there are no barriers.



## 12. Tournament Points & Deciding Winning Team

### Group Stage:

- ◆ The winning team receives 3 points. The losing team zero. If a match ends in draw both teams receive 1 point each
- ◆ In the event of a bye, the team without an opponent will be awarded a 3:0 victory with 3 points
- ◆ Top 2 teams from each group will progress to the next round.

### Round Of 16:

- ◆ It will be a knockout format from round of 16, where winning teams advances to the next stage
- ◆ If a match ends in a draw, it is decided by a penalty shootout where each teams gets 5 shots which must be taken by different players. The team which scores maximum number of goals after 5 chances will win the match
- ◆ If scores are level after five pairs of shots, the shootout progresses into additional "sudden-death" rounds, until one team has a one goal lead after both teams have taken the same number of penalty kicks. These additional kicks should be taken by the players who were not in the field at the time of play.



### Final Match:

- ◆ If a match ends in a draw, teams will play an extra 8 minutes with each half being 4 min each and 1 minute break in between.
- ◆ If the match still ends in a draw after the extra time, it is decided by a penalty shootout where each team gets 5 shots which must be taken by different players. The team which scores maximum number of goals after 5 chances will win the match.
- ◆ If scores are level after five pairs of shots, the shootout progresses into additional "sudden-death" rounds, until one team has a one goal lead after both teams have taken the same number of penalty kicks. These additional kicks should be taken by the players who were not in the field at the time of play.

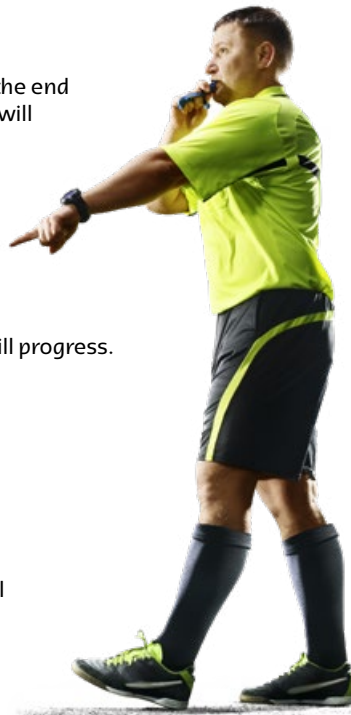
## 13. Group Stage Rankings

In group stages rankings are decided by:

- ◆ **First**, number of Points.
- ◆ **Second**, if the teams have the same number of points at the end of the group stage, team which has more goal difference will progress. Goal difference is the difference between the goals scored and goals conceded.
- ◆ **Third**, if the score still remains the same then progress will be decided on the head-to-head results between the two teams.
- ◆ **Fourth**, if the winner still cannot be decided then the team with the least number of yellow cards + red cards will progress.

## 14. Referees

- ◆ Each match will have one referee, a match commissioner and a line referee
- ◆ There will be match commissioner for each of the football field and any decision that cannot be resolved by the referee will be referred to the match commissioner and the decision of the match commissioner will be the final decision.





## 15. Fans' Cup Court Proportions

- ◆ Size of court: 30m (long) x 20m (wide)
- ◆ Place for players: 2 players benches at the long side of court.
- ◆ Entrance for players: 1 entrances at the long side.



## 16. Spirit of the Game

Each game is to be played under the Fans' Cup spirit. All participants (including management) are expected to uphold a high standard of behaviour and integrity both on and off the pitch. Gamesmanship (i.e. the use of dubious - although not technically illegal - methods to win or gain a serious advantage) is not in the Spirit of the Competition and will not be tolerated. This may result in sanctions.

**The decision made by the technical team, which consist of Match Commissioner and Referees will be the final decision**





## 18. Additional Tournament Information

### 18.1 Arrival at Venue and Sign in Process:

- ◆ It is a requirement that a team arrives at the venue ready to play no later than 45 minutes prior to a game. The Team Manager is required to register at the registration desk at that time. The Team Manager must confirm the team list for the next game of competition. This is repeated for each match. decision is final.

### 18.1 Arrival at Venue and Sign in Process:

- ◆ Teams should arrive at the pitch Fifteen (15) minutes prior to the completion of the match in progress. The team captain must make contact with the pitch coordinator to acknowledge they are at the pitch.
- ◆ Changing room facilities will be available to competing teams at the venue (please check the timetable that will be provide for each team). Please note there will be no shower facility at the venue
- ◆ 10 players and 2 coaches maximum at pitch side, no additional entourage or players from another team
- ◆ All players who have been declared injured or not fit must wear identifying bibs when at pitch side.

### 18.3 Clothing / Attire:

- ◆ Suitable football footwear must be worn at all times.
- ◆ All players must wear the shirt provided by the organizer at all times and teams must make every attempt to ensure that all outfield players play in similar colours. Players must wear bibs where available and instructed by the referee.

The goalkeeper should always wear the provided by the organizer

- ◆ All players are required to wear shin guard all the time while they are playing
- ◆ All team players must wear the same jersey number throughout the games.
- ◆ For the safety of all players, all items of jewellery should be removed before entering the field of play, including watches. Additionally, it is required that all players wear shin guards.
- ◆ Judgements over the suitability of player's equipment are at the discretion of the technical team. The referee will ask players to leave the field of play if they are judged not to be complying with these rules.





# Fans' Cup