



Laws of the Game

First IPA World Football Tournament



The "1st IPA World Football Tournament" is being organized for the first time in Shkodër, from June 4th to 8th, 2025, bringing together teams from various sections of the International Police Association (IPA) from around the world. This sporting event aims to strengthen international friendship, promote cooperation, and encourage cultural exchange through football – a universal language that unites people.

In addition to the matches, the tournament will feature social and cultural activities, including visits to key tourist sites in Shkodër, offering all participants a complete and memorable experience.

Rule No. 1 The field of play

Field size: 40 meter goal line x 55 meter touchlines.

Penalty area: Length 9 meters, Width 23 meters

Gate area: Length 3 meters, Width 13 m.

Penalty spot: The penalty spot is 7m from the goal line in the middle.

The playing field is divided into two halves by a line at the middle of the field.

The radius of the center circle of the field is 5 meters.

Goals

Maximum dimensions: 5 m x 2 m. The goals are large and heavy and are properly secured so that they are secure and do not move from players or from the ball being hit.

Rule No. 2 - The Ball

The ball meets all the criteria set by IFAB and FIFA. The weight of the ball is 410-450 gr.

Rule No. 3 – The players

The number of players in the game is a maximum of 7 (6 players + 1 goalkeeper) per game and a minimum of 5 (4 players and 1 goalkeeper).

- Maximum 5 substitutions allowed per game - no re-entry. (The coach must notify the referee of the substitution and regular FIFA procedure applies.) A player may not return to the field after being substituted.
- If a team, due to injuries or red cards penalties, is left with fewer than 5 players, the referee ends the match and reports the incident to the organizing committee together with the match delegate/secretary.

Rule No. 4 – The players' equipment

The player uniform consists of : a shirt with sleeves , shorts , shinguards , socks , footwear.

Uniforms must be numbered. The goalkeeper must be a different color from his team and the opposing team. The teams' uniforms must be a different color from the other team. If both teams have the same color uniform, then one of the teams must wear a vest, which is provided by the organizers. The selection of the team that will wear the vest is made by lot by the referee in the presence of the two captains and the match delegate/secretary.

Leg protectors (shinguards) must be completely covered by socks.



Rule No. 5 – The referee

- Each match is controlled by a referee who has full authority to enforce the laws of the game in relation to the match to which they are assigned.
- Controls the match in cooperation with the assistant referees and the match delegate/secretary.
- Ensures that the ball meets the requirements of Rule 2
- Ensures that players' equipment meets the requirements of Rule 4
- Stops, suspends or ends the match, at their discretion, for any violation of the laws
- Stops, suspends or ends the match due to outside interference of any kind
- Stops the match if, in their opinion, a player is seriously injured and ensures that he leaves the field of play
- Ensures that any player bleeding from a wound is removed from the field of play
- Allows play to continue when the team against which an offence was committed would benefit from such an advantage and penalises the initial offence if the anticipated advantage does not come at that moment
- Take disciplinary action against players guilty of serious misconduct and/or expulsion
- Takes action against team officials who fail to behave responsibly and, at their discretion, may exclude them from the field of play and its immediate surroundings
- Ensures that no unauthorized person enters the playing field
- Resume the game after it has been interrupted.
- The referee's decisions on facts relating to the game are final. The referee may only change a decision when he/she realises that it is incorrect or, in his/her judgment, on condition that the game does not restart.

Rule No. 6 – Assistant referee or delegate/secretary

- A person may be appointed to assist the judge in:
 - a) Recording of goals scored
 - b) Acts as a timekeeper and indicates to the referee with an agreed signal when the time for each period has expired.
 - c) Suspends time according to an instruction from the referee for all interruptions and adds that time to the end of each half.
 - d) Supervise the replacement procedure
 - e) Perform any other duties as prescribed by the judge
- If an independent timekeeper/scorekeeper is not appointed, these duties are the responsibility of the referee.

Rule No. 7 – The duration of the match



- On any given day, no player shall play more than the prescribed period. The interval between halves shall not exceed five minutes. There shall be no extra time, except in cases of major loss of time.
- The duration of the match will be 2 x 15 minutes.
- If a team is late to start the game, the referee and the delegate/secretary will wait 15 minutes for the team to appear on the field of play ready to start the game. If the team does not appear within 15 minutes ready to play, then the opposing team wins the game with a score of 3-0. If a team is frequently late to start the game, it will be subject to the ethics and complaints committee.

Rule No. 8 – The start and restart of play

- A kick is taken in the centre of the playing area to restart play even after a goal has been scored. The opponents must be 5 metres from the ball and in their own half of the field.

Rule No. 9 - Ball in and out of play

- The ball is out of play when:
 - Has completely crossed the field lines, whether on the ground or in the air
 - The game has been stopped by the referee.

Ball in play:

- The ball is in play at all other times, including when it: rebounds from the goalposts, the corner flag and remains in the field of play.

Rule No. 10 - Determining the Outcome of a Match

- A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar, provided that the team scoring the goal has not previously committed a violation of the rules of the game.
- The team that scores the most goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is a draw.

Tournament rules

Group division

- 3 points for a win 1 point for a draw
- 0 points for a loss

In the phase of quarter finals, semi finals and final if a match end with a draw results, each team will shoot 5 penalties.

Rule No. 11 - Offside

- There is no offside position.

Rule No. 12 - Fouls and Misconduct

- A free kick is awarded to the opposing team if a player commits one of the following offences in a manner that is considered to be careless, reckless or using excessive force:



- Hitting or attempting to kick an opponent
- Pushes or attempts to knock down an opponent
- Jumps against an opponent
- Hitting or attempting to hit an opponent

A free kick is awarded to the opposing team if a player commits one of the following offences:

- Holds an opponent
- Touches the ball with his hands in an illegal manner
- Spits on an opponent
- Handles the ball intentionally (except for the goalkeeper within his/her penalty area)
- Plays dangerously
- Impedes an opponent's progress
- Prevents the goalkeeper from releasing the ball from his/her hands
- Commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send off a player

Penalty kick

- A penalty kick is awarded if any of the above offences is committed by a player inside his own penalty area, regardless of the position of the ball, provided that it is in play.
- An indirect free kick is awarded to the opposing team if the goalkeeper:
 - Holds the ball for more than six seconds without releasing the ball from his/her hands
 - Touches the ball again after releasing it from possession without it having first touched another player
 - Touches the ball with his hands after it has been deliberately passed to him by a teammate.

Disciplinary actions

- A player is cautioned and shown a yellow card if he/she commits any of the following seven offenses:
 1. He is guilty of unsportsmanlike conduct.
 2. Expresses disagreement through words or actions
 3. Constantly breaks the rules of the game
 4. Delays the restart of the game
 5. Does not respect the required distance when play restarts with a corner kick or free kick
 6. Enters or re-enters the field of play without the referee's permission.



7. Deliberately leaves the field of play without the referee's permission Foul and improper conduct

- A player is sent off and given a red card if he/she commits one of the following seven offenses:

1. He is guilty of serious foul play.
2. Is guilty of violent behavior
3. Spits at an opponent or another person
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her penalty area)
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or penalty kick
6. Uses offensive or insulting language and/or gestures
7. Receive a second warning in the same match

Rule No. 13 - Free Kicks

- For all free kicks, opponents must be 7m from the ball.

Rule No. 14 – The Penalty kick

- A penalty kick is awarded for an infringement, as described in Law 12.
- All players except the defensive goalkeeper and the attackers must be outside the penalty area and at least 7m from the penalty mark.
- The ball must be thrown forward.

Rule No. 15 – The throw in

- A goal cannot be scored directly from a throw-in.
A lateral re-entry is given:
 - When the entire ball passes over the touchline, whether on the ground or in the air
 - From the point where it crossed the touchline
 - For the opponents of the player who last touched the ball
- procedures
 - At the moment of execution of the throw-in, the player:
 - It faces the playing field.

The ball must be put into play by the player using both hands.

The throw-in is awarded to the opposing team if any of these requirements are not met.

Rule No. 16 – The goal kick

Procedure:



- A player of the defending team shoots the ball from any point within the goal area, which is 3 m.
- Opponents must stay outside the penalty area.

Rule No. 17 – The Corner kick

- Opposing players must remain at least 7m from the ball until it is in play.
- The attacker may not touch the ball again until it has touched another player. If he/she does so, an indirect free kick is awarded to the opposing team.
- The ball is in play when it is touched and clearly moves.

Organizing Committee