

Solo Football - Laws of the Game

1v1 Football

One player attacks with ball, whilst the other player defends

Both players start on or behind their kick off lines

Attacking

From the kick off line, players take it in turn to kick off with the ball. 1 Kick off each, after the other to a total of 3 per player.

The attacking player is to place the ball anywhere on the kick off line

The objective is to dribble into the opponent's half of the box and score once reaching the scoring zone.

Scoring Zone – Past the opponents kick of line.

Goal – A goal can only be scored once the whole of the ball is past the defending players kick off line and in the scoring zone, a valid shot on goal can then be taken.

Defending

The defending player must be behind their kick off line to start

Once the attacking player has kicked off, to defend players can either;

Tackle anywhere on the pitch and put the ball of bounds

OR

Retrieve the ball and counter attack into the opponents scoring zone to score a goal.

Winning the match

After all kicks off have been played – Player with the most number of goals wins (even 1 goal)

Draw / Tie – In the event of a draw, play continues as sudden death

Sudden death rules = Both players must have equal no of kick offs

Match Length

No time limit applies

The total kick offs as standard are a total of 3 per player

No timeframe - The time in between kick off will determine the total length of the match

Number of kick offs can be set to any number to adjust the length of the match

Fouls

Fouling is discouraged.

If a soft foul is committed, the fouled player receives an additional kick off

If a hard / technical foul is committed, the fouled player gains a free shot

A **Free shot** – The ball is placed on the kick off line of the player taking the free shot with no opponent in front. A direct shot on goal is then taken.

Hard foul is an extra aggressive tackle such as a badly timed slide tackle.

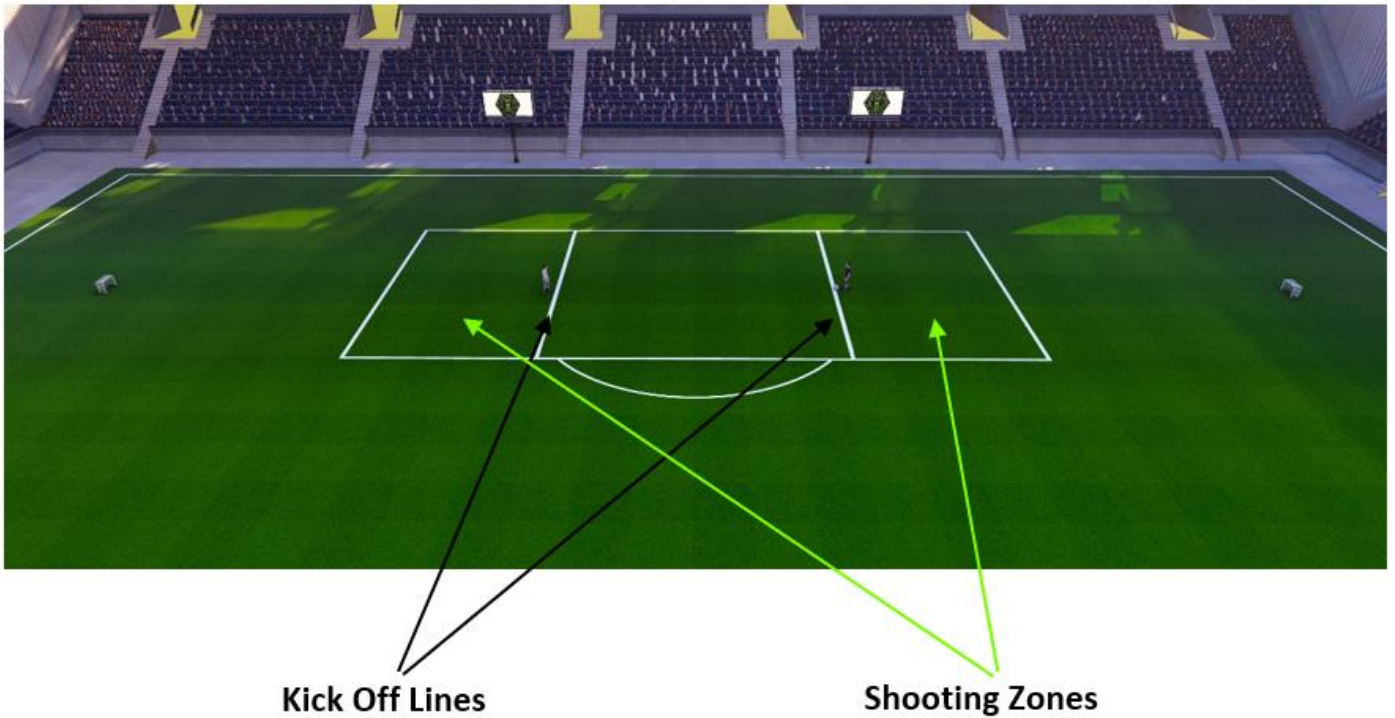
An example of a **technical foul** is whereby a player had clearly dribbled past the opponent and is then subsequently fouled i.e. dragged back.

Yellow & Red cards apply

Yellow cards can be given for a hard / technical tackle or an accumulation of tackles.

Red cards – A red card will be given if & when receiving a second yellow card or a player can receive a direct red card for instances such as an overly aggressive hard tackle which is considered dangerous. Red card can also be shown for hostile behavior towards the referee.

The players must abide by the referee's decisions at all times. Decisions are made at the referee's discretion and the referee's decisions are final



Solo Football Series – Match Day Rules

Each player has a set no of Kick offs, standard is 3 each. Will differ based on the round of the tournament, i.e. 3 kicks off each at Quarter finals and 5 Kick Offs each for the Final.

Coin Toss to decide who kicks off first for each match and from which side of the pitch.

All players are expected to maintain the highest standards of sportsmanship, competition and self-discipline. If a player loses emotional/social control and/or behave in a manner inconsistent with solo football series policies, the player will be removed from the tournament.