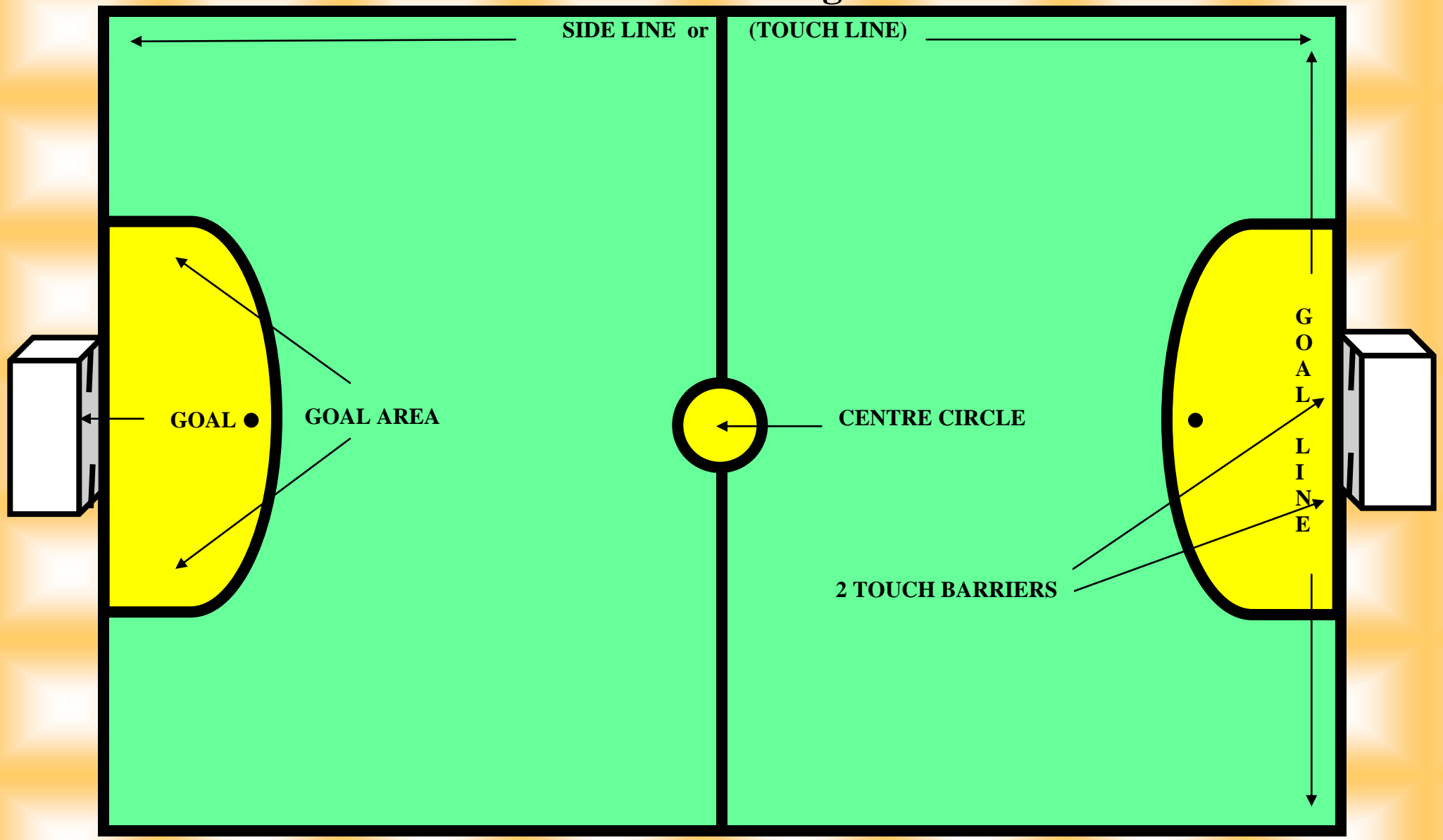


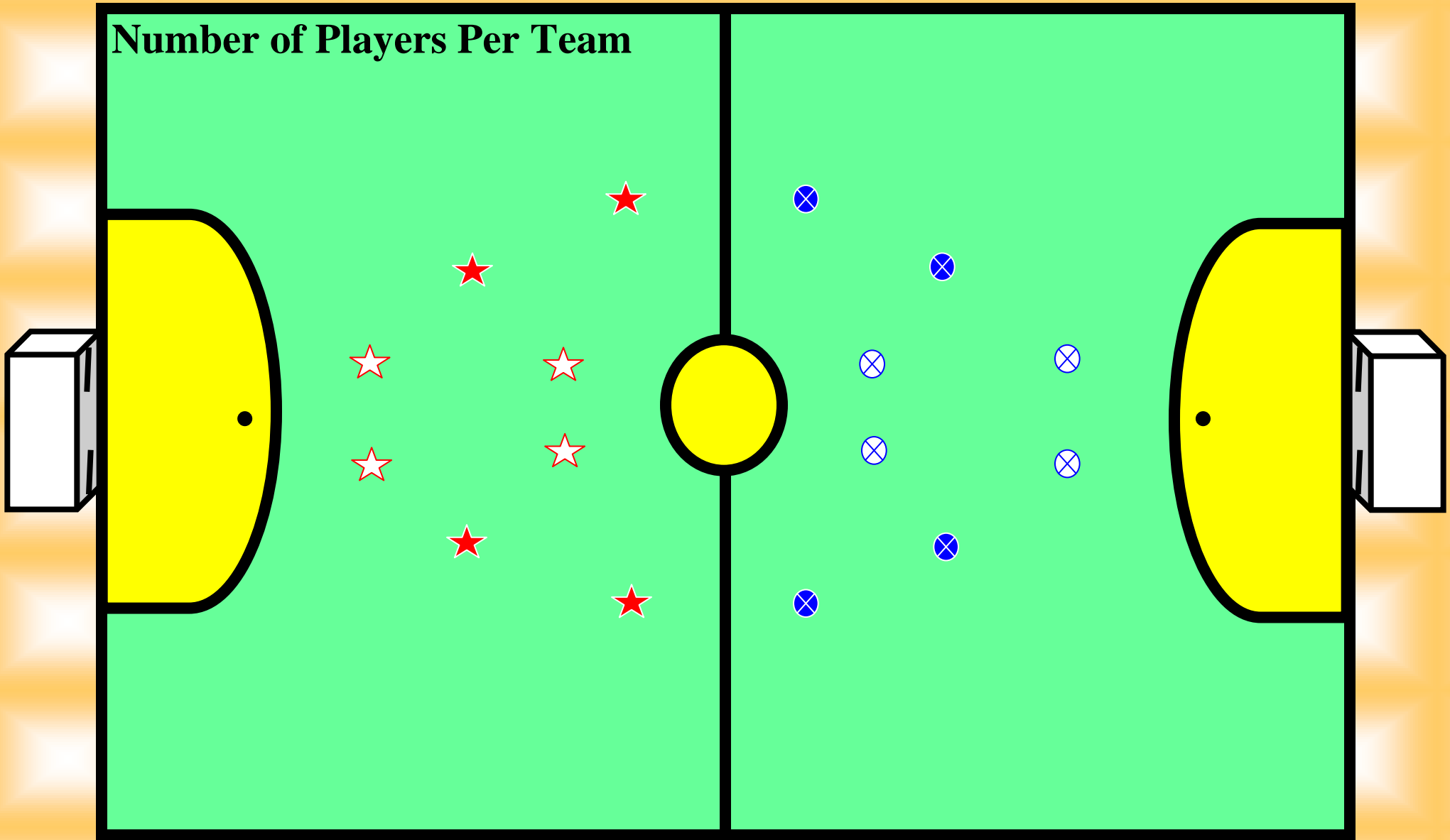
2TR Football

Soccer Simplified

Pitch Markings



Number of Players Per Team



Substitutes 3 - 7

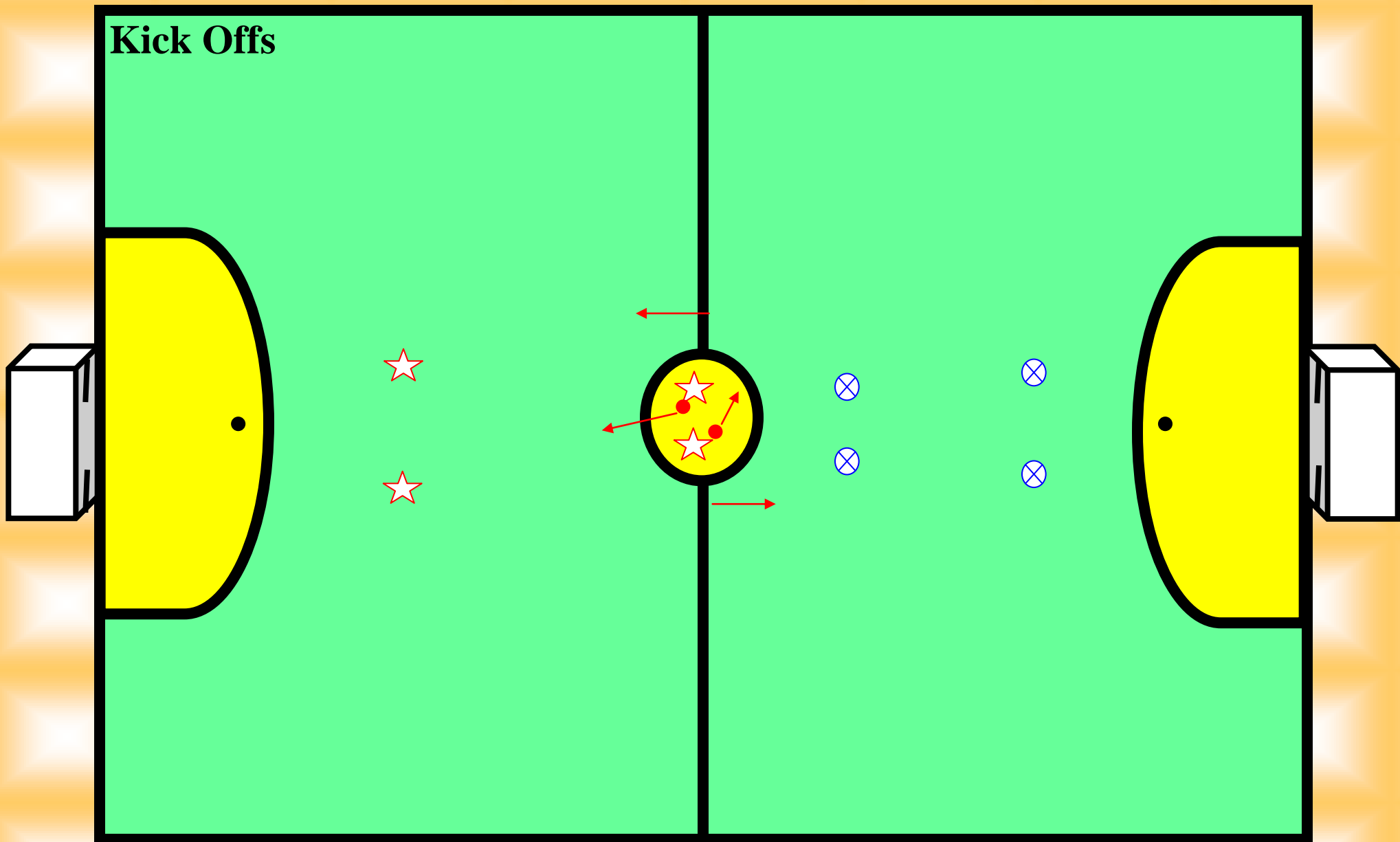


Number of players and substitutes

- The number of players and substitutes permitted in a 2TR Football game will depend on the size of the pitch and whether the game is being played indoors or outdoors.
- On a standard 5-a-side pitch 2TR Football should be played with 4 out-field players, and up to 3 substitutes.
- In cases where 2TR Football is being played on a larger pitch, additional out-field players up to a maximum of 8 can be added, and again 3 substitutes, as long as notification from **3-2-WON** organiser's has been pre-arranged.
- The 2TR Football game is played without a goalkeeper and any handling of the ball in open play will result in a direct free kick to the opposing team if the ball is handled outside the area or a penalty if the offence occurs in the area. (see handball rule)

- Substitutes in a 2TR Football game are played on a roll on roll off basis with players being able to rotate with the referee's permission.

Kick Offs



Starting a 2TR Football game (Kick-off)

- Before a game can commence the referee will toss a coin between the opposing teams captains to determine which team will kick off the first half and subsequently the other team will kick off the second half.
- In some tournament cases where the game will be played only one way for the entire match due to time constrictions, a coin toss will determine which team gets the only kick-off to start the game.
- In all cases the game must commence with the starting team passing the ball to another player on the same side.
- The players from both teams must be in their own half of the pitch before the referee starts the game.
- The referee will ensure that the team without the ball must be a minimum of 3 paces away from the kick-off.

- Only at the beginning of each half will the game be started from the centre of the pitch. After a goal is scored the game will be re-started with a goal kick from the scoring teams own area and with the scoring team having a maximum of 15 seconds to re-start the game.

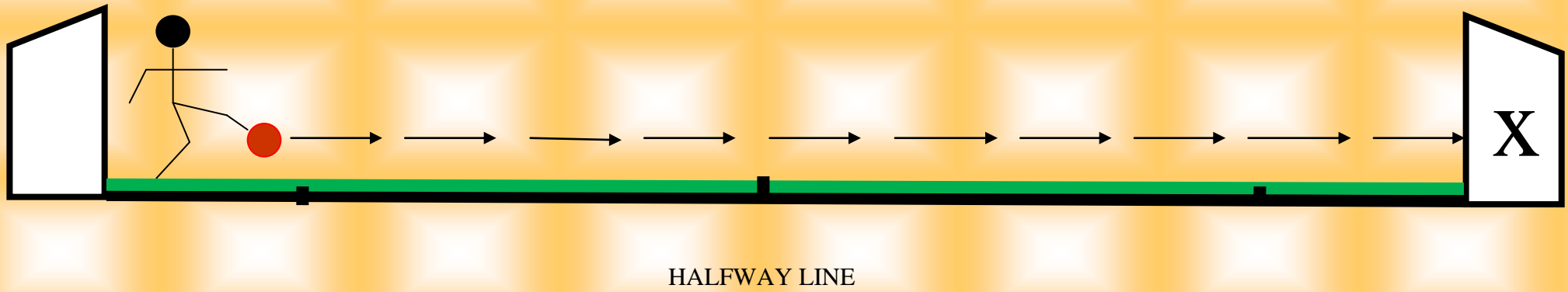
(See re-starts)

Touches

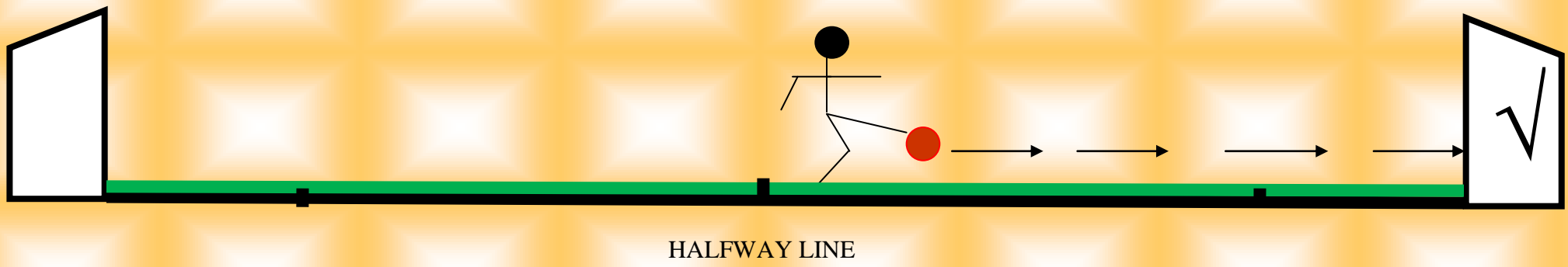
- Each player can only have a maximum of two touches of the ball, and thereafter cannot play the ball again until any other player on the pitch has had a touch of the ball.
- Each touch is defined as a player contacting the ball with any body part other than the arms and hands. (see handball rule in glossary)
- As long as the ball stays in contact with the body it will be defined as 1 touch, as soon as the ball leaves contact with the body the 1st touch has been taken.
- Should a player have more than two touches of the ball at any one given time, the referee will award a direct free kick to the opposing team or if the offense occurs in the area the referee will award a penalty. The free kick or penalty will be given where ever the third touch is taken.

Scoring During Open Play

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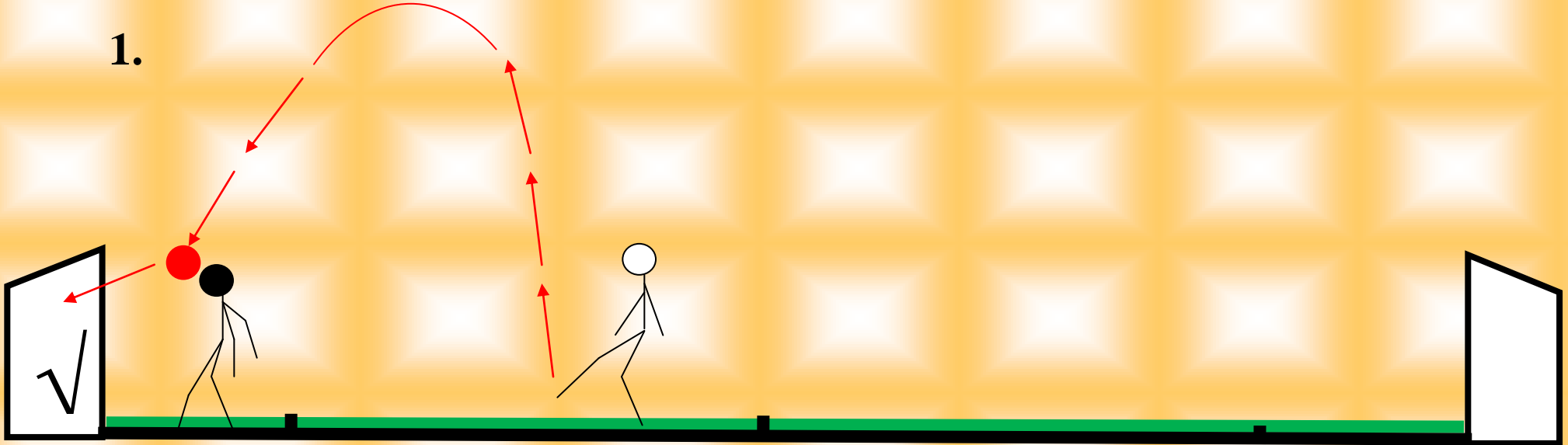


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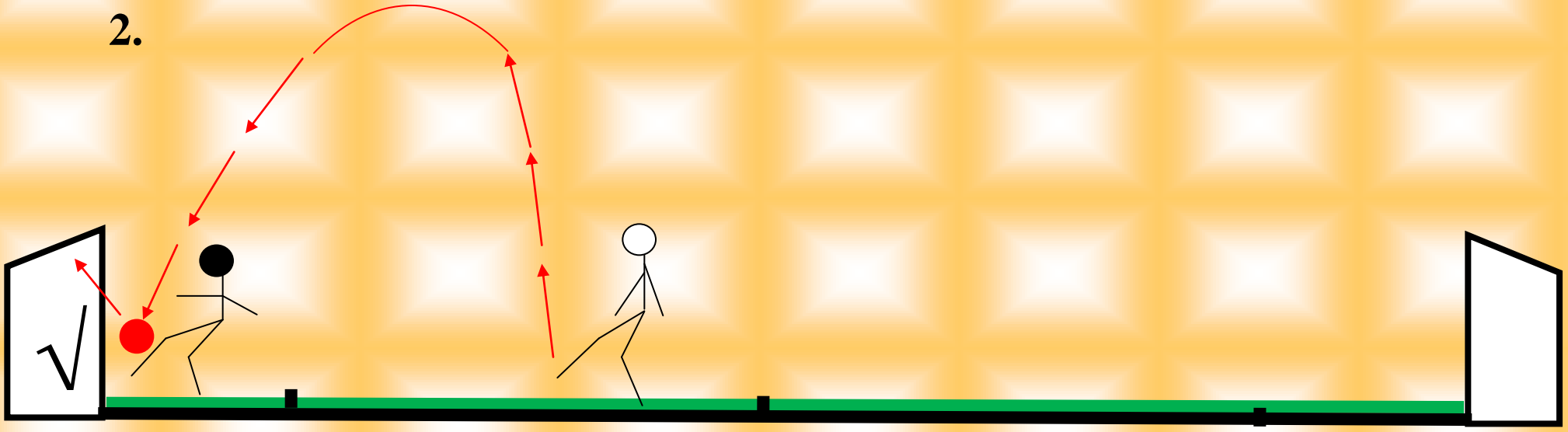


Scoring in the Area

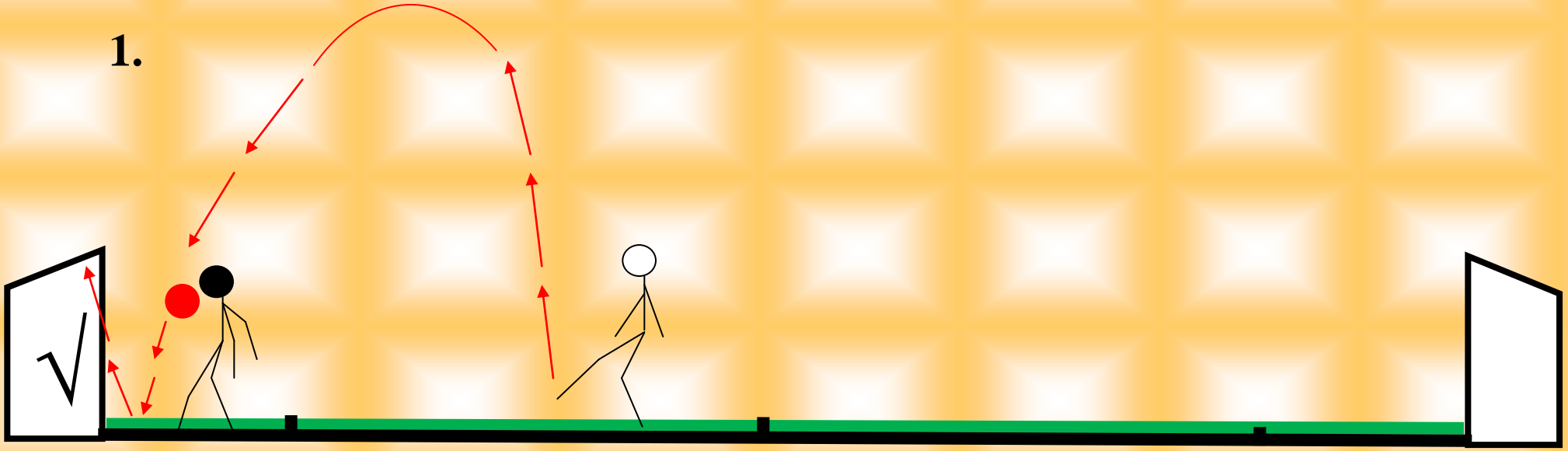
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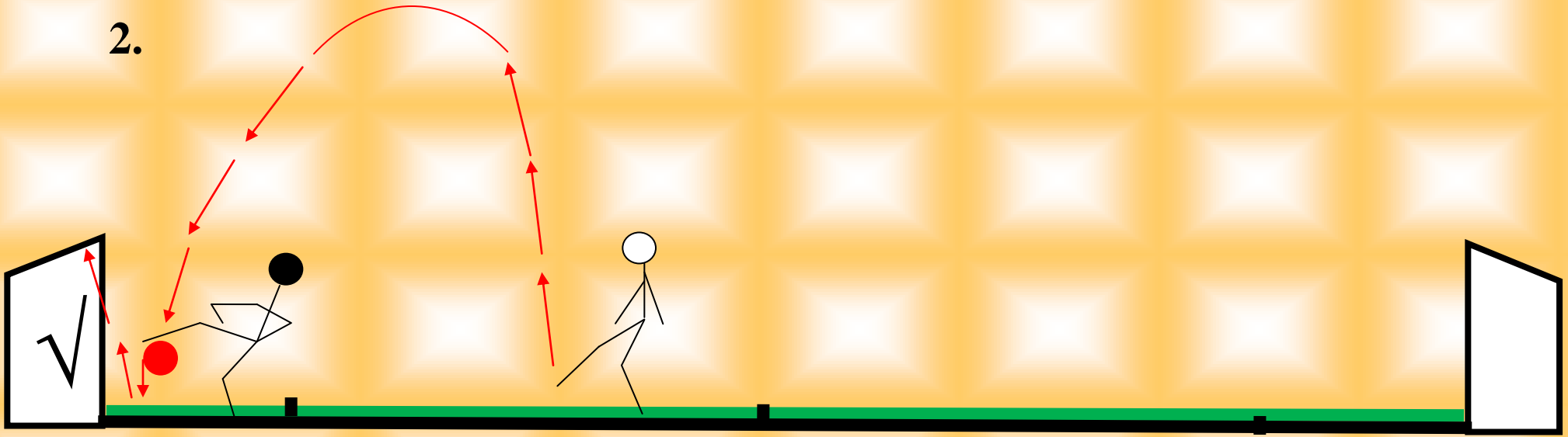
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Scoring from open play

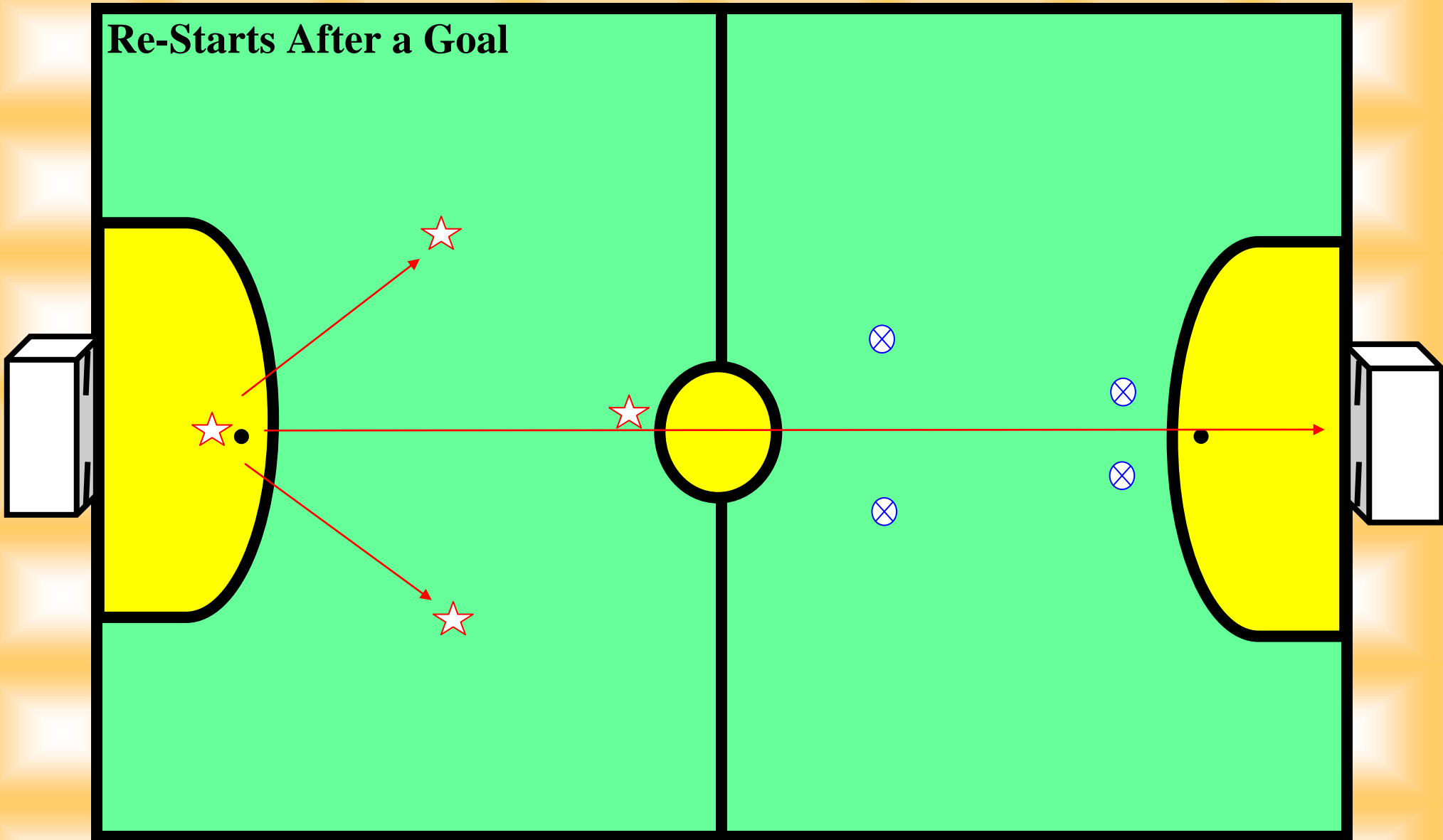
- The ball must be in the opponents half to score a goal. A goal can not be scored directly from within a player's own half. (Also see overhead rule and scoring in the area)

Scoring in the area

- No goal can be scored in the area, unless the ball is off the ground when played into a player (e.g. a cross) and the receiving player consequently scores before the ball touching the floor as in a header or volley or any other body part with the exception of the handball rule. (See handball in the glossary of terms)
- A player can use the wall, goal post, opposing player, or 2TR Football barriers to set themselves up to score from a header or volley within the area as long as the ball

does not touch the floor in the area before the player plays the ball. The player setting themselves up must also score a goal without using more than 2 touches.

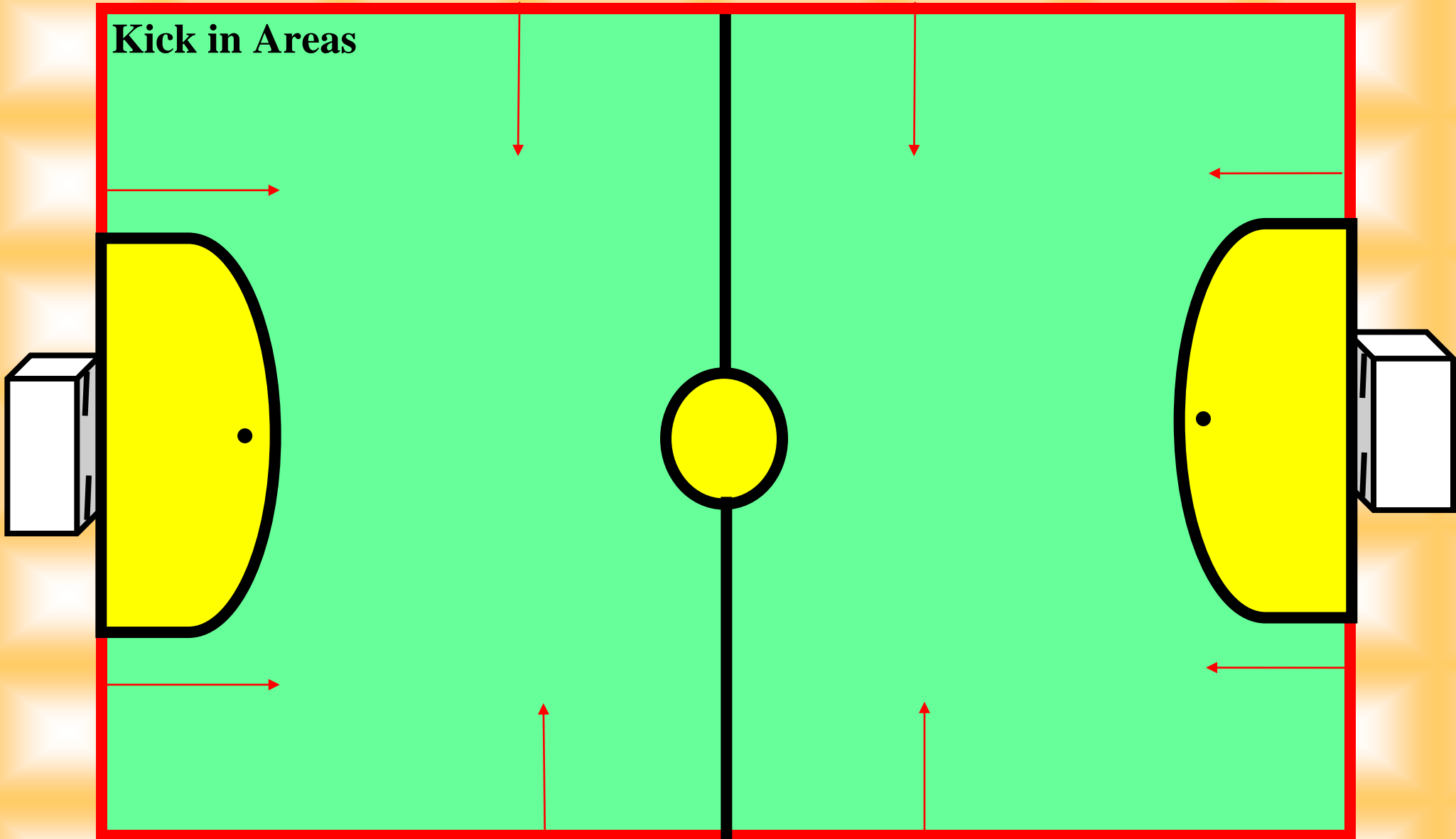
Re-Starts After a Goal



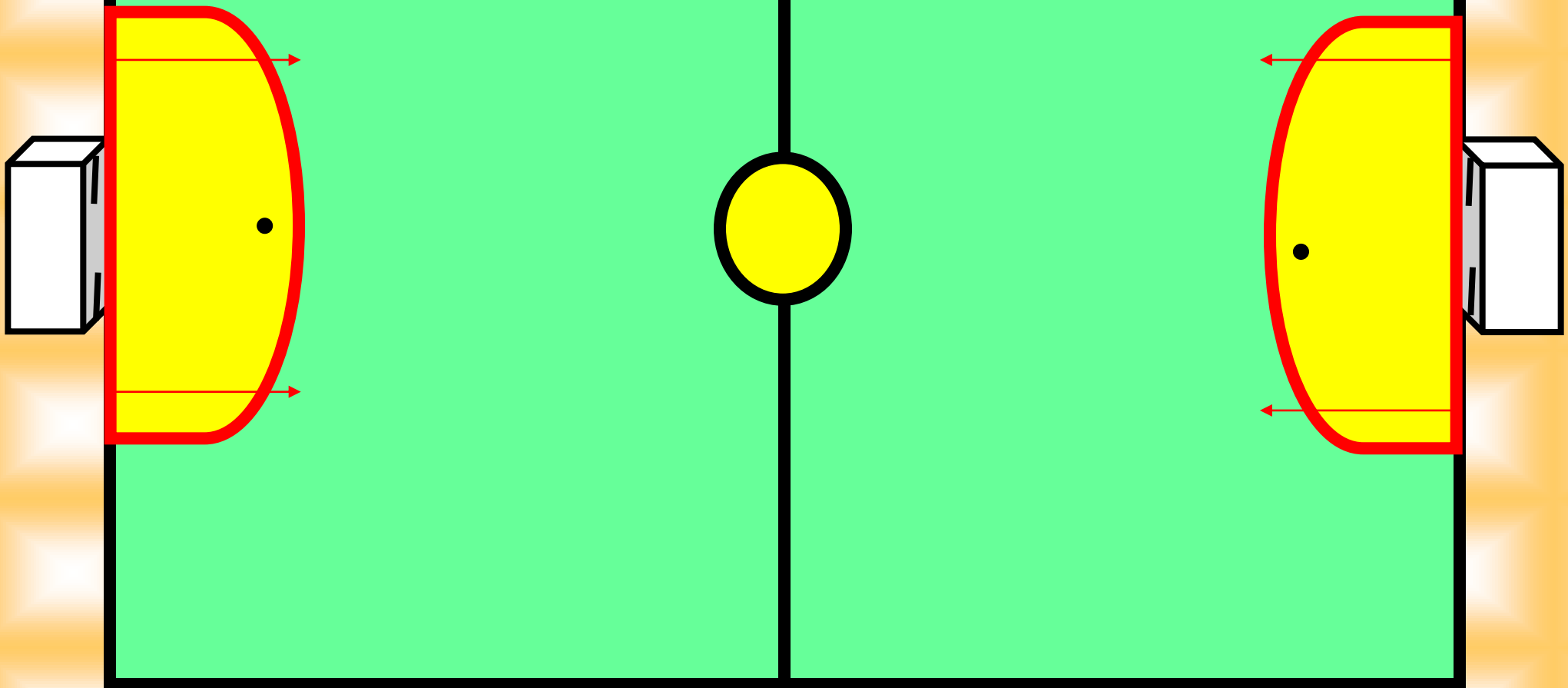
Re-starts after a goal (Goal-kick)

- All re-starts of the game after a goal has been scored, results in the ball being returned back to the scoring teams half into the scoring teams goal area to restart the game from the scoring teams own area. This will be referred to as the re-start rule.
- The scoring team will have 15 seconds from the time a goal is scored until the game is re-started from the scoring teams own area.
- The player taking the re-start after a goal must put their hand on the ball (dead ball) to demonstrate the ball has been stopped before re-starting the game.
- All re-starts are direct and a player can score from a re-start whether the ball travels overhead from one half to the next or not or whether the ball touches the floor before going into the goal.

Kick in Areas



Non Kick in Areas



Kick-ins

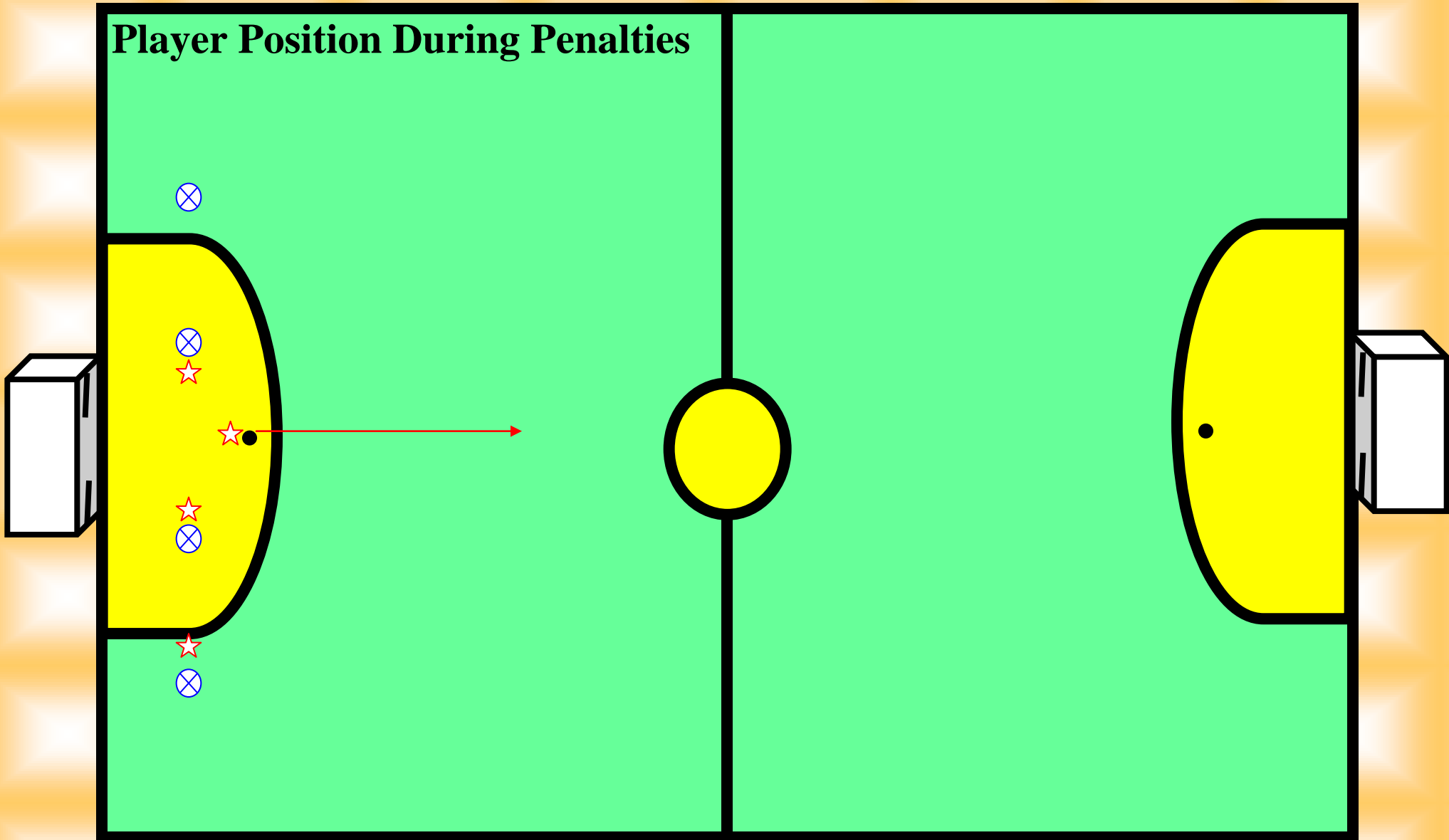
- All re-starts during the game where the ball has gone out of play from anywhere along the side or goal-line will be taken as a direct kick-in from the position the ball went out of play at the sides or ends of the pitch, in place of a throw on or corner.
- In the event of the referee awarding a kick-in, the opposing team players must give ground by a minimum of three paces depending on size of the pitch and at referee's discretion.
- All kick-ins must be taken from on the line specifically from where the ball has gone out of play.
- In the event the ball goes out of play from inside the goal area played by the defending team, a kick-in must be taken. The kick-in is then taken from where the goal-line, meets the area line.

- A player must use one touch only to play the ball and cannot touch the ball again until any other player has touched the ball.
- During a kick-in no 2TR Football overhead rules apply.
- In an instance where a tournament is being played without touchlines use of the walls/barriers may be permitted therefore there may not be any out of play situations unless the ball goes directly in or behind the goal.
- A player is permitted to score directly from a kick-in.
- The player taking the kick-in must put their hand on the ball (dead ball) to demonstrate the ball has been stopped before taking a kick-in.

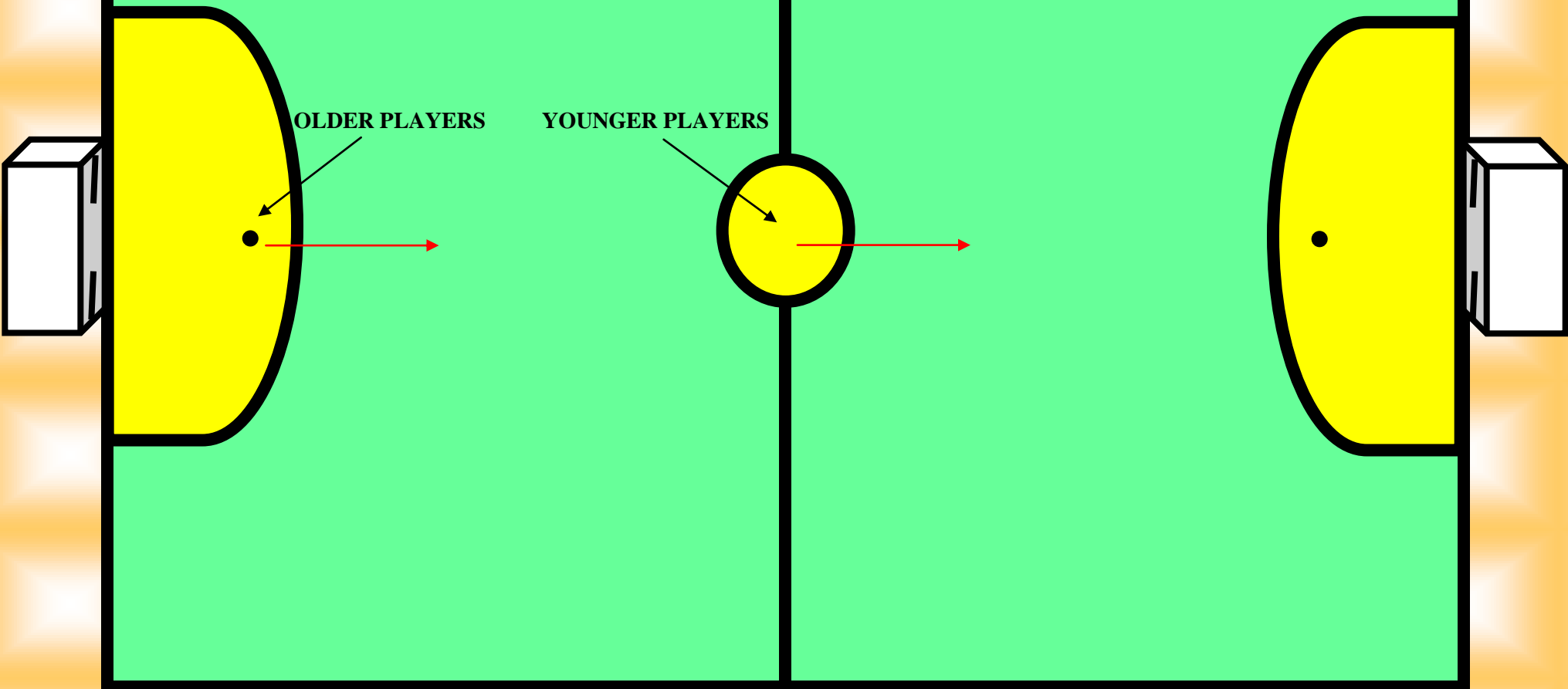
Goal-kicks

- All re-starts during the game where the ball has gone out of play behind the goal but within the goal area will be taken as a goal kick if the ball has been played out by the attacking team.
- A goal kick is direct as in re-starts. Re-start and free kick rules also apply in that the ball can travel overhead from one half to the next and bounce before going into the goal. (see re-starts and free kicks)
- The player taking the goal-kick must put their hand on ball (dead ball) to demonstrate the ball has stopped before taking a goal-kick.
- In the event of the referee awarding a goal-kick, the opposing team players must be outside the goal kick area and must give ground by a minimum of three paces depending on size of the pitch at referee's discretion.

Player Position During Penalties

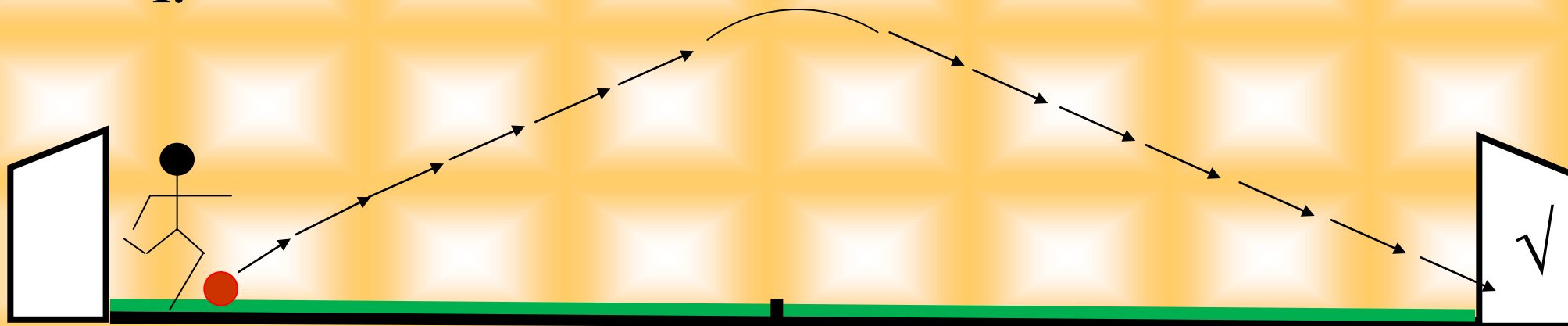


Penalty Spots

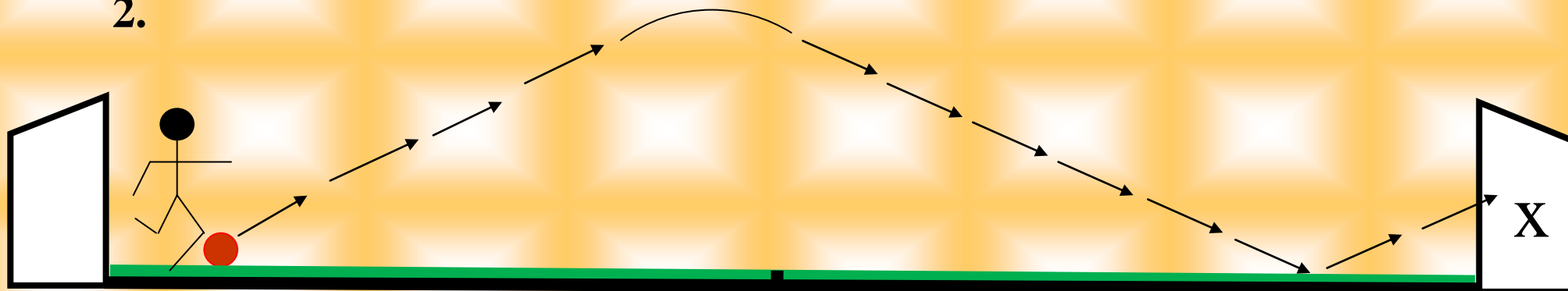


How a Penalty is Scored

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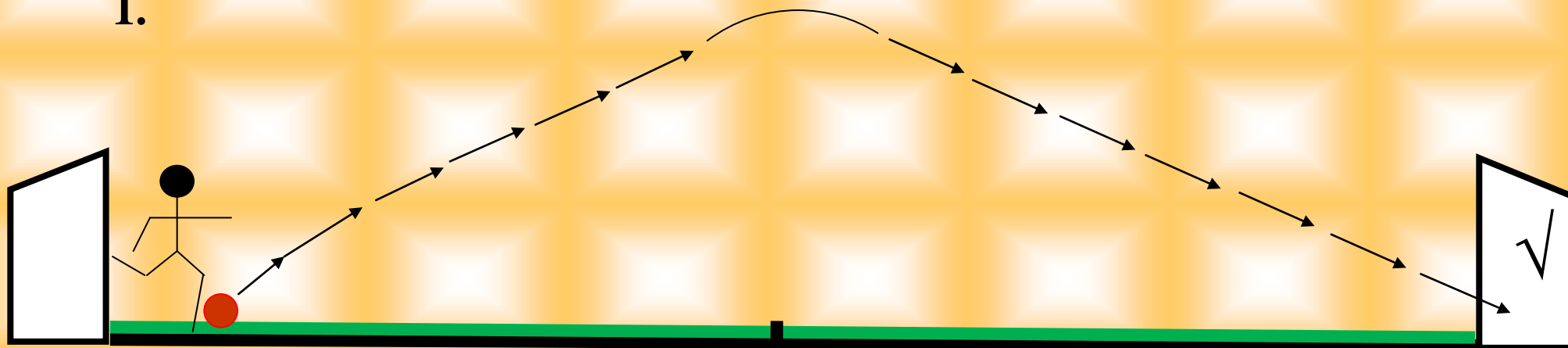
Penalty kicks

- Penalties are awarded at the referee's discretion for any offence committed in the area by the defending team e.g. a foul or handball and may also result in a player being sent off.
- All penalty kicks must be taken without a goalkeeper or any player in the targeted goal.
- All the players from both teams must be behind the ball (minimum 3 paces behind and an additional 3 paces to the left or right of the ball) before the referee can allow a penalty to be taken.
- All penalties will be taken from within the penalty taking team's own half of the pitch according to age appropriate distances and at referee's discretion. (as in diagram)

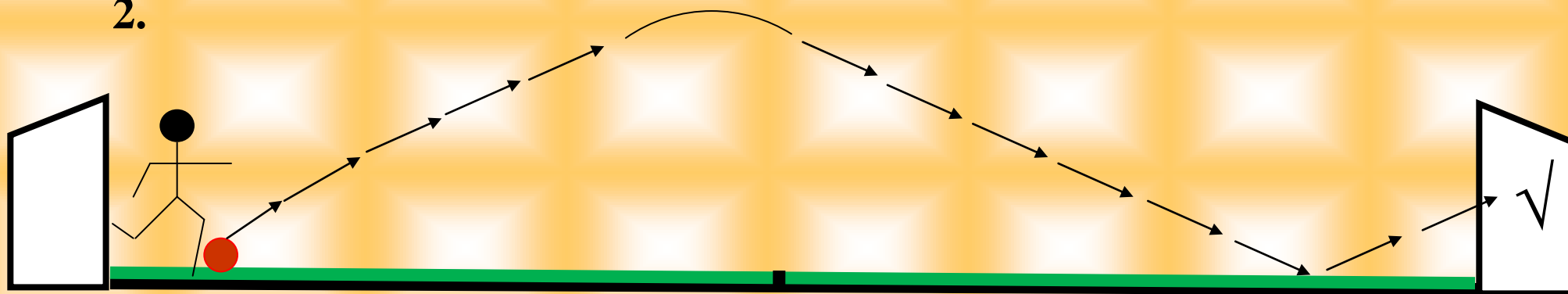
- All players and the striker taking the kick will be informed by the referee before the start of the game where penalties will be taken from.
- Once the ball has been struck the goal will stand only if the ball lands on any part of the goal-line or over the goal-line inside the goal, without touching the floor. If the ball touches the floor before going on or over the goal-line the goal will not stand and the defending team will re-start the game with a goal-kick.
- Once a forward ball has been struck, play can resume as the ball is now active and normal 2TR Football rules will now apply for all players with the exception of the penalty taker who can no longer touch the ball again until another player has touch the ball.

Free kicks/Goal Kicks and Re-Starts

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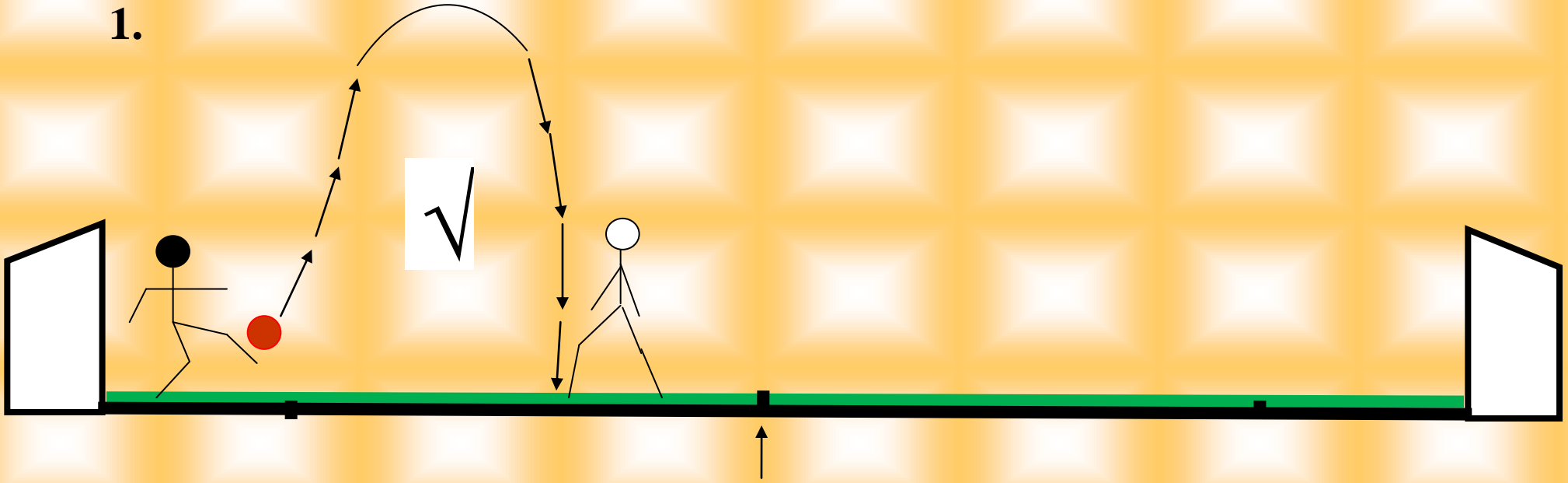


Free-kicks

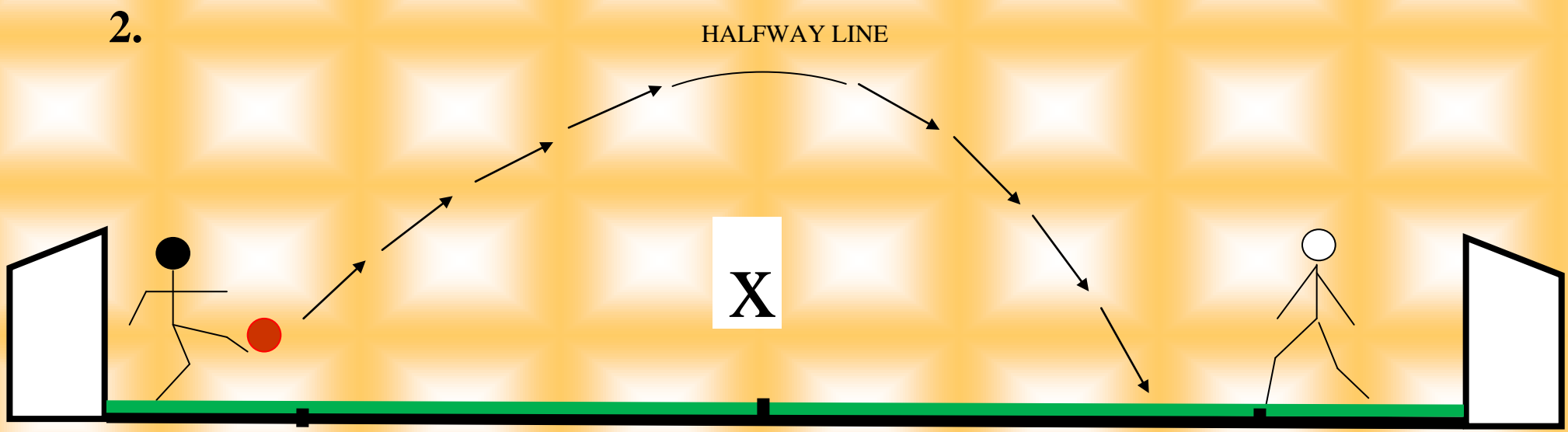
- Free kicks are awarded at the referee's discretion.
- A free-kick from anywhere on the pitch is direct.
- The ball can travel overhead from one half to the next and bounce before going into the goal and the goal will stand.
- Once the ball touches any other player immediately after a free kick has been struck normal 2TR Football rules will then apply.
- In the event of the referee awarding a free kick, the opposing team players must give ground by a minimum of three paces depending on the size of the pitch at referee's discretion.
- The player taking the free-kick must put their hand on the ball to demonstrate the ball has stopped (dead ball) before taking the free-kick.

Overhead Rule

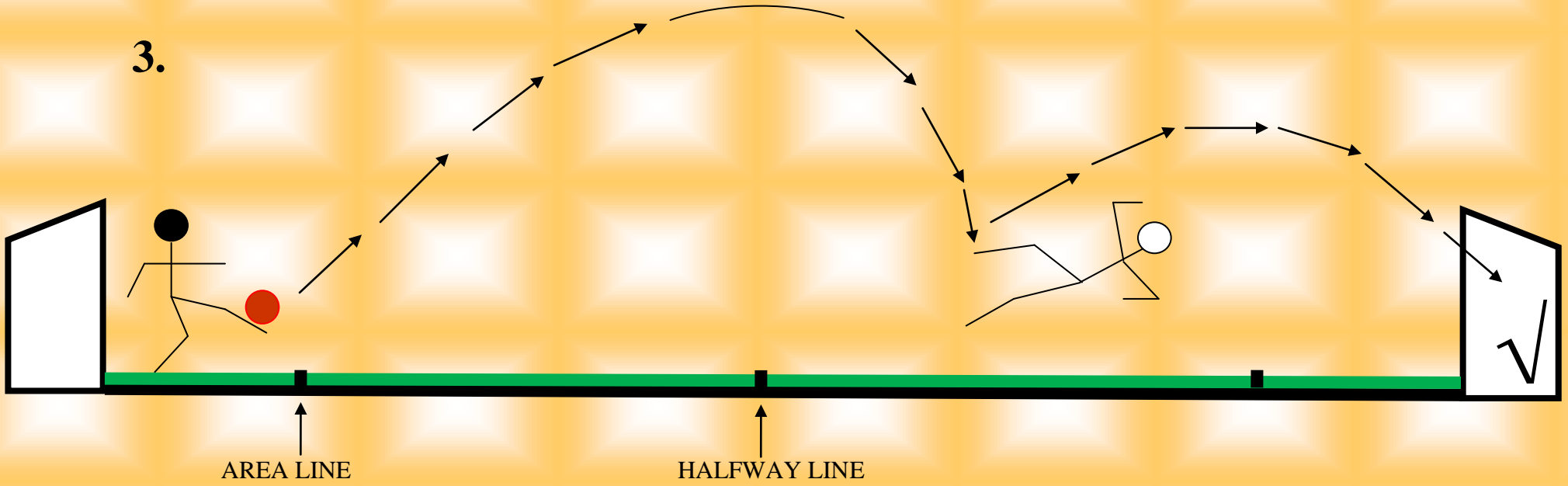
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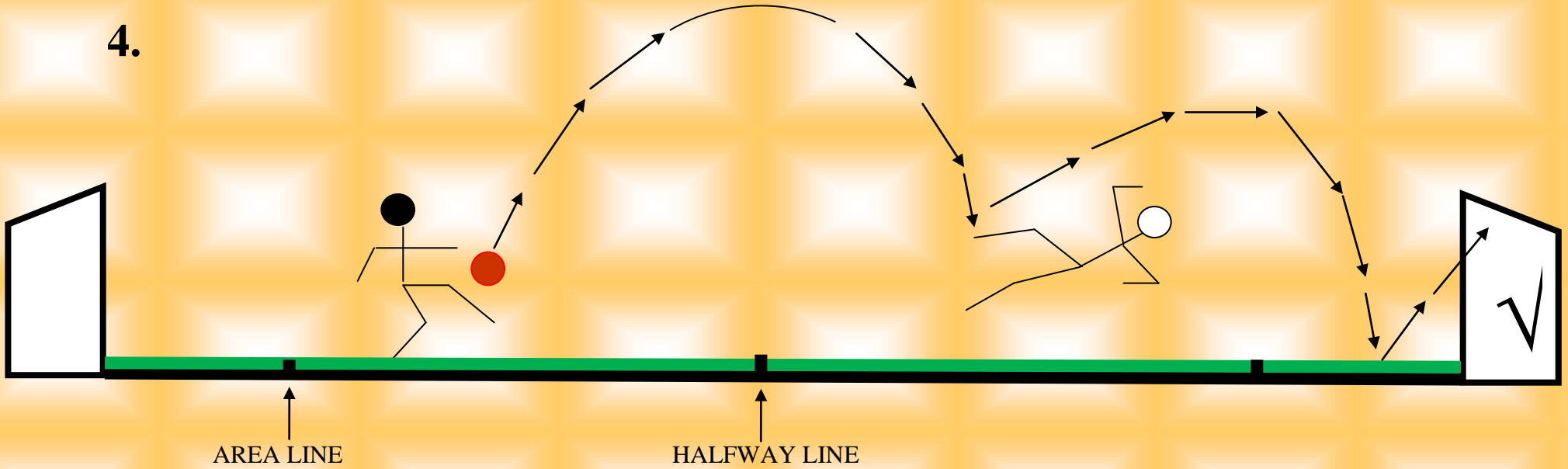
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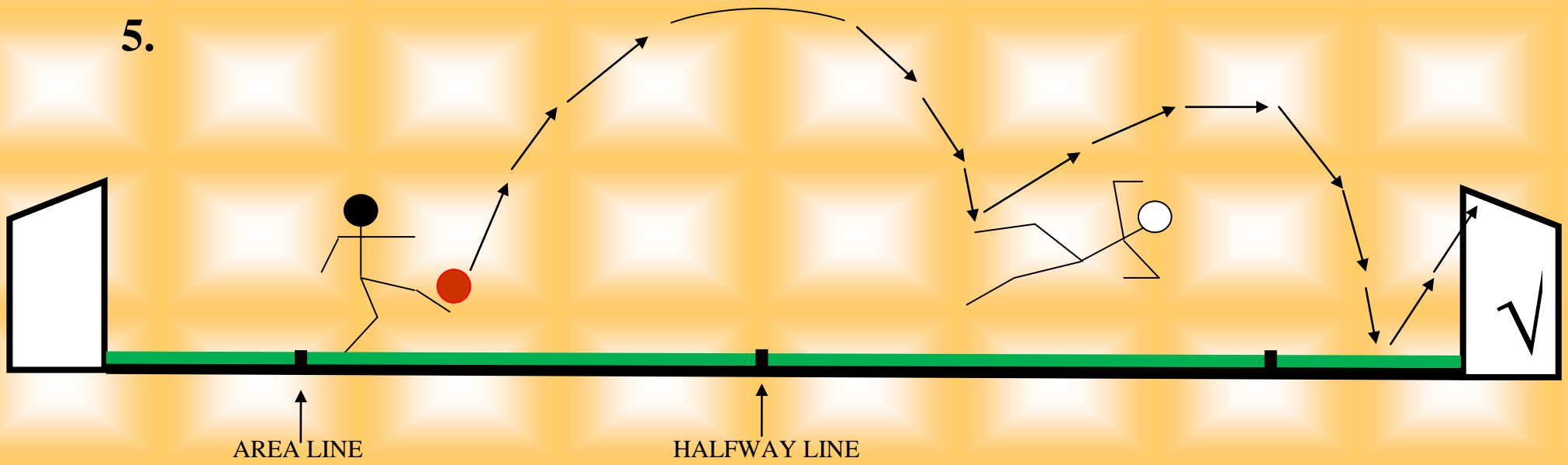
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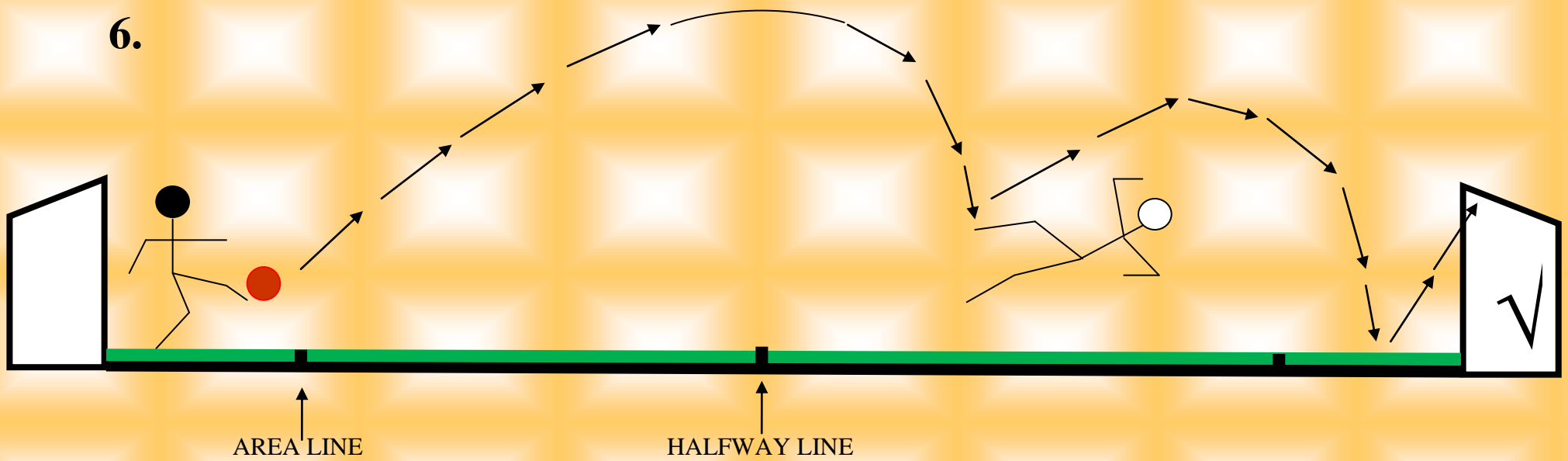
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Overhead rules

- The ball can be played overhead at any time during open play however if the ball is played overhead from one half of the pitch to the other half a goal attempt must take place culminating with a player striking the ball before it touches the floor and a goal being scored as a direct result of that strike. (Free-kicks, goal-kicks excluded)
- If the ball is played overhead from one half of the pitch to the other half and touches the floor before a player strikes the ball and a goal is not scored the referee will award a free kick to the opposing team from the position the ball was first struck outside the area.
- If the ball is played overhead from one half of the pitch to the other half from inside the area and touches the floor in the opposite half before a player strikes the ball

and a goal is not scored the referee will award a penalty to the opposing team.

Off-side rule

- There are no off-sides in a 2TR Football game.

Glossary of terms

Added Time: Playing time added to the end of a half to compensate for playing time lost to injuries, substitutions, time-wasting, or other any other cause for which the referee deems appropriate. Also called "stoppage time" or "injury time."

Advantage: A decision by the referee to allow play to continue, despite witnessing an act of foul play, when doing so would benefit the fouled team.

AR: An assistant referee

Assistant Referee: An official positioned along the touch line, which communicates with the referee by means of a flag signal; formerly called a "linesman."

Attacker: A player who is in the opposing half of the field; or any player whose team is in possession of the ball.

Blue card: The misconduct card shown to a player when being asked to leave the field of play temporarily (see sin –bin)

Caution: A formal warning by the referee to a player or substitute whose behavior or play has become unacceptable, signified by the display of a yellow card.

Centre spot: Marked spot along the centre of the halfway line from where each half of a game kicks-off from.

Charging: Bodily contact undertaken against an opponent in order to win or obtain possession of the ball. If done unfairly, it is a penal foul.

Club Linesman: A non-neutral official, pressed into service on one of the touchlines due to the absence of a qualified assistant referee, and asked to signal when the ball goes out of play.

Coach: The team official allowed along the sidelines, who is entitled to pass tactical advice and instruction during the match; sometimes called the manager.

Competition Authority: The organising league or agency which is organising a soccer competition.

Dangerous Play: A technical foul, consisting of any act considered by the referee to be dangerous to an opposing player.

Dead ball: A term for when the ball needs to be stopped before a game can be re-started either from the start of a game, a re-start after a goal, goal kick, free-kick, kick-in or penalty.

Defender: A player on his own half of the field; or a player whose team is not in possession of the ball.

Direct Free Kick: A free kick, from which a goal may be scored, awarded as a result of a penal foul.

Dissent: A form of misconduct consisting of protesting a call by any of the officials, punishable by a yellow card.

Dropped Ball: A means of restarting play after a stoppage caused by something other than an offense by a player. Also called a "drop ball."

End Line: The boundary line at each end of the field, upon which each set of goals rests. Also called a "goal line" or "bi-line."

Extra Time: The additional period or periods of play to obtain a result at the end of a match that ends in a draw, usually during the later stages of tournament play where the match requires a winner.

Free Kick: A kick awarded to a team due to an infraction committed by the opposing team, free from interference by the opponents.

Game Report: The official account of a match, including the score and any misconduct issued, prepared by the referee.

2 Touch Goal: (1) The targets of both teams, consisting of two uprights, a crossbar, and two rectangle 2 Touch barriers attached to the uprights, placed at the end line on opposite ends of the field and defended by each respective team. (2) A score, occurring when the ball passes entirely over the end line and into the goal.

Goal Line: The end line; usually, the end line between the goal posts.

Goal Posts: The physical boundaries of the goal, usually made of metal or wood; often described by their components, consisting of a cross bar, and two upright posts.

Half-time: The interval of time between the end of the first half, and the beginning of the second half of a soccer game.

Half-way Line: The physical line marking the center of the field extending from one touchline to the other.

Handball: Another name for "handling."

Handling: A penal foul, consisting of the deliberate use of the arm.

Holding: A penal foul, consisting of unfairly hindering or restraining the progress of an opponent, usually by means of the arms or hands.

Impeding: The act of physically obstructing or impeding the progress of an opponent. Also known as "Obstructing."

Jumping: The act of leaving the ground under one's own power by leaping. If directed at an opposing player in an unfair manner to prevent the opponent from making a play on the ball, it is a penal foul.

Kicking: A penal foul consisting of unfair contact against an opponent by means of the foot or leg.

Kick-off: The means of starting a half.

Kicks from the Mark: A method of obtaining a result following a draw, where the rules of the competition require a winner, consisting of a series of penalty kicks.

Misconduct: An act deemed by the referee to be unsporting, reckless, violent, or flagrantly in violation of the laws and spirit of the game, and punishable by a blue card when a player is temporarily sent off, (sin bin), a caution (and yellow card) or a send-off (and red card).

Obstructing: The act of physically obstructing or impeding the progress of an opponent. Also known as "impeding."

Outside Agency: Any force acting on or influencing a match which is not part of game, or part of the physical field.

Penal Foul: An infraction resulting in a direct free kick; often called simply a "foul."

Penalty Area: The marked area around each goal,

Penalty Kick: A direct free kick from the penalty spot, sometimes called a "spot kick."

Penalty Spot: The marked spot from which penalty kicks are taken, or an unmarked position from which the tournament organisers have deemed to be an age appropriate distance for a 2 Touch penalty and which the referee will clarify before the kick-off.

Persistent Infringement: The misconduct of continuous or repeated foul play, punishable by a yellow card.

Pitch: Another name for the soccer field.

Player: A competitor at a soccer game.

Pushing: A penal foul resulting from the unfair use of the arms or body to push, shove, or otherwise force an opponent into changing position or direction.

Red Card: The misconduct card shown to a player who is being sent off either for a serious act of misconduct, or for receiving a second caution.

Referee: The match official responsible for supervising and controlling a soccer match; also called a "Center Referee" or "CR." Often called other names, as well.

Restart: Any method of resuming the game after a stoppage of play or goal.

Result: The final outcome of a soccer match, whether a draw, or a victory by the team scoring the greater number of goals.

Roll-on roll-off: Method of continually substituting players up to the maximum number permitted, as many times during a game as a coach deems necessary, with the referee's permission.

Send-off: The dismissal of a player following the display of a red card, either for a serious act of misconduct or for receiving a second caution in the same match.

Serious Foul Play: A misconduct, often violent, which consists of the clearly disproportionate use of physical force against an opponent during a contest for the ball on the field, and while the ball is in play.

Sin-bin: Term used when a referee asks a player to leave the field temporarily indicated by the referee showing a blue card.

Spitting: A penal foul, consisting of the deliberate attempt to direct bodily fluid from the mouth onto the person of someone else. It is also an act of misconduct, punishable by a red card.

Striking: A penal foul, most often resulting from the unfair use of the hands or body to hit an opposing player, or to hurl an object that strikes an opposing player. If done intentionally, it is usually misconduct, often a form of violent conduct.

Stoppage Time: Playing time added to the end of each half at the discretion of the referee to compensate for lost playing time; see "Added Time."

Substitute: A non-participating player along the sidelines, who is eligible to replace a player on the field. (See roll-on roll-off)

Tackle: An attempt to obtain possession of the ball by using the feet. If a tackle results in contact with an opposing player before contact is made with the ball, it is a penal foul.

Kick-in: The method of restarting play after the ball has gone out of bounds over a touch line or goal-line (excluding the goal area).

Touch Line: The boundary lines marking each sideline of the field.

Tripping: The penal foul of tripping an opponent.

Unsporting Behaviour: The most common form of misconduct, consisting of conducts or plays which the referee deems to be unacceptable. Consisting of a wide range of misbehavior, it is punishable by a blue or yellow card.

Violent Conduct: A misconduct consisting of a violent act against any person at a soccer match, punishable by a red card.

Yellow Card: The misconduct card shown to a player who is being cautioned by the referee for an act of misconduct.