



SPORT IMPACT STANDARDS FOOTBALL

Special Olympics





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1. INTRODUCTION

Sport Impact Standards Football Overview

Sport Impact Standards is an optimum athlete experience driven by unprecedented highest standards of quality across three essential fundamentals: athlete divisioning, sport operations and an enhanced athlete experience.

When will it start?

At the Special Olympics World Games in Berlin in 2023 at least, six sports will be operated according to the Sport Impact Standards. Those sports will be football (soccer), tennis, athletics, swimming, badminton, and basketball. The process will begin with quota allocation, include training and competition and finish at the awards podium.

Why?

As the Special Olympics turned the corner on its 50th anniversary Special Olympics athletes, are ready to show off rather than just show up. As expressed in the recent athlete satisfaction survey, athletes are demanding high quality sport training and competition opportunities that enable all to exceed expectations on the playing field and achieve higher levels of personal physical, social and emotional well being.

They want the story of their effort and courage to be told through statistical performance milestones of personal bests like any other well trained athletes. They want to be recognized as inspirational because of their dedication not because of a medal. SO Sport Competition Excellence will set new standards for training, deliver an optimum environment for performance and in depth recognition of their achievements allowing sport heroes to emerge. Moving the conversation past acceptance, SO Sport Competition Excellence will enable Special Olympics earn respect and beg the world to ask why exclusion ever existed.

Special Olympics athletes train their whole lives for the opportunity to compete on a large stage. It is critical that athletes are afforded a protocol that not only keeps health and safety a priority, but also enhances their preparation and recovery so they can perform at their best throughout the competition. A main component of Sport Impact Standards is embedding elements of health and fitness during training and competition. This will reduce injuries and support performance.

In the past, every competition has differed. For example, football competition at the Unified Cup in 2018 in Chicago, Illinois, was different from football competition at the 2019 World Games in Abu Dhabi, UAE. Sport Impact Standards will allow SOI Sport and Competition to define what a competition for each sport should look like for Special Olympics, creating a more professional sport environment.

It will improve the athlete experience for all competitors, guarantee a fair competition, and give each athlete the opportunity to perform their best.

What are the goals?

1. Build a quality standard for competition.
2. Improve the quality of experience for Special Olympics athletes.
3. Create a more professional environment for competition.

2. HISTORY OF FOOTBALL AT SPECIAL OLYMPICS

Established at the Special Olympics in 1986, Football requires little in the way of specialized equipment. It is organized using simple, intuitive rules. Played in nearly every country, the sport's success is largely due in part that, regardless of gender, physical build and ability, anyone can play it. Initially, the sport was only offered in 5 a-side and 11 a-side formats. FIFA



and SOI began collaborating in 2007. This cooperation resulted in the FIFA Foundation’s program, Football for Hope.

In 2007, after seven years of testing Unified Football on both the regional and national level, Special Olympics added it to World Games events. In 2019 SOI added Futsal to the World Games program.

In 2010, Special Olympics held its first Unity Cup in connection with the World Cup in South Africa. This paired soccer professionals with Special Olympics Athletes on teams that competed against one another. Each team consisted of members with and without intellectual disabilities.

Offered for the first time in 2018 in Chicago, Illinois, the Special Olympics Unified Cup was part of the Special Olympics 50th anniversary celebration. The final standings are in the table below:

Gender	Program	Division	Place
Women’s	SO Slovakia		1 st
Women’s	SO Brazil		2 nd
Men’s	Ecuador	1	1 st
Men’s	Uruguay	1	2 nd
Men’s	France	2	1 st
Men’s	Jamaica	2	2 nd

By The Numbers:

- In all seven Special Olympics regions across the globe, Football ranks as the second sport in terms of participation and in 2019 it finished as the 2nd most popular sport.
- In 2019 Football was played in all seven Special Olympics regions, across 212 countries and has a total of 728,621 participants

3. Governing Rules

3.1 The Official Special Olympics Sports Rules for Football (Soccer) shall govern all Special Olympics competitions. As an international sports program, Special Olympics has created these rules based upon Federation Internationale de Football Association (FIFA) rules for football (soccer). FIFA or National Governing Body (NGB) rules shall be employed except when they are in conflict with the Official Special Olympics Sports Rules for Football (Soccer) or Article I. In such cases, the Official Special Olympics Sports Rules for Football (Soccer) shall apply. An athlete (usually with Down syndrome) who has been diagnosed with Spinal Cord Compression including Atlanto-axial Instability may not participate in football (soccer) events. For more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports, please refer to the end of this manual under the “resources” section.

3.2 Special Olympics Football Differences

Special Olympics Football during 11 a-side and Futsal Football matches follow FIFA rules. However, the length of halves, substitution and overtime rules are defined by each Special Olympics Program organization. In 5 a-side and 7/8 a-side Football matches, some rule variations are: kick-ins from the touch line, throw-ins by the goalie, throw-ins by goalies cannot touch the other side of the half field until touched by a player first, and there are no off-sides.



4. Official Events

The following is a list of official events available in Special Olympics:

- 5 a-side Team
- 7 / 8 a-side Team
- 11 a-side Team Competition
- Futsal Team Competition
- Unified Sports 5 a-side Team Competition
- Unified Sports 7 / 8 -a-side Team Competition
- Unified Sports 11 a-side Team Competition
- Unified Sport Futsal Team Competition

5. Official Events – World Games

The following is a list of official events offered at World Games:

- 7 a-side Men
- 7 a-side Women
- 7 a-side Unified Men
- 7 a-side Unified Women
- Futsal Unified Women
- Futsal Unified Men
- Futsal Men

6. Coaches Education Process / Minimum Requirements

6.1 Per the rules, for competition activities, the coach to player ratio is required to be 1:4. In applying this rule there must be at least one certified sport-specific coach for each sport, and the remaining quota may be determined between coach roles. Additionally, this ratio should be applied so that each women athlete accommodation has a women coach available on premise and each men athlete accommodation has a men coach on premise. In the event of a delegation having a single team participating, there must be at least one staff member per gender represented on the team

6.2 Head coaches are required to complete concussion awareness training, available at [CDC Concussion Training](#) and submit the certificate of completion to their state Program.

6.3 All coaches – head coaches and team managers are required to hold valid certifications from following courses, most of which are available on the [Special Olympics Online Learning Portal](#)

6.3.1 Special Olympics Learning Portal provides a single place to access variety of coach education courses in English, Spanish, French, Chinese, Russian, Arabic, Japanese or Greek.

6.3.2 To gain access to a range of courses, please create a free account at <https://learn.specialolympics.org>

6.3.3 For further information on how to create an account and learn more about the range of courses available, please click here or visit <https://resources.specialolympics.org/online-learning-portal>

6.4 Learning Portal Accessibility Chart

Course	Head Coach	Coach
	* = Available + = Recommended	* = Available + = Recommended
World Games Coach Preparation	*	*
Level 1 Sport Assistant	*	*



Level 2 Coaching Assistant	*	*
Unified Sports Coaching	*	*
Heads Up Concussion in Youth Sports	*	*
Level 3 Coach (Online Module)	*	
National Sport Governing Body/Federation Coach Certification**	*	
Fitness for the Sport Coach (available in English and Spanish)	+	+

Note: The chaperone will not have any coaching duties assigned

6.5 Special Olympics provides a range of coaching education courses available to all coaches with the goal to provide safe and high-quality coaching to athletes with and without intellectual disabilities. SOI aims to provide coaches of all levels, across all sports, with the skills, knowledge, and confidence to provide their athletes with the best possible opportunities to experience, in a safe environment, the joy, challenge and growth opportunities that sport can offer.

The implementation of a Global Coach Education System began in 2018. The Special Olympics online learning portal provides coaches around the world with a single place to go to access their Special Olympics Coach Education. Special Olympics has therefore established a set of minimum education requirements that a coach must have achieved, prior to entering Special Olympics competitions. They must possess required skills, knowledge and confidence to provide their athletes with the best possible opportunities to experience the joy, challenge and growth opportunities in a safe environment.

Within each team, there must be one head coach, a certified sport-specific coach by respective National Governing Body per sport per team. The remaining coaches quota may be assigned to other roles, e.g. assistant coach or team managers (help players in non-sport daily routines).

7. QUALIFICATION PROCESS CRITERIA

7.1 Following the Special Olympics Fundamental Principle, athletes of all ability levels have an equal opportunity to advance to the next highest level of competition provided the sport and event are offered. In order for a team to participate and progress to the World Games, the ensuing criteria for advancement must be followed:

7.1.1 Eligibility for Advancement: An athlete is eligible to advance to the next level of competition provided she or he has: Participated in the previous level of competition (e.g., an athlete must compete in Program level Games before advancing to the World Games), with the following exception:

- 7.1.1.1 An athlete or team for which there has been no competition opportunity at a Tournament or Games shall be eligible to advance to the next level of competition if one or more of the following criteria apply
- 7.1.1.2 There is low enrollment of athletes/teams within the Program structure;
- 7.1.1.3 The opportunity to provide equitable competition within the Program structure is low or non-existent;
- 7.1.1.4 It is cost prohibitive for the Program to conduct the event/competition within its Program structure; or



- 7.1.1.5 The athletes/teams have been training or competing in mainstream competition.
- 7.1.2 Training and competition must be in the same sport the athlete will participate in at the next level of competition.
- 7.1.3 If additional events within that sport are available at the next level of competition, athletes must receive proper training.
- 7.1.4 Procedure for Athlete Team and Coach Selection Programs must publish the process and criteria in advance.
 - 7.1.4.1 The Accredited Program, working with the LOC, determines the number of athletes or teams that will be allowed to participate at the competition in question by sport and/or event. This is the quota to be filled.
 - 7.1.4.2 The Accredited Program identifies the number of athletes or teams eligible for advancement within the sport/event based on participation in competition at the lower level.
 - 7.1.4.3 If the number of eligible athletes or teams does not exceed the quota, all athletes and teams shall advance.
- 7.1.5 If the number of eligible athletes or teams exceeds the quota, athletes or teams that advance shall be selected as follows:
 - 7.1.5.1 Priority is given to first place finishers from all divisions of the sport/event. If the number of first place finishers exceeds the quota, select athletes or teams to advance by random draw.
 - 7.1.5.2 If there are not enough first place finishers to fill the quota, all first place finishers shall advance. The remaining quota shall be filled by a random draw of second place finishers from all divisions of the sport/event.
 - 7.1.5.3 If the quota is large enough for all second place finishers to advance, the remaining quota shall be filled by a random draw of third place finishers from all divisions of the sport/event.
 - 7.1.5.4 Repeat this process, adding each place of finish as necessary, until the quota is filled.
 - 7.1.5.5 These procedures apply to both individual and team sports, including Unified Sports.
- 7.2 Adherence
 - 7.2.1 The criterion for athlete advancement is an essential component of the Special Olympics movement. Under extraordinary circumstances when the criteria cannot be met, authority to deviate from established procedures may be requested, provided the alternate
 - 7.2.2 Selection procedures do not conflict with the Fundamental Principle of athlete advancement.
 - 7.2.3 Accredited Programs may request authorization to add additional criteria for advancement based on behavior, medical or judicial considerations and/or to deviate from these advancement procedures due to the size or nature of their Program.
- 7.3 Requests to deviate from the established procedures must be submitted in writing as follows:
 - 7.3.1 For advancement to Multi-National, Regional and World Games: SO- World Games Department will consider and approve/ disapprove all requests.



7.3.2 For advancement to Competitions at or below the Program Level: The Accredited Program will consider and approve/disapprove all requests. SOI shall have the right to review approved deviations.

7.4 A team qualified for World Games has to have trained together, at least one year prior to the games, and can guarantee to have at least 40 weeks of training, including a minimum of 2 sessions per week.

8. QUOTA SIZES

8.1 The following three quota sizes for each category are 8 (Minimum number in order to open a category), 12, 16 (Maximum number by category). Below is a list of competitions offered during World Games (11 a-side won't be offered in World Games):

8.2 7 a-side (64 teams)

- 7 a-side Men – 16 teams
- 7 a-side Women – 16 teams
- 7 a-side Unified Men – 16 teams
- 7 a-side Unified Women – 16 teams

8.3 Futsal (36 teams)

- Futsal Unified Women – 12 teams
- Futsal Unified Men – 12 teams
- Futsal Men – 12 teams

Gender	Region	Number of Teams
Men (7 a-side & Futsal) 56 teams	SOEE	12
	SOLA	6
	SOAP	6
	SOEA	6
	SOA	6
	SONA	6
	MENA	6
	Host Country	4 (1 by category)
	Host Region	4 (1 by category)
Women (7 a-side & Futsal) 48 teams	SOEE	10
	SOLA	6
	SOAP	6
	SOEA	4
	SOA	6
	SONA	6
	MENA	4
	Host Country	3 (1 by category)
	Host Country	3 (1 by category)

SPORT IMPACT STANDARDS FOOTBALL



8.4 Roster Size & Breakdown 7 A-Side Team Roster Sizes

Team	Athletes	Partners	Coaches	Total
Women's Unified Team 7 a-side	6	5	1 Head Coach 2 Assistant Coaches	14 Members (At least 1 women HC or AC)
16 Teams, 176 Participants, 224 Delegation Members				
Men's Unified Team 7 a-side	6	5	1 Head Coach 2 Assistant Coaches	14 Members (At least 1 men HC or AC)
16 Teams, 176 Participants, 224 Delegation Members				
Women's Team 7 a-side	11	0	1 Head Coach 2 Assistant Coaches	14 Members (At least 1 women HC or AC)
16 Teams, 176 Participants, 224 Delegation Members				
Men's Team 7 a-side	11	0	1 Head Coach 2 Assistant Coaches	14 Members (At least 1 men HC or AC)
16 Teams, 176 Participants, 224 Delegation Members				
704 Participants, 896 Delegation Members				

Futsal Roster Sizes

Team	Athletes	Partners	Coaches	Total
Women's Unified Team Futsal	6	4	1 Head Coach 2 Assistant Coaches	13 Members (At least 1 women HC or AC)
12 Teams, 120 Participants, 156 Delegation Members				
Men's Unified Team Futsal	6	4	1 Head Coach 2 Assistant Coaches	13 Members (At least 1 men HC or AC)
12 Teams, 120 Participants, 156 Delegation Members				
Men's Team Futsal	10	0	1 Head Coach 2 Assistant Coaches	13 Members (At least 1 men HC or AC)
12 Teams, 120 Participants, 156 Delegation Members				
360 Participants, 468 Delegation Members				
7 A-side & Futsal Participant Total – 1064				
Delegation Member Total – 1,364				



9. COMPETITION FORMAT

9.1 There are three official competition formats:

- 8 Teams (minimum number required to open event)
- 12 Teams
- 16 Teams (ideal format)

9.2 7 a-side (16 Teams)

- Divisioning by Group Stage: Four (4) groups of Four (4) teams each
- After Group Stage divisioning, teams will be reallocated into three (3) divisions for final standings
 - Division 1 - (6 teams)
 - Division 2 - (5 teams)
 - Division 3 – (5 teams)

• Division 1

- Division 1 will be comprised of the four (4) teams in 1st position within each group and the two (2) teams in 2nd position.
- Defining positions 1st – 6th
 - Teams will be allocated into two (2) groups of three (3) as follows:
 - Round Robin – Group 1
 - Team in 1st position - Group A
 - Team in 1st position - Group B
 - The 2nd best
 - Round Robin – Group 2
 - Team in 1st position - Group C
 - Team in 2nd position - Group D
 - The 2nd best (2nd best)
 - Each group will play a round robin, and then will play the following format to determine final standings:
 - Round Robin – Group 1 1st position vs. Round Robin - Group 2 1st position
 - Determines 1st & 2nd places respectively
 - Round Robin – Group 1 2nd Place vs. Round Robin – Group 2 2nd Place
 - Determines 3rd & 4th places respectively
 - Round Robin - Group 1 3rd Place vs. Round Robin Group 2 3rd Place
 - Determines 5th & 6th place respectively

• Division 2

- Division 2 will be comprised of the two (2) remaining teams in 2nd position from the group stage and the three (3) best teams in 3rd position
- Defining positions 1st – 5th
 - Quarter-final middle team in 3rd position places vs. the third best 3rd place
 - Semi-final 1 Quarter-final winner vs. the best 2nd position
 - Semi-final 2 best 3rd position vs. remaining 2nd position
 - Winners of Semi-final 1 vs. Semi-final 2 to determine 1st and 2nd place
 - Lowest Bracket: Losers of Quarter-final vs. Semi-final 2 (Loser gets 5th place)
 - Winner of Lowest Bracket vs. Loser Semi-final 1 – to determine 3rd and 4th place

• Division 3



- Division 3 will be comprised of the remaining lowest 3rd place of the group stage and the four (4) teams in 4th place
- Defining positions 1st – 5th
 - Quarter-final Middle 4th position vs. Middle 4th position
 - Semi-final 1 Quarter-final winner vs. Lowest 3rd place
 - Semi-final 2 lowest 4th position vs. best 4th position
 - Winners of Semi-final 1 vs. Semi-final 2 to determine 1st and 2nd place
 - Lowest Bracket: Losers of Quarter – Final vs. Semi-Final 2 (Loser get 5th place)
 - Winner of Lowest Bracket vs. Loser Semi-final 1 – to determine 3rd and 4th place

9.3 Futsal (12 Teams)

- Divisioning by Group Stage – Three (3) groups of Four (4) teams each:
- After Group Stage Divisioning, teams will be reallocated into three (3) divisions for final standings
 - Division 1 - (4 teams)
 - Division 2 - (4 teams)
 - Division 3 - (4 teams)
- To determine the final standings for the group stage, the following points system will be employed:
 - Win - 3 points
 - Tie - 1 point
 - Loss – 0 points
- The ranking of each team in each group will be determined as follows:
 - Greatest number of points obtained in all group matches;
 - Greatest number of points obtained in the group matches between the teams concerned;
 - Goal difference in all group matches;
 - Greatest number of goals scored in all group matches
- If two or more teams are equal on the basis of the above three criteria, their rankings will be determined as follows:
 - Goal difference resulting from the group matches between the teams concerned.
 - Greater number of goals scored in all group matches between the concerned.
 - Fair Play Criteria (Technical Group) 3.5 Drawing of lots by the Organizing Committee (SRC).

In order to preserve a positive sport experience for every athlete and partner and understanding that this is the first edition of an event of this type, the maximum goal differential is 6. The knockout rule won't be applied.

As an example: If the final score of a game is 7 – 0, the winner will be given +6 goals If the final score of a game 8 -1, the winner will be given with +7 and -1. (Those additional goals might count for the best scorer award) teams.

- Division 1
 - Defining positions 1st – 4th
 - The team in 1st position of each group and the team in the best 2nd position of the group stage will play in the semifinals round as follows:



- Semi-final 1: 1A vs. Best 2nd
 - Semi-final 2: 1B vs. 1C
 - Winners of Both games to play in the final (1st and 2nd place)
 - Losers of both games to play 3rd place match (3rd and 4th place)
- Division 2
 - o Defining positions 1st - 4th
 - o The remaining teams in 2nd position and the two (2) best teams in 3rd position will play the semifinal rounds as follows:
 - Semi-final 1: The least best team in 2nd position vs. the best team in 3rd position
 - Semi-final 2: The third 2nd place team vs. second best 3rd place team
 - Winners of Both games to play final (1st and 2nd place)
 - Losers of both games to plat 3rd place match (3rd and 4th place)
 - Division 3
 - o Defining positions 1st - 4th
 - o The remaining lowest 3rd place team and all 4th places will play semifinal rounds as follow:
 - Semi-final 1: lowest 3rd place vs. Least best 4th place team
 - Semi-final 2: Team with the best 4th position vs. team with the middle 4th position
 - Winners of both games will play in the final to determine 1st and 2nd place respectively
 - Losers of both games will play the 3rd place match to determine 3rd and 4th place respectively

9.4 8 Teams (Minimum number of teams required to open an event):

- Divisioning by Group Stage: Two (2) groups of Four (4) teams each
 - o After divisioning, groups will be allocated into two (2) divisions for final standings.
- Division 1
 - o Defining positions 1st - 4th
 - o Teams in First and second position of each group to will play semifinal rounds as follows:
 - Semi-final 1: 1A vs. 2B
 - Semi-final 2: 1B vs. 2A
 - Winners of both games will play in the final to determine 1st and 2nd place respectively
 - Losers of both games will play 3rd place match to determine 3rd and 4th place respectively
- Division 2
 - o Defining positions 1st - 4th
 - o Teams in 3rd and 4th position of each group to will play semifinal rounds as follows:
 - Semi-final 1: 3A vs. 4B
 - Semi-final 2: 3B vs. 4A



- Winners of both games will play in the final to determine 1st and 2nd place respectively
- Losers of both games will play 3rd place match to determine 3rd and 4th place

9.5 Additional Format of Competition option:

TD is entitled to change the competition format for second round (Final Round), under the following criteria:

- There are just 3 official formats of competition that can be offered:
 - 4 team Division
 - 5 team Division
 - 6 team Division
- It is ok if a football event has just 2 Divisions for finals
- The criteria to place teams in the second round, has to be conveyed clearly to the coaches upon the end of group stage.
- The criteria to place teams in the final division, must always be connected with the final standings of the teams during group stage. (e.g. 1st place, & 2nd place go to D1).
- The format of competition for the 3 formats, has to be conducted as follows:

6 teams:

- Defining positions 1st – 6th
- Teams will be allocated into two (2) groups of three (3) as follows:
 - Round Robin – Group 1
 - Team A
 - Team B
 - Team C
 - Round Robin – Group 2
 - Team D
 - Team E
 - Team F
 - Each group will play a round robin, and then will play the following format to determine final standings:
 - Round Robin – Group 1 1st position vs. Round Robin - Group 2 1st position
 - Determines 1st & 2nd places respectively
 - Round Robin – Group 1 2nd Place vs. Round Robin – Group 2 2nd Place
 - Determines 3rd & 4th places respectively
 - Round Robin - Group 1 3rd Place vs. Round Robin Group 2 3rd Place
 - Determines 5th & 6th place respectively

5 teams:

- Defining positions 1st – 5th
 - Quarter-final Team A vs. Team B
 - Semi-final 1 Winner of QF vs. Team C
 - Semi-final 2 Team D vs. Team E
 - Winners of Semi-final 1 vs. Semi-final 2 to determine 1st and 2nd place
 - Lowest Bracket: Losers of Quarter-final vs. Semi-final 2 (Loser gets 5th place)
 - Winner of Lowest Bracket vs. Loser Semi-final 1 – to determine 3rd and 4th place

4 teams:

- Defining positions 1st - 4th



- Teams will play semifinal rounds as follows:
 - Semi-final 1: Team A vs. Team B
 - Semi-final 2: Team C vs. Team D
 - Winners of both games will play in the final to determine 1st and 2nd place respectively
 - Losers of both games will play 3rd place match to determine 3rd and 4th place

10. SCHEDULE OF COMPETITION

10.1 World Games Football - 7 a-side – 16 Teams

The World Games competition schedule for (7 a-side) that comprises 16 teams should have 42 matches by event if there is full participation (4 events, 168 matches).

Group A	Group B	Group C	Group D
A1 Local Team	B1	C1	D1
A2	B2	C2	D2
A3	B3	C3	D3
A4	B4	C4	D4

10.2 Competition Schedule

- Day 1: Training
- Day 2: Group Stage 1st round
- Day 3: Group Stage 2nd round
- Day 4: Group Stage 3rd round
- Day 5: Final Standings
- Day 6: Final Standings



		9:00	10:00	11:00	2:00	3:00	4:00	
		Day 2 Group Stage		Court 1	Event 1 R1 Game 1 C1 vs C2	Event 1 R1 Game 7 B1 vs B2	Event 1 R1 Game 13 A1 vs A2	Event 1 R1 Game 19 D1 vs D2
Court 2	Event 1 R1 Game 2 C3 vs C4			Event 1 R1 Game 8 B3 vs B4	Event 1 R1 Game 14 A3 vs A4	Event 1 R1 Game 20 D3 vs D4	Event 4 R1 Game 26 C3 vs C4	Event 4 R1 Game 32 D3 vs D4
Court 3	Event 2 R1 Game 3 C1 vs C2			Event 2 R1 Game 9 B1 vs B2	Event 2 R1 Game 15 A1 vs A2	Event 2 R1 Game 21 D1 vs D2	Event 4 R1 Game 27 B1 vs B2	
Court 4	Event 2 R1 Game 4 C3 vs C4			Event 2 R1 Game 10 B3 vs B4	Event 2 R1 Game 16 A3 vs A4	Event 2 R1 Game 22 D3 vs D4	Event 4 R1 Game 28 B3 vs B4	
Court 5	Event 3 R1 Game 5 C1 vs C2			Event 3 R1 Game 11 B1 vs B2	Event 3 R1 Game 17 A1 vs A2	Event 3 R1 Game 23 D1 vs D2	Event 4 R1 Game 29 A1 vs A2	
Court 6	Event 3 R1 Game 6 C3 vs C4			Event 3 R1 Game 12 B3 vs B4	Event 3 R1 Game 18 A3 vs A4	Event 3 R1 Game 24 D3 vs D4	Event 4 R1 Game 30 A3 vs A4	



		10:00	11:00	0:00	3:00	4:00	5:00
Day 3 Group Stage (Day After Opening Ceremony)	Court 1	Event 1 R1 Game 33 C1 vs C3	Event 1 R1 Game 39 B1 vs B3	Event 1 R1 Game 45 A1 vs A3	Event 1 R1 Game 51 D1 vs D3	Event 4 R1 Game 57 C1 vs C3	Event 4 R1 Game 63 D1 vs D3
	Court 2	Event 1 R1 Game 34 C2 vs C4	Event 1 R1 Game 40 B2 vs B4	Event 1 R1 Game 46 A2 vs A4	Event 1 R1 Game 52 D2 vs D4	Event 4 R1 Game 58 C2 vs C4	Event 4 R1 Game 64 D2 vs D4
	Court 3	Event 2 R1 Game 35 C1 vs C3	Event 2 R1 Game 41 B1 vs B3	Event 2 R1 Game 47 A1 vs A3	Event 2 R1 Game 53 D1 vs D3	Event 4 R1 Game 59 B1 vs B3	
	Court 4	Event 2 R1 Game 36 C2 vs C4	Event 2 R1 Game 42 B2 vs B4	Event 2 R1 Game 48 A2 vs A4	Event 2 R1 Game 54 D2 vs D4	Event 4 R1 Game 60 B2 vs B4	
	Court 5	Event 3 R1 Game 37 C1 vs C3	Event 3 R1 Game 43 B1 vs B3	Event 3 R1 Game 49 A1 vs A3	Event 3 R1 Game 55 D1 vs D3	Event 4 R1 Game 61 A1 vs A3	
	Court 6	Event 3 R1 Game 38 C2 vs C4	Event 3 R1 Game 44 B2 vs B4	Event 3 R1 Game 50 A2 vs A4	Event 3 R1 Game 56 D2 vs D4	Event 4 R1 Game 62 A2 vs A4	



		9:00	10:00	11:00	2:00	3:00	4:00	5:30
Day 4 Group Stage	Court 1	Event 1 R1 Game 65 C1 vs C4	Event 1 R1 Game 71 D1 vs D4	Event 2 R1 Game 77 A1 vs A4	Event 3 R1 Game 83 B1 vs B4	Event 4 R1 Game 89 C1 vs C4	Event 4 R1 Game 95 D1 vs D4	Event 2 Game 101 D1 RR1 1st A vs 2nd Best
	Court 2	Event 1 R1 Game 66 C2 vs C3	Event 1 R1 Game 72 D2 vs D3	Event 2 R1 Game 78 A2 vs A3	Event 3 R1 Game 84 B2 vs B3	Event 4 R1 Game 90 C2 vs C3	Event 4 R1 Game 96 D2 vs D3	Event 2 Game 102 D1 RR2 1st C vs 2nd (2nd Best)
	Court 3	Event 1 R1 Game 67 B1 vs B4	Event 2 R1 Game 73 C1 vs C4	Event 2 R1 Game 79 D1 vs D4	Event 3 R1 Game 85 A1 vs A4	Event 4 R1 Game 91 B1 vs B4	Event 1 Game 97 D3 QF Middle 4th vs Middle 4th	Event 1 Game 103 D1 RR1 1st A vs 2nd Best
	Court 4	Event 1 R1 Game 68 B2 vs B3	Event 2 R1 Game 74 C2 vs C3	Event 2 R1 Game 80 D2 vs D3	Event 3 R1 Game 86 A2 vs A3	Event 4 R1 Game 92 B2 vs B3	Event 1 Game 98 D2 QF Middle 3rd vs 3rd Best	Event 1 Game 104 D1 RR2 1st C vs 2nd (2nd Best)
	Court 5	Event 1 R1 Game 69 A1 vs A4	Event 2 R1 Game 75 B1 vs B4	Event 3 R1 Game 81 C1 vs C4	Event 3 R1 Game 87 D1 vs D4	Event 4 R1 Game 93 A1 vs A4	Event 2 Game 99 D3 QF Middle 4th vs Middle 4th	Event 1 Game 105 D3 SF2 Lowest 4th vs Best 4th
	Court 6	Event 1 R1 Game 70 A2 vs A3	Event 2 R1 Game 76 B2 vs B3	Event 3 R1 Game 82 C2 vs C3	Event 3 R1 Game 88 D2 vs D3	Event 4 R1 Game 94 A2 vs A3	Event 2 Game 100 D2 QF Middle 3rd vs 3rd Best	Event 1 Game 106 D2 SF2 Best 3rd vs Remaining 2nd



		8:30	10:00	11:30	2:00	3:30	5:00
Day 5 Final Rounds	Court 1	Event 3 Game 107 D3 QF Middle 4th vs Middle 4th	Event 3 Game 113 D3 SF2 Lowest 4th vs Best 4th	Event 4 Game 119 D1 RR1 1st A vs 2nd Best	Event 3 Game 125 D3 SF1 QF Winner vs Lowest (3rd place)	Event 1 Game 131 D3 LB QF Loser vs SF 2 Loser	Event 4 Game 137 D1 RR1 1st B vs 2nd Best
	Court 2	Event 3 Game 108 D2 QF Middle 3rd vs 3rd Best	Event 3 Game 114 D2 SF2 Best 3rd vs Remaining 2nd	Event 4 Game 120 D1 RR2 1st C vs 2nd (2nd Best)	Event 3 Game 126 D2 SF1 QF Winner vs 2nd (Third Best)	Event 1 Game 132 D2 LB QF Loser vs SF 2 Loser	Event 4 Game 138 D1 RR2 1st D vs 2nd (2nd Best)
	Court 3	Event 4 Game 109 D3 QF Middle 4th vs Middle 4th	Event 4 Game 115 D3 SF2 Middle 4th vs Middle 4th	Event 1 Game 121 D1 RR1 1st B vs 2nd Best	Event 1 Game 127 D3 SF1 QF Winner vs Lowest (3rd place)	Event 2 Game 133 D3 LB QF Loser vs SF 2 Loser	Event 3 Game 139 D1 RR1 1st B vs 2nd Best
	Court 4	Event 4 Game 110 D2 QF Middle 3rd vs 3rd Best	Event 4 Game 116 D2 SF2 Best 3rd vs Remaining 2nd	Event 1 Game 122 D1 RR2 1st D vs 2nd (2nd Best)	Event 1 Game 128 D2 SF1 QF Winner vs 2nd (Third Best)	Event 2 Game 134 D2 LB QF Loser vs SF 2 Loser	Event 3 Game 140 D1 RR2 1st D vs 2nd (2nd Best)
	Court 5	Event 2 Game 111 D3 SF2 Lowest 4th vs Best 4th	Event 3 Game 117 D1 RR1 1st A vs 2nd Best	Event 2 Game 123 D1 RR1 1st B vs 2nd Best	Event 2 Game 129 D3 SF1 QF Winner vs Lowest (3rd place)	Event 3 Game 135 D3 LB QF Loser vs SF 2 Loser	Event 4 Game 141 D3 SF1 QF Winner vs Lowest (3rd place)
	Court 6	Event 2 Game 112 D2 SF2 Best 3rd vs Remaining 2nd	Event 3 Game 118 D1 RR2 1st C vs 2nd (2nd Best)	Event 2 Game 124 D1 RR2 1st D vs 2nd (2nd Best)	Event 2 Game 130 D2 SF1 QF Winner vs 2nd (Third Best)	Event 3 Game 136 D2 LB QF Loser vs SF 2 Loser	Event 4 Game 142 D2 SF1 QF Winner vs 2nd (Third Best)



		8:30	10:00	11:30	2:00	3:30	5:00	
		Day 6 Final Rounds		Court 1	Event 1 Game 143	Event 4 Game 149	Event 2 Game 155	Event 1 Game 161
D1 RR1 1st A vs 1st B	D1 RR1 1st A vs 1st B				D3 Final WSF1 vs WSF2	D1 3rdP RR1 2nd vs RR2 2nd	D1 Final RR1 1st vs RR2 1st	D3 3rdP LB Winner vs SF1 Loser
Court 2	Event 1 Game 144			Event 4 Game 150	Event 2 Game 156	Event 2 Game 162	Event 4 Game 168	Event 3 Game 174
	D1 RR2 1st C vs 1st D			D1 RR2 1st C vs 1st D	D2 Final WSF1 vs WSF2	D1 3rdP RR1 2nd vs RR2 2nd	D1 Final RR1 1st vs RR2 1st	D2 3rdP LB Winner vs SF1 Loser
Court 3	Event 2 Game 145			Event 4 Game 151	Event 3 Game 157	Event 3 Game 163	Event 1 Game 169	Event 4 Game 175
	D1 RR1 1st A vs 1st B			D3 LB QF Loser vs SF 2 Loser	D3 Final WSF1 vs WSF2	D1 3rdP RR1 2nd vs RR2 2nd	D3 3rdP LB Winner vs SF1 Loser	D3 3rdP LB Winner vs SF1 Loser
Court 4	Event 2 Game 146			Event 4 Game 152	Event 3 Game 158	Event 4 Game 164	Event 1 Game 170	Event 4 Game 176
	D1 RR2 1st C vs 1st D	D2 LB QF Loser vs SF 2 Loser	D2 Final WSF1 vs WSF2	D1 3rdP RR1 2nd vs RR2 2nd	D2 3rdP LB Winner vs SF1 Loser	D2 3rdP LB Winner vs SF1 Loser		
Court 5	Event 3 Game 147	Event 1 Game 153	Event 4 Game 159	Event 1 Game 165	Event 2 Game 171			
	D1 RR1 1st A vs 1st B	D3 Final WSF1 vs WSF2	D3 Final WSF1 vs WSF2	D1 Final RR1 1st vs RR2 1st	D3 3rdP LB Winner vs SF1 Loser	D1 RR1 & RR2 3rd place get 5th place		
Court 6	Event 3 Game 148	Event 1 Game 154	Event 4 Game 160	Event 2 Game 166	Event 2 Game 172			
	D1 RR2 1st C vs 1st D	D2 Final WSF1 vs WSF2	D2 Final WSF1 vs WSF2	D1 Final RR1 1st vs RR2 1st	D2 3rdP LB Winner vs SF1 Loser	D2 & D3 Loser Lower Bracket get 5th place		



10.3 World Games Football – 7 a-side – 8 Teams

The World Games competition schedule for (7 a-side) that comprises 8 teams should have 20 matches by event if there is full participation.

Competition Schedule

- Day 1: Training
- Day 2: Group Stage 1st round
- Day 3: Group Stage 2nd round
- Day 4: Group Stage 3rd round
- Day 5: Final Standings
- Day 6: Final Standings

Group A A1 – Local Team A2 A3 A4	Group B B1 B2 B3 B4
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Day 1 Training Day	Day 2		Day 3
	Game 1 B1 vs. B2	Game 3 A1 vs. A2	Game 5 B1 vs. B3
	Game 2 B3 vs. B4	Game 4 A3 vs. A4	Game 6 B2 vs. B4

Day 3	Day 4	
Game 7 A1 vs. A3	Game 9 B1 vs. B4	Game 11 A1 vs. A4
Game 8 A2 vs. A4	Game 10 B2 vs. B3	Game 12 A2 vs. A3

Day 5			
Game 13 D1 SF1 1st A vs. 2nd B	Game 15 D2 SF1 3rd A vs. 4th B	Game 17 D1 Final WSF1 vs. WSF2	Game 19 D2 Final WSF1 vs. WSF2
Game 14	Game 16	Game 18	Game 20



D1 SF2 1st B vs. 2nd A	D2 SF2 3rd B vs. 4th A	D1 3rdP LSF1 vs. LSF2	D2 3rdP LSF1 vs. LSF2
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10.4 Futsal

The World Games competition schedule for (7 a-side) that comprises 12 teams should have 30 matches by event if there is full participation (4 events, 90 matches for Futsal).

Competition Schedule

- Day 1: Training
- Day 2: Group Stage 1st round
- Day 3: Group Stage 2nd round
- Day 4: Group Stage 3rd round
- Day 5: Final Standings
- Day 6: Final Standings

Group A	Group B	Group C
A1 Local Team	B1	C1
A2	B2	C2
A3	B3	C3
A4	B4	C4

		9:00	10:00	11:00	2:00	3:00	4:00
Day 2 Group Stage	Court 1	Event 1 R1 Game 1 C1 vs. C2	Event 1 R1 Game 4 B3 vs. B4	Event 2 R1 Game 7 A1 vs. A2	Event 2 R1 Game 10 B3 vs. B4	Event 3 R1 Game 13 A1 vs. A2	Event 3 R1 Game 16 B3 vs. B4
	Court 2	Event 1 R1 Game 2 C3 vs. C4	Event 1 R1 Game 5 A1 vs. A2	Event 2 R1 Game 8 A3 vs. A4	Event 2 R1 Game 11 C1 vs. C2	Event 3 R1 Game 14 A3 vs. A4	Event 3 R1 Game 17 C1 vs. C2
	Court 3	Event 1 R1 Game 3 B1 vs. B2	Event 1 R1 Game 6 A3 vs. A4	Event 2 R1 Game 9 B1 vs. B2	Event 2 R1 Game 12 C3 vs. C4	Event 3 R1 Game 15 B1 vs. B2	Event 3 R1 Game 18 C3 vs. C4

		10:00	11:00	12:00	3:00	4:00	5:00
Day 3 Group Stage	Court 1	Event 1 R1 Game 19 C1 vs. C3	Event 1 R1 Game 22 B2 vs. B4	Event 2 R1 Game 25 A1 vs. A3	Event 2 R1 Game 28 B2 vs. B4	Event 3 R1 Game 31 A1 vs. A3	Event 3 R1 Game 34 B2 vs. B4

SPORT IMPACT STANDARDS FOOTBALL



		Day 4 Group Stage					
		9:00	10:00	11:00	2:00	3:00	4:00
Day 4 Group Stage	Court 2	Event 1 R1 Game 20 C2 vs. C4	Event 1 R1 Game 23 A1 vs. A3	Event 2 R1 Game 26 A2 vs. A4	Event 2 R1 Game 29 C1 vs. C3	Event 3 R1 Game 32 A2 vs. A4	Event 3 R1 Game 35 C1 vs. C3
	Court 3	Event 1 R1 Game 21 B1 vs. .B3	Event 1 R1 Game 24 A2 vs. A4	Event 2 R1 Game 27 B1 vs. B3	Event 2 R1 Game 30 C2 vs. C4	Event 3 R1 Game 33 B1 vs. B3	Event 3 R1 Game 36 C32vs. C4
	Court 1	Event 1 R1 Game 37 C1 vs. C4	Event 1 R1 Game 40 B2 vs. B3	Event 2 R1 Game 43 A1 vs. A4	Event 2 R1 Game 46 B2 vs. B3	Event 3 R1 Game 49 A1 vs. A4	Event 3 R1 Game 52 B2 vs. B3
Day 5 Final Rounds	Court 2	Event 1 R1 Game 38 C2 vs. C3	Event 1 R1 Game 41 A1 vs. A4	Event 2 R1 Game 44 A2 vs. A3	Event 2 R1 Game 47 C1 vs. C4	Event 3 R1 Game 50 A2 vs. A3	Event 3 R1 Game 53 C1 vs. C4
	Court 3	Event 1 R1 Game 39 B1 vs. .B4	Event 1 R1 Game 42 A2 vs. A3	Event 2 R1 Game 45 B1 vs. B4	Event 2 R1 Game 48 C2 vs. C3	Event 3 R1 Game 51 B1 vs. B4	Event 3 R1 Game 54 C2 vs. C3
	Court 1	Event 1 Game 55 D3 SF1 3rd vs. Lowest 4th	Event 1 Game 58 D2 SF1 Higher 2nd vs. Lower 3rd	Event 2 Game 61 D3 SF1 3rd vs. Lowest 4th	Event 2 Game 64 D2 SF1 Higher 2nd vs. Lower 3rd	Event 3 Game 67 D1 SF2 1st B vs. 1st C.	Event 3 Game 70 D2 SF1 Higher 2nd vs. Lower 3rd
Day 5 Final Rounds	Court 2	Event 1 Game 56 D3 SF2 Highest 4th vs. Middle 4th	Event 1 Game 59 D1 SF1 1st A vs. Best 2nd	Event 2 Game 62 D3 SF1 3rd vs. Lowest 4th	Event 2 Game 65 D1 SF1 1st A vs. Best 2nd	Event 3 Game 68 D1 SF2 1st B vs. 1st C	Event 3 Game 71 D1 SF1 1st A vs. Best 2nd
	Court 3	Event 1 Game 57 D2 SF1 Lowest 2nd vs. Best 3rd	Event 1 Game 60 D1 SF2 1st B vs. 1st C	Event 2 Game 63 D2 SF1 Lowest 2nd vs. Best 3rd	Event 2 Game 66 D1 SF2 1st B vs. 1st C	Event 3 Game 69 D2 SF1 Lowest 2nd vs. Best 3rd	Event 3 Game 72 D1 SF2 1st B vs. 1st C
	Day 5 Final Rounds	8:30	10:00	11:30	2:00	3:30	5:00



Court 1	Event 1 Game 73 D1 3rdP LSF1 vs. LSF2	Event 1 Game 76 D2 Final WSF1 vs. WSF2	Event 2 Game 79 D1 3rdP LSF1 vs. LSF2	Event 2 Game 82 D2 Final WSF1 vs. WSF2	Event 3 Game 85 D1 3rdP LSF1 vs. LSF2	Event 3 Game 88 D2 Final WSF1 vs. WSF2
	Event 1 Game 74 D3 3rdP LSF1 vs. LSF2	Event 1 Game 77 D1 Final WSF1 vs. WSF2	Event 2 Game 80 D3 3rdP LSF1 vs. LSF2	Event 2 Game 83 D1 Final WSF1 vs. WSF2	Event 3 Game 86 D3 3rdP LSF1 vs. LSF2	Event 3 Game 89 D1 Final WSF1 vs. WSF2
	Event 1 Game 75 D2 3rdP LSF1 vs. LSF2	Event 1 Game 78 D3 Final WSF1 vs. WSF2	Event 2 Game 81 D2 3rdP LSF1 vs. LSF2	Event 2 Game 84 D3 Final WSF1 vs. WSF2	Event 3 Game 87 D2 3rdP LSF1 vs. LSF2	Event 3 Game 90 D3 Final WSF1 vs. WSF2

11. GROUP STAGE COMPOSITION

The Technical committee will determine the group composition, ensuring equal and fair participation and guaranteeing a group stage that enables teams to reach the appropriate Divisioning through competition. In order to determine group composition, SOI will provide access to three (3) different videos that demonstrate what is considered low, medium and high level ability. When registering their team, coaches must utilize the videos to ascertain the level of ability of their teams. SOI will use this merely as a reference to allocate teams in the group stage portion of the event. Group stage should be comprised of teams consisting of varying levels of ability.

12. TECHNICAL REQUIREMENTS FIELD OF PLAY & STADIUM

The World Games require the following

- Nine (9) Fields of Play
 - Six (6) 7 a-side Fields of Play
 - Three (3) FUTSAL Fields of Play

Any or all of the following modifications are permissible with the approval of SOI:

- Field of Play Size
- Size, weight and material of the ball
- Width between the goalposts and height of the crossbar from the ground
- Duration of the periods of play
- Substitutions

12.1 7 a-side

12.1.1 Field Surface: Matches may be played on natural or artificial surfaces, according to the rules of the competition. The color of artificial surfaces must be green.

12.1.2 Field Markings:

- The field of play must be rectangular and marked with lines. These lines depict the boundary areas.
- The two longer boundary lines are called “touch lines”. The two shorter lines are called goal lines.
- The field of play is divided into two halves by a halfway line, which joins the



- midpoints of the two touch lines.
 - The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 5m (5.46 yds.) is marked around it.
 - Marks may be made off the field of play, 5 m (5.46 yds.) from the corner arc and at right angles to the goal lines and the touch lines, to ensure that defending players retreat this distance when a corner kick is taken.
- 12.1.3 Dimensions:
- The length of the touch line must be greater than the length of the goal line
 - Touch line Length: minimum 50m (54.68 yds.), maximum 70m (76.55 yds.)
 - Goal Line Width: minimum 35m (38.28 yds.), maximum 50m (54.68 yds.)
 - All lines must be the same width, which must not exceed 12cm (5 ins.).
- 12.1.4 Goal Area Dimensions
- Two lines are drawn at right angles to the goal line, 8m (8.74 yds.) from the inside of each goalpost. These lines extend into the field of play for a distance of 20m (21.87 yds.) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
- 12.1.5 Penalty Area Dimensions
- Two lines are drawn at right angles to the goal line, 7.5m (8.2 yds.) from the inside of each goalpost. These lines extend into the field of play for a distance of 8 m (8.74 yds.) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.
 - Within each penalty area, a penalty mark is made 7m (7.65 yds.) from the midpoint between the goalposts and is equidistant to them.
- 12.1.6 Flag Posts
- A flag post must be placed at each corner of the field.
 - It must be no less than 1.5m (5 ft.) high, with a non-pointed top.
 - Flag posts may also be placed at each end of the halfway line, no less than 1m (1 yd.) outside the touch line.
- 12.1.7 The Corner Arc
- A quarter circle with a radius of 1m (1 yd.) from each corner flag post must be drawn inside the field of play.
- 12.1.8 Goals
- A goal must be placed on the center of each goal line.
 - A goal consists of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar. The goal posts and crossbar must be made of wood, metal or other approved material.
 - The posts must be square, rectangular, round or elliptical in shape and must not be dangerous to participants.
 - The distance between the posts is 5m (5.46 yds.)
 - The distance from the lower edge of the crossbar to the ground must be 2m (2.18 ft.)

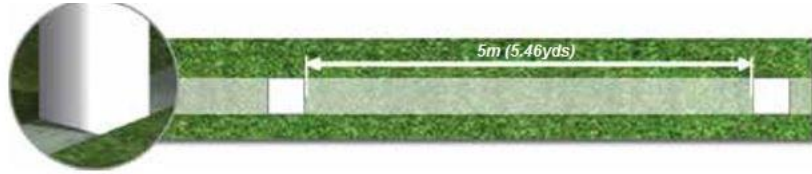
The position of the goalposts in relation to the goal line must be placed according to the graphics below.

- If the shape of the goalposts is square (FIG.1), the sides must be parallel or perpendicular to the goal line.



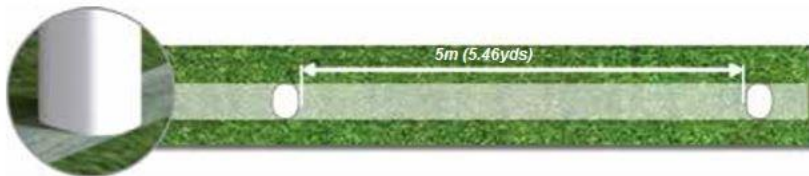
- The sides of the crossbar must be parallel or perpendicular to the field plane.

FIG. 1



- If the shape of the goalposts is elliptical (FIG. 2), the longest axis must be perpendicular to the goal line. The longest axis of the crossbar must be parallel to the field plane.

FIG. 2



- If the shape of the goalposts is rectangular (FIG. 3), the longest side must be perpendicular to the goal line. The longest side of the crossbar must be parallel to the field plane.

FIG. 3

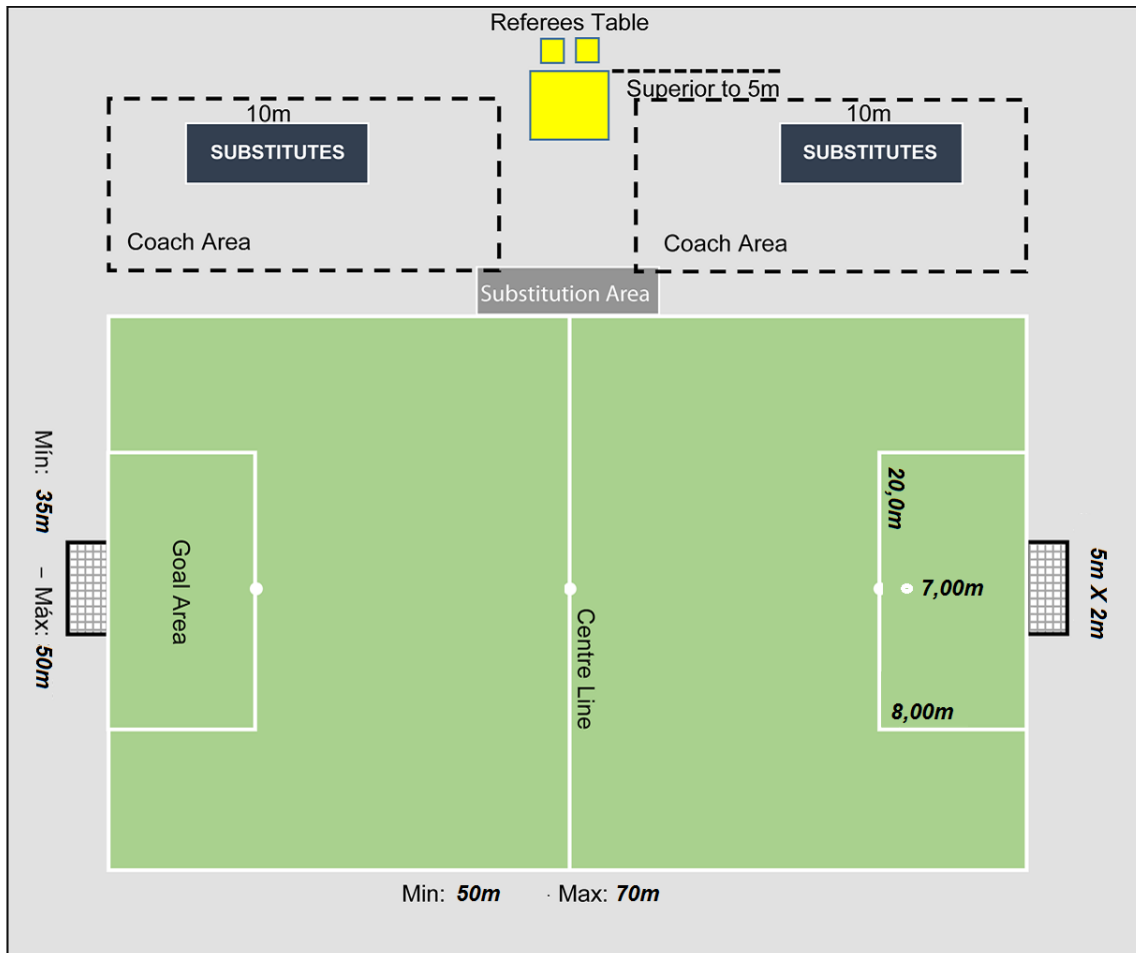


- Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm (5 ins.). The goal lines must be of the same width as the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.
- The goalposts and crossbars must be white.
- Goals must be anchored securely to the ground. Portable goals may only be used if they satisfy this requirement.

FIG. 4



Field of Play Diagram





12.2 Futsal

12.2.1 Fields of Play

- Outdoor and Indoor field of play are permitted for any level of Special Olympics competition.
- Indoor Pitch Surface: Matches should be played on flat, smooth and non-abrasive surfaces, preferably made of wood or artificial material, per the rules of the competition. Concrete or tarmac is not permitted.
- Outdoor Artificial turf & Natural Grass Pitches: The color of artificial surfaces must be green.

12.2.2 Pitch Markings

- The pitch must be rectangular and marked with lines (known as “boundary lines”). The boundary lines must be clearly distinguishable from the color of the pitch.
- The two longer boundary lines are called touch lines.
- Touch Line Dimensions are such that the length of the touch line must be greater than the length of the goal line.
- All lines must be 8cm wide.
- For non-international matches, the dimensions are:
 - Length (touch line): minimum 25m maximum 42m
 - Width (goal line): minimum 16m maximum 25m
- For international matches, the dimensions are:
 - Length (touch line): minimum 38m maximum 42m
 - Width (goal line): minimum 20m maximum 25m
- The two shorter lines are called goal lines.
- The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touch lines. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 3m is marked around it.
- A mark must be drawn outside the pitch, 5m from the corner arc and at right angles to the goal line, to ensure that defending players retreat this distance when a corner kick is taken. The width of this mark is 8cm.
- Two additional marks, each at a distance of 5m to the left and the right of the second penalty mark, must be made on the pitch to indicate the minimum



distance to be retreated when a kick is taken from the second penalty mark. The width of this mark is 8cm.

12.2.3 Penalty Area

- Two imaginary lines of 6m in length are drawn from the outside of each goalpost and at right angles to the goal line; at the end of these lines a quarter circle is drawn in the direction of the nearest touch line, each with a radius of 6m from the outside of the goalpost.
- A line 3.16m in length, running parallel to the goal line between the goalposts, joins the upper part of each quarter circle. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made 6m from the midpoint between the goalposts and equidistant to them.
- The second penalty mark is made 10m from the midpoint between the goalposts and equidistant to them.

12.2.4 Corner Arc

- A quarter circle with a radius of 25cm from each corner is drawn inside the pitch.

12.2.5 Goals

- A goal must be placed on the center of each goal line.
- A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.
- The goalposts and crossbar must be made of wood, metal or other approved material.
- They must be square, rectangular, round or elliptical in shape and must not be dangerous to players.
- The distance (inside measurement) between the posts is 3m and the distance from the lower edge of the crossbar to the ground is 2m. Both goalposts and the crossbar have the same width and depth, 8cm.
- The nets must be made of hemp, jute or nylon or an approved material. They are attached to the back of the goalposts and the crossbar with a suitable means of support. They must be properly supported and must not interfere with the goalkeeper.
- The goalposts and crossbars must be a different color than the pitch.
- The goals must have a stabilizing system that prevents them from overturning.
 - Portable goals may only be used if they satisfy this requirement.

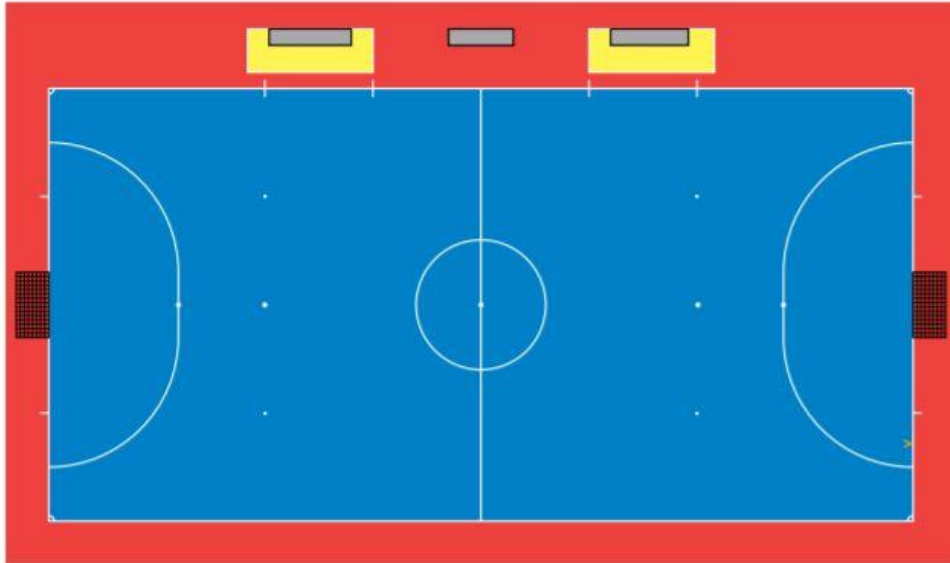
12.2.6 Substitution Zones

- The substitution zones are the areas on the touch line in front of the team benches.
 - For more information on their function, please refer to Law 3 within [FIFA - Laws of the Game – Federation Rules](#).
 - They are situated in front of the technical area and are 5m in length.
 - Each substitution zone is marked at each end with a line 80cm in length.
 - 40cm is drawn on the pitch
 - 40cm is drawn off the pitch
 - It is 8cm wide
 - Five (5) meters (on either side of the midfield line) in front of the timekeeper's table is kept clear
 - A team's substitution zone is located on the half of the pitch defended by said team

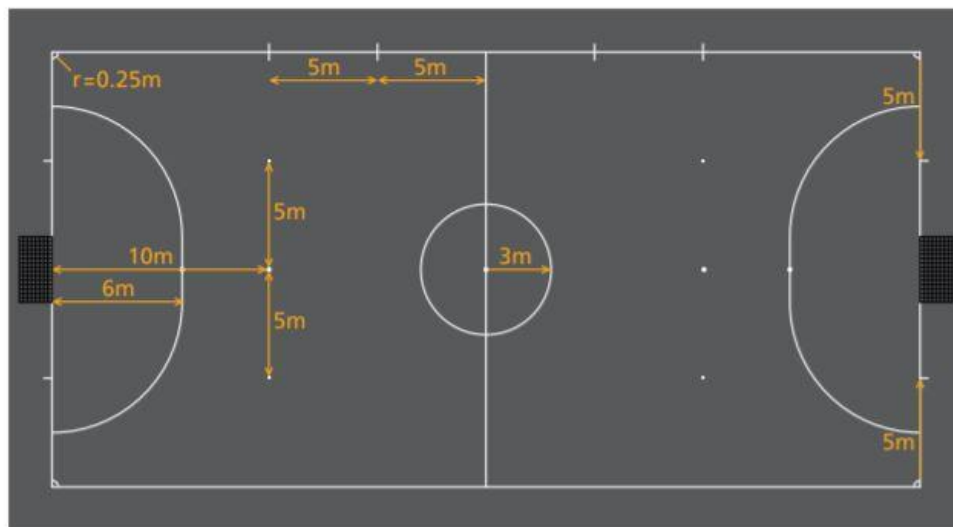


- Any participant substitutions in the second half of the match and periods of extra time (if any) should be made within this area.

Pitch

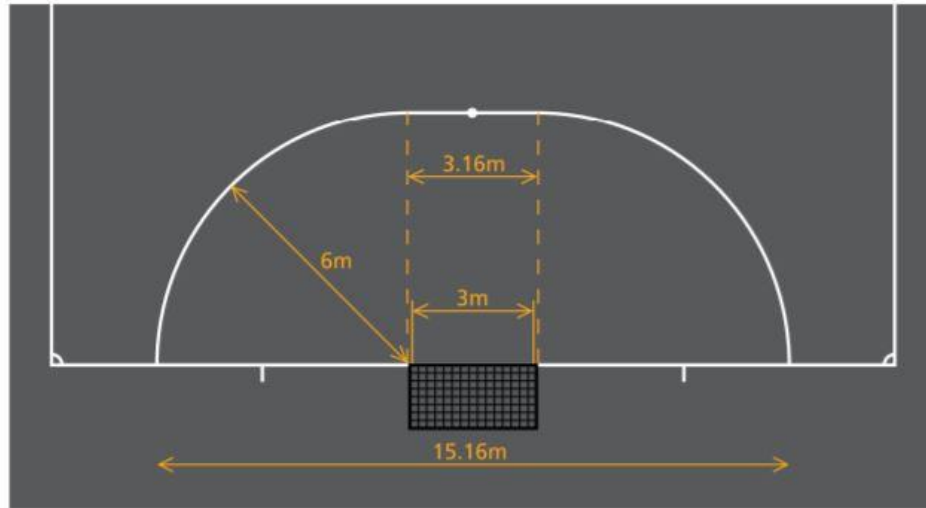


Pitch dimensions

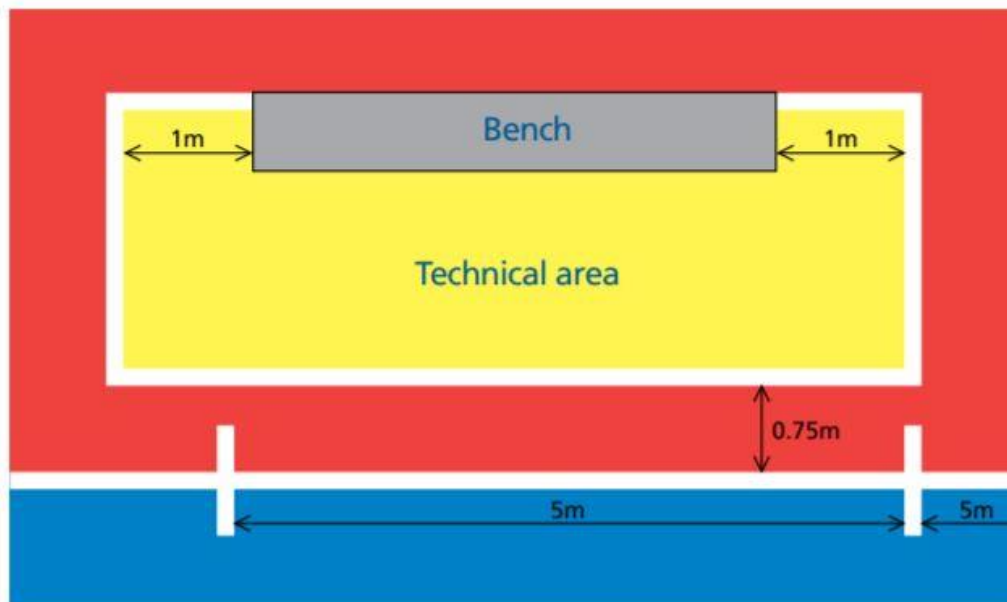




Penalty area



Substitution zone and technical area





- 12.3 Benches (7 a-side & Outdoor Futsal)
- Each field of play will have 2 benches for substitutes and the rest of the technical team.
 - Each bench will be designated to one team with the following requirements.
 - One team bench will be located within one half of the field of play
 - The opposing team will be located within the other half.
 - Benches should be no closer than two (2) meters from the field line and no more than five (5) meters
 - Except for indoor fields, benches must have roofs
 - 7 a-side and Futsal will have 8 seats
 - Also, each bench will be provided with either a cooler filled with ice and water, or bottled water
- 12.4 Technical Table
- The technical table must be located between the two teams benches, and incorporate the following specifications:
- The table is 2m. X 1m.
 - 2 chairs should be placed with the table
 - Include a substitution board for the players to utilize when going onto the pitch during a substitution
- 12.5 Field of Play Dividers
- Dividers must be used to split the Field of Play
 - Any obstacles, including advertising frames can be as close as two (2) meters for 7 a-side and one (1) meter for Futsal from the field of play.
 - Dividers can be no higher than one (1) meter and must be made with safety materials with the understanding that players can crash into them during the game.
- 12.6 Scoreboards / Screens
- Every field of play will have one score board or screen containing following information:
 - 7 a-side: Playing time, half and score for each team at the same time.
 - Futsal: Playing time, half, score, and accumulated fouls for each team at the same time.
 - The scoreboards / screens should be large enough for all spectators to view and aid them in understanding the competition on the field of play. Whatever font is used to display the information must be visible regardless of weather conditions (i.e. sunny, cloudy, rainy).
 - Team Name Scoreboard Display:
 - Every team should have its name displayed during the match on the field of play with the following specifications:
 - SO (name of the program)
 - Easily legible for all spectators and included on the score board
 - All information must remain displayed on the scoreboard for the duration of the match. It should be removed 10 minutes post match conclusion and readied for the ensuing competition so that all spectators know the competitors for the upcoming match.



- Number of fields:
 - Each field shall be numbered the same throughout the entire tournament.
 - This number must be visible from all spectator areas.

13. BALL QUALITIES & MEASUREMENTS

13.1 7 a-side

- The ball must be spherical in shape
- Made of leather or other suitable material
- Its circumference is between 68 cm (27 ins.) and 70 cm (28 ins)
- It weighs between 410 g (14.4 oz.) and 450 g (16 oz.)
- The pressure of the ball, at the start of the match is equal to 0.6 – 1.1 atmosphere (600 – 1,100 g/cm²) at sea level (8.5 lbs./sq. in – 15.6 lbs./sq. in)
- No form of commercial advertising on the ball is permitted, except for the logo of:
 - The competition
 - The competition organizer
 - The authorized trademark of the manufacturer
- Competition regulations may restrict the size and number of such markings regarding branding on the ball.

13.2 Futsal

- The ball must be spherical in shape
- Made of leather or other suitable material
- Its circumference is between 62 cm (24.4 ins.) and 64 cm (25.1 ins.)
- It weighs between 400 g (14.1 oz.) and 440 g (15.5 oz.)
- The pressure of the ball, at the start of the match is equal to 0.6 – 0.9 atmosphere (600 – 900 g/cm²) at sea level
- The ball may not bounce less than 50cm or more than 65cm high on the first rebound when dropped from a height of 2m.
- No form of commercial advertising on the ball is permitted, except for the logo of:
 - The competition
 - The competition organizer
 - The authorized trademark of the manufacturer
- Competition regulations may restrict the size and number of such markings regarding branding on the ball.

13.3 Training Balls

Each team will be given a certain number of balls for use during training prior to the first day of competition. This day is noted on the competition schedule as “Training Day”.

- Futsal: 3 training balls per team
- 7 a-side: 3 training balls per team

13.4 Match Balls

Futsal and 7 a-side

- Two (2) balls per match. A new ball will be used during the first match for each team. Two (2) new balls will be used for the final match.



- The remaining matches will use one (1) new ball and one (1) previously used match ball from the same tournament.

13.5 If no modifications are made to the competition calendar or to the number of teams, the chart below details the number of balls used during match play.

Event / Type of Balls	Number of Teams	Number of Matches	Number of Balls
Futsal / Training Balls	36		72
7 a-side / Training Balls	64		128
Futsal / Match Balls		90	96
7 a-side / Match Balls		168	174
		TOTAL	470

13.6 International Standards
The balls used must show the following International standards



14. LOCKER ROOMS / TECHNICAL AREAS

14.1 Locker Rooms

- Each field of play should have 2 locker rooms (one per team playing in the match), with the following specifications:
 - o A fixed, internal room within the venue or a temporary tent established for this purpose.
 - o In order to guarantee every player and delegate have a seat, each locker room should be at least
 - 7 a-side & Futsal (5m x 5m / 18 sq.m)
 - o The tent should have:
 - 15 Chairs for 7 a-side & Futsal
 - 1 Table for fruit and water
 - 1 Standing Whiteboard with 3 colored markers and the eraser
 - 1 Cooler or 2 Water Dispensers
 - 1 Trash Can
- The locker room temperature should always be set to a maximum of 25 Celsius.



- If toilets are not located within the locker room, then there needs to be access to toilets. They should be between 20 and 40 meters.
- Locker rooms should be no farther than 30 meters from the field of play.
- The locker room should have a “TEAM ONLY ENTRANCE” to the field of play

14.2 Technical Areas

14.2.1 Transition Room / Tent: The area of transition where teams can pick up their belongings post-match.

- One transition room / tent for every 3 Fields of Play for World Games
- The Transition Room / Tent size must be 4 x 8 meters. Have 6 chairs and two 2 x 1 tables for nutrition and hydration.
- The Transition Tent may be combined with the Recovery Station if space allows.

14.2.2 Officials Locker Room: Each Locker Room Includes

- 3 Round Tables
- 6 Chairs Each or similar
- 1 Cooler / Freezer
- 2 Boards
- 1 Table for Fruit & Water

Should the competition fields be located in different areas, 1 staging area is required to be nearby. If that is the case, then the size of the room could be smaller but the LOC must work in conjunction with SOI to make that determination.

- Officials’ Toilets should be located between 20m – 40 m from the staging area
- It is highly recommended that the Officials Locker Rooms have showers

14.2.3 Technical Office

The technical office serves as Sport Operations Head Quarters. This area should have enough room to accommodate at least 10 staff members to work at the same time and include:

- Internet Connection
- Power
- 3 Printers
- 1 TV Screen / Monitor at least 43”
- Add adequate number of tables with chairs to accommodate 10 people
- 1 Freezer
- 1 Table to accommodate snacks
- 1 Standing whiteboard
- 1 Meeting table with chairs to accommodate 5 people

Should the LOC have an area with different specifications, it must provide the dimensions to SOI for review and approval.

In the specific case that football fields are located at multiple venues, then the LOC and SOI will mutually decide the placement of the main technical office. Smaller technical offices will be open and available at other venues.



14.2.4 Sports Information Station
An area where delegations will find updated scores, schedule of competitions, and any other important technical information for the team

14.2.5 Protest and Appeal Station
This area allows coaches to submit any protest online. The coach will then get a file number associated with status and a final decision.

14.3 Sensory Spaces

Sensory Rooms and low-stimulations environments are specially designed spaces containing a range of stimuli designed to provide a safe environment for individuals to engage their senses. Sensory space is important for athletes who have issues with sensory processing/integration and have difficulty regulating certain sensory stimuli to help them decompress and cope with their surroundings. Along with many other benefits related to developing sensory skills, these spaces can provide a moment of comfort and calmness. The benefits of these spaces include:

- Improve focus and concentration
- Develop senses
- Provide a feeling of calm and comfort
- Promote relaxation
- Encourage socialization
- Promote cognitive development
- Improve motor development and coordination

Consideration should be made to have a designated space at the event for a sensory area meeting the following requirements.

14.3.1 Space Requirements:

- Centrally located, but away from excessive external noise
- Soft lighting that can be dimmed is preferable, avoid strobe lighting and try to avoid fluorescent lighting
- Size and dimensions vary, based on the size of the event. On average around 500 square feet or larger is ideal.
- Appropriate heating, cooling, and ventilation present

14.3.2 Safety Requirements:

- Develop safety and risk management plan
- Engage Occupational Therapists and other clinicians with experience in creating sensory spaces and low-stimulation environments as leads.
- More than one volunteer **MANDATORY** when the volunteers in the Sensory Space are not certified “Class A” volunteers (permitted to be alone with an athlete) for security and policy purposes. However, it is still recommended that you have more than one volunteer present, even if they are “Class A” volunteers, to accommodate more athletes in the space and/or in case one volunteer must leave the space temporarily

14.3.3 Communication Requirements:

- Incorporate communication about location and hours of availability through delegation services, Healthy Athlete volunteers, and medical services.



14.3.4 Required Supplies:

- At least 5 of the below items should be available in the room for athletes. It is recommended that you work with local organizations or companies to borrow supplies or have them donated.

A suggested equipment list can be found in the Sensory Space Technical Manual.

15. SPORT EQUIPMENT AND REQUIREMENTS

15.1 Cones

Four (4) sets of ten (10) cones (flat plates) will be available for use by teams during training and warming up prior to match play.

15.2 Vests

Three (3) sets of different color vests will be provided by the LOC for each field of play. Each vest will have the logo of the World Games (placement of logo is at the discretion of the LOC). The following colors will be provided:

- One (1) Set Orange
- One (1) Set Red
- One (1) Set Green

All bench players of the teams competing will wear the vests. All vest sizes should be XL.

Vest Quantities

- 7 a-side and futsal: Five (5) vests per each field of play

16. SO CONNECT

SO Connect is the technology platform that connects, engages and mobilizes, users across the globe. It delivers a web-based games management solution by supporting the constituent lifecycle from registration to competition. It guarantees the setup and adaptation of the required software between different interfaces, as well as the planning and realization of lay out and structure for Internet services.

All of the football competition will run under SO Connect. SOI will determine the SO Connect Technical staff member for football who will be in charge of the software operations for the sport. SOI, in conjunction with the LOC Technical Department, will determine the equipment and resources required.

16.1 Statistics

Statistics will be used to measure the progress of a team and individual players by highlighting their performance within a specific match and their overall performance in the tournament. Through statistical highlights, the profile and brand of players will be built and will also provide valuable content to media and potential broadcasters.

An LOC of the World Games should have a comprehensive plan and resources (staff,



software, etc.) to track, analyze and distribute statistics to coaches, media and broadcasters.

The below statistics should be tracked by team and individual player per match:

- Goals
- Assists
- Corner Kicks
- Shots on goal
- Saves
- Save percentage
- Fouls
- Yellow Cards and Red Cards
- Playing time per playing including time of substitution



17. PROTEST AND APPEALS

HOW TO FILE A PROTEST

A Step by Step Guide for
World Games Protests



STEP 1: IDENTIFY THE PROTEST

A Coach or Designee may submit a protest for one or more of the following reasons:

1. There was a misinterpretation of sport rules
2. There is a failure of a referee or judge to apply the correct rule
3. There is a failure to impose the correct penalty for a violation

A person may not submit a protest for the following reasons:

1. If it is a fact-specific judgment call(s) of referees, judges or others
2. Divisioning and meaningful involvement decisions



STEP 2: THE SPORT SPECIFIC JURY WILL REVIEW

The Sport Specific Jury will review the protest. The person who submitted the protest may either accept the decision or submit an appeal to the Jury of Appeals.



STEP 3: SUBMITTING A APPEAL

If the person who submitted the protest does not accept the decision, he or she must submit an appeal to the Jury of Appeals. Appeals must be submitted with 60 minutes after the decision has been made. The Jury of Appeals are the final authority for all rule interpretations and appeals during the Games. Their decision is final.



STEP 4: THE PROTEST PROCESS IS COMPLETE

The Protest and Appeals Process is now complete! As a reminder, the Protest and Appeal Process is to ensure that competition is organized and carried out accordingly to the rules. All decisions are based on the rules and the specific circumstances for each protest.

**"LET ME WIN. BUT IF I CANNOT WIN, LET ME BE BRAVE IN THE ATTEMPT"
- EUNICE KENNEDY SHRIVER**



18. TRAINING DAY

Performance Stations support athletes competing in the World Games in the areas of fitness. Stations are strategically placed in the flow of the competition from beginning to end, providing a unique experience that directly impacts performance, prevents on-site injuries and illness, and promotes healthy lifestyle choices.

Athletes will first experience the stations on training day when more time can be spent visiting each station. Volunteers will not only provide the support outlined above, but will be able to dedicate time to educate athletes about the importance their station holds to performance and what to expect at each stations throughout the competition. Volunteers will also encourage athletes to visit their respective station each time they compete while at the World Games and provide tips and suggestions on how they can continue what they've learned at home.

On competition days, station participation will be much more succinct in order to flow seamlessly with the tight schedule of each day. The focus of the stations will be on providing the services and support related to each station (i.e. warm-up activities, snack, water), rather than educating the athletes. This will ensure athletes stay focused on their competition.

For more information and ideas for offering onsite education, please reference the **Technical Manual for Fitness and Performance Stations**.

19. COMPETITION PROTOCOL

19.1 Stadium Arrival

- Prior to departure, athletes should review their Competition Readiness checklists to ensure they are ready to perform and have all of their equipment and health-related items.
- Competing teams must arrive no later than 1:30 hours prior to match start time.
- Teams must arrive in official World Games transportation.
- A team coach will sign in at the check in counter.
- Each team will have access to their locker room 30 minutes before the match starts.
- Upon check in, a volunteer will escort each team to a general warm-up area, where fitness professionals will be available to assist them.
- After general warm-ups, a volunteer will escort each team to their respective locker room. Each team will have access to their locker room 45 minutes prior to match start time. A specific number will identify each team locker room.
- Upon check in, the coach will proceed to the appropriate team locker room. If that room is unavailable (at least 30 minutes prior to match start time), the team will wait in another established holding area at the venue.
- A specific number will identify each team locker room.
- Teams will remain in the locker room until 15 minutes prior to Kick-Off.
- Referees will meet with each team in their respective locker room and review players uniforms, shoes and shin guards. At this time, they will also take the lineup.

19.2 Warm Up

- A general warm-up area should be available to teams prior to locker room access. Fitness professionals will be available to assist teams, as needed.



- The general warm-up area should be at least 15 x 15 meters. If competition fields and locker rooms are split apart due to venue layout, all fields should have easy access to a dedicated, safe space to warm-up that is within 100m of their locker room.
- The general warm-up should include some aerobic activity and dynamic stretches, whereas the on-field warm-ups should focus on sport-specific skills and with-ball drills.
- On-field warm-ups will start 25 minutes before the match begins and last until 15 minutes prior to kickoff. Each team will have 10 minutes to warm up. Delegations will warm up on the half of the field that is designated for that team.
- Professional fitness volunteers will be available to assist teams with warm-ups, as needed.
- A volunteer in the warm-up area will serve as timekeeper and notify coaches when they can access the field as well as when it is time to return to their respective locker rooms.

19.3 Pre-Match Protocol

- 15 Minutes Prior to Kick Off
 - o Referees, officials, and any special guests will meet in the official entrance area.
 - o Coaches and athletes not in the starting lineup will walk straight to their respective benches.
 - o The flag bearers for each field (2 flags per field) should already be in position on the field of play waiting for the teams.
- 7 Minutes Prior to Kick Off
 - o The march out onto the field will be as follows:
 - 3 referees (2 for Futsal) at the front of the line with the main referee in the center carrying the official game ball to begin the match.
 - The teams will be aligned in two (2) vertical rows behind the referees, with each team captain at the head of their respective lines.
 - o Beginning at 10 seconds prior to the beginning of the march, until the teams shake hands, the official song of the World Games will be played.
 - o Following the handshake, teams will proceed to the greeting area to line up horizontally facing the spectators, ensuring that the officials are in the middle.
 - o Once aligned, officials and players will first greet spectators facing them and then turn to greet the spectators facing away from them.
 - o Upon completing the greeting, referees will then ask the teams to walk toward each other to shake hands.
 - o After the handshake, each team will take the official picture with the banner/A frame provided.
 - o Once all pictures are complete, officials will proceed to the middle of the field for the coin toss and the official picture "Captains – Referees"
 - o Teams will then get into position on the field for Kick Off.
 - Please view the YouTube link for reference:
<https://www.youtube.com/watch?v=PXca7A92Tnk>

19.4 Half Time

- o Teams for Futsal and 7 a-side will remain in the field of play for half time, and will receive 10 minutes for half time.



19.5 Match Duration

Duration of Matches		
Competition Type	Match Time	Half Time
7 a-side – Group Stage	12 minutes per half	8 minutes
7 a-side – Finals	20 minutes per half	10 minutes
If tied, teams will play 2 halves of extra time and then penalty kicks if required (Finals only)	5 minutes per half	
Futsal – Group Stage	12 minutes per half	8 minutes
Futsal - Finals	20 minutes per half	10 minutes
If tied, teams will play 2 halves of extra time and then penalty kicks if required (Finals only)		

19.6 Transition of Locker Rooms & End of Game

- Once teams leave for the pitch to start the game, volunteers will transition the locker rooms. This entails cleaning, waste removal, refreshing the snacks offered, replenishing the hydration station and changing the team nameplate outside of the locker room.
- Volunteers will take all personal items from each team to the transition tent.
- Teams will have access to the locker room until the pre match parade starts.
- Upon match conclusion, teams will proceed to the transition tent to retrieve their belongings and have some healthy snacks, fruit and water, located at the nutrition and hydration tables. From there, teams will visit the Recovery Station.

19.7 Recovery Station

After high-level performance at competition, athletes should focus on a proper recovery in order to feel well rested and able to compete again at their best quickly. With multiple days of competition, athletes may encounter issues with cramping, tight muscles, strains or sprains, dehydration, etc., which are not noticeable or problematic until much later after competing. The Recovery Station offers a relaxed space where athletes can come to rehydrate, refuel, stretch, and if needed, received medical/athletic training services.

- At the field of play, it is recommended that the Recovery Station be in the same location as the transition tent to improve athlete flow and ensure they properly recover.
- Depending on venue spacing, the Recovery Station may be in a different area than the transition tent. In this case, a volunteer should escort teams to this location after they pick up their belongings, healthy snacks and water.
- All athletes should receive a proper cool-down, led by a fitness professional. A good cool-down allows the body to gradually return to a state of rest, which decreases muscle soreness and increases the rate of recovery.
- Following the cool-down, there may be some athletes who need additional support and medical attention. Athletic trainers and/or the medical team will be located at the Recovery Station to provide treatment to these athletes. Injuries, illnesses, and the treatment provided should be recorded and tracked.
 - In a case of an emergency, athletes should receive medical attention immediately, rather than performing a cool-down first.
 - For all requirements for Medical Operations, please reference the



Technical Manual for Medical Operations.

- 19.8 Venue Departure
- The transportation team will work with sport / competition management to coordinate departure for competing teams from the venue post match
 - The LOC will dictate the timeline of team departures from the pitch back to team accommodations.
 - If additional support is needed with recovery later, an off-site Recovery Station will also be located at the accommodations.

20. WORLD GAMES UNIFIED SPORTS® COMPETITION PROTOCOL OVERVIEW

Unified Sports® teams need to incorporate the principle of meaningful involvement. This means that during competition, all members (athletes and partners) are presented with numerous opportunities throughout the course of a game / match to contribute to their team's performance. This decreases the potential for domination by higher ability teammates. The principle of meaningful involvement is the foundation of Unified Sports and helps to ensure a high quality experience. Therefore it is the expectation for all Unified Sports teams participating at World Games to demonstrate their understanding of this fundamental principle. The following protocol has been established to assess all Unified Sports teams and ensure the principle of meaningful involvement is being followed. The process focuses on educating and communicating with coaches and Heads of Delegations (HOD), as well as sanctioning when Unified Sports rules and policies are not followed.

- 20.1 On-Site Unified Sports Competition Protocol Points of Emphasis
- Player dominance and meaningful involvement may include both partners and athletes.
 - Sport officials on the field of play do not monitor or determine meaningful involvement however, they may be asked for input.
 - Unified Sports Delegates are responsible for observations and sanctions.
- 20.2 Unified Sports Evaluation Committee (USEC)
- World Games have a USEC composed of Unified Sports Delegates and observers. The members of this committee are qualified individuals, knowledgeable in Unified Sports who help observe, guide, monitor and enforce compliance.
 - Each sport is assigned a Unified Sports Delegate. This USEC member works with the Sport Technical Delegate (TD) and Sport/Competition Manager to oversee a process of observing all Unified Sports teams to ensure they are incorporating the principle of meaningful involvement.
 - Sport specific observation criteria are used to determine if a team is not following the principle of meaningful involvement or if player dominance is occurring.
 - Teams will be observed regarding meaningful involvement in all rounds of competition, including Divisioning and medal rounds.
 - Sanctions: Teams that do not abide by Unified Sports rules and protocol are subject to sanctions. These sanctions are unable to be protested.
- 20.3 USEC Sanctioning Process
- When a USEC member determines that a Unified Sports team is not incorporating the principle of meaningful involvement, he/she consults with the Technical Delegate (TD).
 - The following steps may be taken in the sanctioning process:
 - Education: During Divisioning, the Unified Sports Delegate or TD informs the



respective coach with specifics about why his/her team is not following the principle of meaningful involvement, and what needs to be done to rectify it. They are informed that if the play does not improve, sanctions will be forthcoming.

- **Verbal Warning:** After the Divisioning round, if the USEC member determines a first violation has occurred, there will be a verbal warning in line with the sport-specific competition warning protocol. Sport-specific protocol will determine how and when to stop competition to give warnings (ex. Official’s timeout). The warning will be documented on an official score sheet or similar format. The head coach is held accountable.
- **Written Warning & Coach Removal:** If the USEC member determines a second violation has occurred, there will be a written warning and the head coach will be suspended for the remainder of that match. Play will continue while officials notify the coach. The HOD will be informed of the suspension.
- **Match Forfeiture:** If the USEC member determines a third violation has occurred, the team will forfeit the match. Following the match, a meeting with the TD, USEC member, HOD (if present) and coach will be held. If the HOD is not present, he/she will be informed via written notification.
- **Move to Participation Division:** If a fourth violation occurs in a subsequent match, the team will be removed from official competition and will receive a Participation ribbon.

21. TECHNICAL COMPETITION OF FOOTBALL DEPARTMENT

21.1 Technical Committee

The Technical Committee serves as the main authority for all the aspects of competition, such as the technical area, sport venue operations, Unified Sport protocol, the medical area, the security area, HR, and any other area recognized as part of the sport competition structure.

Its responsibilities include leading the planning process, creation of the training and competition schedule for the event and a successful execution. The technical committee is comprised of technical delegates, officials, referees, medical officers and LOC staff.

Technical Committee	
Technical Delegate – 7 a-side	1
Technical Delegate - Futsal	1
Unified Sports Delegate – 7 a-side (to be determined by SOI)	2
Unified Sports Delegate – Futsal (to be determined by SOI)	2
Venue Operations (under the LOC)	2
Head of Officials & Referee – Futsal (provided by LOC)	1
Head of Officials & Referee – 7 a-side (provided by LOC)	1
Medical	1
Fitness and Performance Stations	1
TOTAL	12



Level	Role	Quantity	Rotation	Comments
1	Technical Committee	10	None	
2	Match and Unified Commissioners	18	None (2 shifts)	
2	Chief of officials	2	None	2 will be a member of the Technical Committee
COMPETITION PROTOCOL				
2	General Coordinator	2	None	
3	Field Coordinators	18	None (2 shifts)	
4	Official Entrance Parade	84 – 7 a-side 60 - Futsal	Can rotate in half-day shifts	Including ball retrievers
4	Scores	16	Can rotate in half-day shifts	
4	Balls Retrievers	36 for 7 a-side	Can rotate in half-day shifts	If Futsal were played outdoors we would need 12 more. If futsal is played indoors this position is not needed.
THE PRE AND POST MATCH PROTOCOL TEAM				
2	General Coordinator	2	One by field	
3	Venue Coordinators	4	None	
4	Welcome Stage, Check In and Departure Zone	12	Can rotate in half-day shifts	
4	Staging Area	8	Can rotate in half-day shifts	
4	Locker Rooms, Including Referees	20	Can rotate in half-day shifts	
4	Escorts to Warm Ups on Field of Play	8	Can rotate in half-day shifts	
TRAINING CENTER				
2	General Coordinator	1	None	
	Volunteers	12	Can rotate in half-day shifts	
SPORTS VENUES OPERATION TEAM				

**SPORT IMPACT STANDARDS
FOOTBALL**



1	General Coordinator	1	None	A member of the TC
3	Venue Coordinators	4	None	
4	Volunteers	20	Can rotate in half-day shifts	
MEDICAL TEAM				
1	Chief Medical Officer	1	None	Member of the TC
3	Venue Medical Coordinators	TBD	None	Minimum of 2, but this is dependent upon the number of venues used.
4	Paramedics	16	TBD by LOC	
	Medical Station	6	TBD by LOC	At least 1 nurse and 1 physician should staff medical Station. See Medical Operations TM for full details
4	Recovery Station – Athletic Trainers	3	Can rotate in half-day shifts	
	Sensory Space Volunteers	4	Can rotate in half-day shifts	Per space
FITNESS TEAM				
1	Fitness and Performance Stations Coordinator	1	None	Member of the TC
3	Warm-Up Fitness Professionals	6	Can rotate in half-day shifts	1 per warm-up area
3	Nutrition and Hydration Volunteers	6	Can rotate in half-day shifts	
3	Recovery Station Fitness Professionals	4	Can rotate in half-day shifts	Per Day
3	Game Day Minds Volunteers	4	Can rotate in half-day shifts	Volunteers for Training Day

REFEREE REQUIREMENTS (Each Crew will referee 2 matches per day)

Competition Type	Number of Crews	Number of People	Total
7 a-side	8	4	32
Futsal	4	3	12



22. FITNESS & PERFORMANCE STATIONS

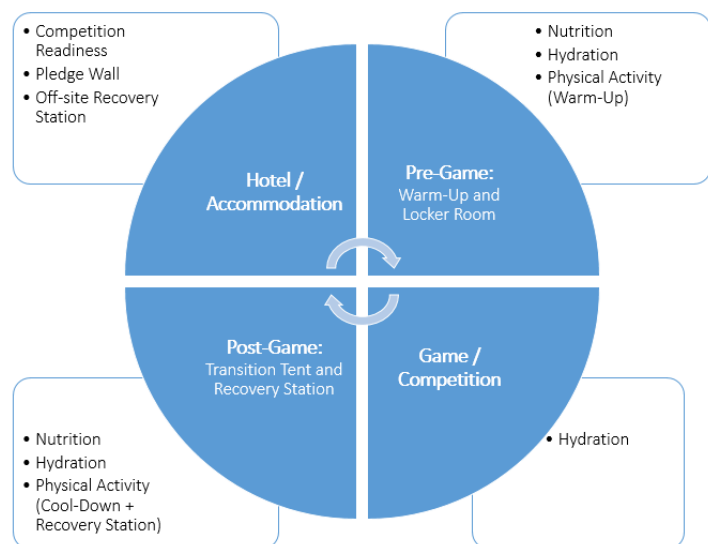
Fitness is an important element of sport. Fitness contributes to improved sport preparation and conditioning, greater sport performance, reduced injuries, quicker recovery, and overall better health and quality of life. In order to make a positive impact in these areas, there must be an intentional focus on the elements of physical activity, nutrition, and hydration throughout training and competition. Additionally, a focus on fitness through the lens of sport can help drive positive daily choices that increase lifelong, year-round fitness.

The Special Olympics World Games provides an excellent platform to promote the importance of fitness as part of the sports experience. Elements of fitness can be embedded in the training leading up to the tournament, as well as promoted throughout every aspect of the competition experience through the Performance Stations model.

Performance Stations educate and activate members of the movement in the tenets of fitness. Athletes will first experience the stations on Training Day when more time can be spent visiting each station and receiving education. On Competition Days, station participation will be much more succinct in order to flow seamlessly with the tight schedule of each day, and focus more on providing services and support. This provides a unique experience that directly impacts performance, prevents on-site injuries and illness, and promotes healthy lifestyle choices. Performance Station volunteers will be in sync with medical staff to ensure athletes who are showing signs of injury or illness are properly supported.

For more information, please reference the **Technical Manual for Fitness and Performance Stations**.

Flow of Performance Stations within Competition





Performance Stations: Space Needs and Operations

Station	Location	Space	Equipment	Volunteers per shift	Hours of Operation	Additional Notes
Nutrition & Hydration	Pre-Staging or Staging Areas; Locker Room (before and during competition)	1m ²	<ul style="list-style-type: none"> • 1 Table • 1 Water Cooler or 2 Water Dispensers • Fruit • 1 Trash Can • Ice • Paper Towels • Trash Bags • Nutrition Poster • Hydration Poster 	Training Day: 2-3 with a background in nutrition	Available at least 1 hour prior to competition (or when first team arrives)	Most of the emphasis should be on the Transition Tent, but some fruit and water should be available for athletes in staging areas and/or locker rooms.
	Transition Tent	50m ²	<ul style="list-style-type: none"> • 2 Tables • 2-4 Chairs • Nutrition Signage • Hydration Signage • Tablecloths • At least 3 different types of fruit • Granola Bar or similar grain based bar • Other healthy snacks for recovery (optional) • Platter to hold snacks • 2 Water Cooler or 3 Water Dispensers • Ice • Paper Towels • Trash Can • Trash Bags 	Competition Day: 4-6 General Volunteers	Available at least 30 minutes after last competition.	
	General Warm-Up area and/or On-Field Warm-Up	225m ²	<ul style="list-style-type: none"> • Physical Activity (Warm-Up) Signage 	2-4 with a background in fitness/exercise	Warm-Up: Available once teams disembark buses; at least 1 hour prior to competition	Warm-up can be conducted on field of play if time allows in competition schedule; Sample WU and will be given to the LOC for



Physical Activity						fitness professionals to use as guidance.
	Recovery Station: space near field of play; may be combined with the Transition Tent	At least 300m ²	<ul style="list-style-type: none"> • Exercise mats • Foam Rollers • Wipes for cleaning exercise equipment 	2-4 with a background in fitness/exercise	Cool-Down: Available at the end of the first game and until 45 minutes after the final game.	Cool-down should be included as part of the Recovery Station immediately following the match. Sample CD will be given to the LOC for fitness professionals to use as guidance.

23. UNIFORMS

- Players are required to wear the following items:
 - A jersey or shirt – if undergarments are worn, the color of the sleeve should be the same main color as the sleeve of the jersey or shirt.
 - All jerseys or shirts must have sleeves
 - Shorts – if undershorts are worn, they are of the same main color as the shorts.
 - Stockings
 - Shin guards
 - Footwear
- A one-piece playing suit of a shirt and shorts is not permitted.
- Goalkeepers
 - Each goalkeeper must wear a jersey with colors that distinguish him from the other players, the referee and the assistant referees.
 - If the jerseys of the two goalkeepers are the same color, and neither has another jersey to change into the team designated as the “home team” will have the goalkeeper wear a warm-up vest and the referee shall allow play to begin.
- A player may use equipment other than the basic equipment provided that its sole purpose is to protect him/her physically or is for a medical condition and it poses no danger to him or any other player. The referees will inspect to determine their safety.
- All items of jewelry (necklaces, rings, bracelets, earrings, leather, rubber bands etc.) are strictly forbidden and must be removed. Using tape to cover jewelry is not acceptable unless it is a medical alert bracelet or necklace. These are allowed but must be taped to avoid movement with medical alert information visible.
- The Technical Committee could accept any other article of clothing, taking into consideration religious or cultural aspects of the team. The request for acceptance must be submitted in advance, together with a detailed description of the article.



- FIFA protocols and sanctions established in the FIFA law 4 (Players equipment) will be followed by referees during the cup).
- All Teams must submit samples to LOC of their playing attire for approval. Details will be at the registration information.
- Each team shall have two (2) sets of uniforms. Their first uniform will be classified as the "HOME UNIFORM", and the second or alternative uniform will be classified as the "AWAY UNIFORM".
- Each team's socks, shorts and T-shirts, must be different colors for their uniform. Any uniforms that look similar will not be allowed.
- The home and away uniforms should be similar in color, following the patterns of the team or national federation who is a partner of the SO team. The Technical Committee must approve all uniforms. Please see the following example below:



- Team uniforms will be identified once the official draw for the group stage is determined. In the case that two uniforms look similar because of color, the host country will receive priority in choosing which uniform they prefer. For semi-finals and finals games, SOI will notify the teams a day in advance.
- Uniform Numbers
 - The numbers should run from 1-11 for the 7 a-side and Futsal teams. Each player shall keep the same number jersey throughout the tournament. If, for any reason, a player wears a number outside of that range, the Technical Committee will sanction the player and/or team.
 - Goalies shall wear #1 and #11 for 7 a-side and Futsal. The rest of the team shall use the remaining numbers. Should the goalie also be a field player, he must wear a regular field jersey with the same assigned number that he/she had been registered with from the beginning of the tournament. No exceptions.
 - When the numbers are displayed on the back of the jersey in the center the numbers should be between 25 cm. to 35 cm. high. Should the numbers be displayed on the front of the uniform, they should be between 10 cm. to 15 cm. high.



- The number must also be displayed also on either the right or left front side of all players' shorts. The must be between 10 cm. y 15 cm. high. The same number for each player must be on both sets of uniforms, shirt and shorts.
- The color of the numbers should stand out from the actual uniform (clear over dark and vice versa) so they can be seen from a distance either in stadium or on television. This is critical when the uniform has either a solid color or stripes.
- Every player (including the goalies) must wear shin guards on both legs at all times. The referees will not allow a player to enter the field without them.
- The captain will wear the captain's band on the arm of his choice.
- Player names may be placed on the back of jerseys.
- If any part of the uniform submitted is not acceptable for any reason, SOI will require the team to take corrective action and resubmit to SOI the corrected item for further consideration.
- The Match Commissioner shall have the right to check the playing kit at the match venue and refuse the use of any item not previously approved by SOI.
- Because teams could play in either natural grass or synthetic turf, players must wear molded cleats football shoes * please see below. The use of metal cleats (also referred as "screw-in") will not be permitted. Should futsal take place on an indoor surface, the LOC/SOI will provide details regarding appropriate footwear in advance.



Futsal (If indoor)

- Uniforms shall meet the Section 4.08 of SOI's general rules about Commercial message displays in games standards:
- Indoor soccer shoes must have a gum rubber flat outsole. This outsole is perfect for hard court surfaces used to play indoor soccer or futsal (on both indoor and outdoor courts). No cleats will be allowed for indoor futsal.



Commercial Messages on Uniforms and Numbers:

To avoid commercial exploitation of persons with intellectual disabilities, no uniforms, and none of the bibs or other symbols that carry racing numbers, which are used by Special Olympics athletes in any competition or during any opening or closing ceremonies of any Games can be printed trade names or commercial messages. The only trademarks that can be displayed on uniforms of athletes during competitions and opening and closing ceremonies of the Games, are the normal manufacturing trademarks.

24. SOI CONCUSSION AWARENESS & SAFETY RECOGNITION POLICY

24.1 Objective for Concussion Awareness

It is Special Olympics' intent to take steps to help ensure the health and safety of all Special Olympics participants. All Special Olympics participants should remember that safety comes first and should take reasonable steps to help minimize the risks for concussion or other serious brain injuries.

24.2 Defining a Concussion

A concussion is defined by the Centers for Disease Control as a type of traumatic brain injury caused by a bump, blow, or jolt to the head as well as serial, cumulative hits to the head. Concussions can also occur from a blow to the body that causes the head and brain to move quickly back and forth—causing the brain to bounce around or twist within the skull. Although concussions are usually not life threatening, their effects can be serious and therefore proper attention must be paid to individuals suspected of sustaining a concussion.

24.3 Suspected or Confirmed Concussion

A participant who is suspected of sustaining a concussion in a practice, game or competition shall be removed from practice, play or competition at that time. If a qualified medical professional is available on-site to render an evaluation, that person shall have final authority as to the removal or return to play of the participant. If applicable, the participant's parent or guardian should be made aware that the participant is suspected of sustaining a concussion.



24.4 Return to Play

A participant who has been removed from practice, play or competition due to a suspected concussion may not participate in Special Olympics sports activities until either of the following occurs (1) at least seven (7) consecutive days have passed since the participant was removed from play and a currently licensed, qualified medical professional provides written clearance for the participant to return to practice, play and competition or (2) a currently licensed, qualified medical professional determines that the participant did not suffer a concussion and provides written clearance for the participant to return to practice play immediately. Written clearance in either of the scenarios above shall become a permanent record.

24.5 Required Training and Timeline

All Coaches are required to complete concussion awareness training, available at [CDC Concussion Training](#) and submit the certificate of completion to their state Program. Any concussion awareness training other than the CDC's Heads Up training must be approved by SOI. The SOI policy on "Return to Play" differs from the CDC's training because Coaches do not see the Special Olympics athletes daily. For Coaches registering for the first time on or after January 1, 2015, confirmation of such training must be provided to the U.S. Program prior to the individual beginning volunteer duties. U.S. Programs must implement a system for tracking completion of the concussion awareness training by Coaches.

24.6 Frequency of Training

All Coaches must complete concussion awareness training at least once every three years.

24.7 Communication with Parents and Guardians

U.S. Programs are required to communicate in writing to all participants and/or parents/guardians, the concussion awareness and safety recognition program, as outlined in the Suspected or Confirmed Concussion and Return to Play sections of this policy.

The Centers for Disease Control [website](#) provides additional resources relative to concussions that may be of interest to participants and their families.

24.8 Concussion Frequently Asked Questions

1. Who is considered a "qualified" medical professional?
 - The definition of "qualified" medical professional varies by State. Each U.S. Program should consult local legal counsel to determine the Program's definition of "qualified" medical professional.
2. Can a U.S. Program use a concussion awareness training system that is different from the CDC Head's Up training?
 - Special Olympics, Inc. will consider alternative training systems. If you are interesting in utilizing an alternative training system, please provide a copy of the training (or link to the training) to Brianna Schreiner (bschreiner@specialolympics.org) for consideration.
3. What is the recommended approach for communicating in writing the concussion awareness and safety recognition program to participants/parents/guardians?
 - It is recommended that U.S. Programs provide the concussion awareness and safety recognition program with the athlete medical at least once every three years as part of registration, and also periodically distribute via newsletters, website, etc.
4. How often is the CDC training required?
 - After the initial training is completed (as outlined in the policy), all coaches must



complete the training and provide confirmation of such training to their Program at least once every three years. Frequency of training is consistent with the requirements for coach's certification, volunteer screening and Protective Behaviors training, so that the training can be incorporated into the current tracking processes.

5. How should parents/guardians be notified of a suspected concussion?
 - The Center for Disease Control's website includes several tools that can be provided to parents/guardians of a participant with a suspected concussion. It will also be important to share with the parent/guardian next steps relative to the participant's return to play, as outlined in the policy.
6. Is my Program subject to State law requirements?
 - At this time, most U.S. States have laws addressing concussions. The requirements of the laws of each State can vary significantly, so each Program should consult its legal counsel to ensure compliance with local laws. In addition, the following website provides an overview of concussion laws in each state: <http://www.ncsl.org/research/health/traumatic-brain-injury-legislation.aspx#1>. (This website should not replace qualified counsel, but can be used as an initial resource)

25. DISCIPLINARY RULES & PROCEDURES

- 25.1 Players and members of the delegation cautioned or dismissed from the field of play
- A player, who receives two (2) cautions (yellow cards) during the group stage matches, shall automatically be suspended from playing in the match following the match in which he received the second caution.
 - Single yellow card received in group stage will not be carried forward to semi-finals. However, if a player receives a second caution during the team's last match in group stage, the suspension will be carried forward to semi-final if this team has qualified.
 - A player and/or official who receives a red card or is sent-off during the competition shall automatically be expelled for the rest of the match and will not be eligible to play in the team's next match. The technical committee makes the final decision on number of total suspended matches.
 - Any player sent-off the field of play may stay on the bench unless the referee determines that the conduct of the player or his presence is not conducive to the on-going match. In this case, the referee may direct the head coach to ask his player to retire to the locker room immediately or be escorted to the stands. However, any other member of the delegation who is sent-off by the referee shall take no further part in the on-going match and shall retire to the locker room or the stands immediately.
 - A suspended player and/or coach/assistant coach/delegation member shall not be allowed on the bench and technical area.
 - Each coach shall bear the responsibility of monitoring the cautions and/or suspensions received by its players and coach/assistant coach/delegation member and to ensure that all players and coach/assistant coach/delegation member officials registered and/or fielded during the competition are eligible to play.
 - All players and official delegation members must abide by the "Special Olympics Code of



Conduct” on and off the field. Appropriate action may be taken by the SOI for any violation.

25.2 Indiscipline or Violent Conduct by Players and/or Coaches, Assistant Coaches, Delegation Member

- Any player or delegation member reported for indiscipline or violent conduct anywhere within the stadium, including but not limited to the field of play, locker rooms, training sites and within the hostels or hotels shall be dealt with by the Technical Committee.

26. AWARDS

- 7 a-side will consist of three (3) different divisions by category. Division 1 will have six (6) teams, and Divisions 2 & 3 will have five (5) teams.
- Futsal will consist of three (3) divisions with 4 teams in each category.
- Teams in first place of each division will receive the gold medal, second place will receive the silver medal, and 3rd will receive the bronze medal.
- 4th, 5th, and 6th will receive ribbons with the depicting the their final standing.
- Similar to the Olympics Games only athletes/partners will receive recognition either via ribbons or medals.

27. CANCELLATION AND/OR ABANDONMENT OF MATCHES

27.1 Cancellation of Matches

- If a match cannot commence on time due to “Force Majeure” or any other incidents such as, but not limited to, the field is not fit for play, weather conditions, floodlight failure, etc. the following procedures must be followed:
 - I. The Match is automatically suspended for the duration of thirty (30) minutes to allow conditions to improve sufficiently to restart the Match, unless the referee decides that the Match can be resumed earlier. In the case of lightning there is a minimum delay of 30 minutes, from the last strike, before play can be started.
 - II. At the discretion of the referee, another delay of a maximum of thirty (30) minutes shall be allowed if in his opinion this extra period of delay will allow the match to commence. Otherwise, at the end of this second thirty (30) minute period, the referee must declare the match to have been cancelled.
 - III. In the case of a cancelled match, the Technical Committee shall decide within two (2) hours of the referee’s decision to cancel the match whether the match can be rescheduled, taking sporting and organizational considerations into account, or whether any other action and decision is needed to continue with the competition. Any disciplinary sanctions resulting from the cancelled match shall remain in force.
- No protest may be lodged against decisions stated above.

27.2 Abandonment of Matches

- If the match is stopped by the referee before the end of normal time or during any extra time because of any Force Majeure or any other incidents such as, but not limited to, the field is not fit for play, weather conditions, mass confrontation, referee abandonment, floodlight failure, etc. the following procedures must be followed:



- The Match is automatically suspended for the duration of thirty (30) minutes to allow conditions to improve sufficiently to restart the Match, unless the referee decides that the Match can be resumed earlier. In the case of lightning there is a minimum delay of 30 minutes, from the last strike, before play can be started.
 - At the discretion of the referee, another suspension of a maximum of thirty (30) minutes shall be allowed if in his opinion this extra period of suspension will allow the match to be resumed. Otherwise, at the end of this second thirty (30) minutes period, the technical delegate must declare the match to have been abandoned.
 - In the case a match being abandoned as a result of Force Majeure for any reason after it has already kicked off, the match shall recommence with the same score at the minute at which play was interrupted rather than being replayed in full.
- The following principles shall apply to the recommencement of the match:
 - The match shall recommence with the same players on the pitch and substitutes available as when the match was initially abandoned;
 - No additional substitutes may be added to the 'Match Starting List';
 - The teams can make only the number of substitutions to which they were still entitled when the match was abandoned;
 - Players sent off during the abandoned match cannot be replaced.
 - Any sanctions imposed before the match was abandoned remain valid for the remainder of the match;
 - The kick-off time, date (foreseen for the following day) and location shall be decided by the Technical Committee.
 - The Technical Committee shall treat any matters requiring further decision.
 - No protest may be lodged against decisions stated above.

28. RESOURCES

RESOURCES	
<u>FIFA - Laws of the Game – Federation Rules</u>	This provides an overview of the Laws that govern international competitions. The Laws (Rules) of the Game are the identical for all football throughout the world. These rules keep the game fair and are a crucial feature of the “spirit” of the game. The best matches are those where the referee is rarely needed as both sides play with respect for each other, officials and the Laws.
<u>Special Olympics Football Sports Rules</u>	Football Sport Rules provide background on the rules that govern all Special Olympics Football competitions.



<p><u>Futsal Coaching Manual</u></p>	<p>The Futsal Coaching Manual gives an overview of the sport, its rules and objectives.</p>
<p>Fitness and Performance Stations Technical Manual</p>	<p>This manual provides the expectations for the LOC regarding the planning and implementation of fitness and Performance Stations. As a vital element to improving sport preparation and performance, reducing injuries and quickening recovery, fitness and Performance Stations are a critical component of Special Olympics and an important event of events, and therefore involves a dedicated group of fitness professionals, students and volunteers who lead stations and provide education for the participants. Information and recommendations on how to organize Performance Stations are provided so that the obligations can be met.</p>
<p>Medical Operations Technical Manual</p>	<p>This provides an overview of the requirements for the medical operations of the event. This includes, but is not limited to: First Aid, Venue Medical and Emergency/Ambulance Services at all venues/events and accommodations, communication Planning for medical incidents and health and safety concerns, disaster and disease outbreak management, credentialing and medical information records, tracking and reporting medical incidents, training of medical volunteers/staff.</p>
<p>Sensory Spaces Technical Manual</p>	<p>This provides an overview of the requirements of sensory spaces. Sensory Rooms and low-stimulations environments are specially designed spaces containing a range of stimuli designed to provide a safe environment for individuals to engage their senses. Sensory space is important for athletes who have issues with sensory processing/integration and have difficulty regulating certain sensory stimuli to help them decompress and cope with their surroundings. Along with many other benefits related to developing sensory skills, these spaces can provide a moment of comfort and calmness.</p>