



World Mini Mini Football

WMMF

Competition Rules

Team Attack Clock regulation
Appendix A



2026



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Team Attack Clock Regulation

Seniors

Article 1 Purpose

The Team Attack Clock is introduced to increase match intensity, promote attacking play, enhance spectator entertainment, and maintain the fast-paced identity of WMMF competitions.

Article 2 – Application

2.1 The Team Attack Clock shall apply only in senior competitions officially designated by WMMF.

2.2 The regulation may be used in:

- a) professional competitions;
- b) international championships;
- c) exhibition events;
- d) televised events; and
- e) experimental competitions approved by WMMF.

Article 3 – Attack Clock Duration

3.1 A team gaining possession of the ball must attempt a valid shot within thirty (30) seconds.

3.2 The Attack Clock begins immediately when:

- a) a player gains clear possession of the ball;
- b) play restarts following a dead-ball situation; or
- c) possession is awarded by the referee.

3.3 The referee or official timekeeper shall control the Attack Clock.

Article 4 – Valid Shot

A valid shot is defined as:

- a) any intentional attempt directed toward the opponent's goal;
- b) a shot that enters the goal;
- c) a shot saved by the goalkeeper;
- d) a shot blocked by a defender; or
- e) a shot striking the goal frame.

Article 5 – Reset of the Attack Clock

- a) The Attack Clock shall reset when:
- b) possession changes to the opposing team;
- c) a valid shot occurs;
- d) the goalkeeper gains possession following a save;



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- e) a foul is committed;
- f) play is stopped by the referee; or
- g) the ball goes out of play.

Article 6 – Violation

6.1 If a team fails to attempt a valid shot within the permitted time, play shall be stopped.

6.2 The opposing team shall be awarded the ball from the position nearest to where the Attack Clock expired.

6.3 The team awarded possession shall restart play from the boundary line.

Article 7 – Visible Countdown System

7.1 Competitions using the Team Attack Clock should utilize:

- visible countdown displays;
- electronic timing systems; or
- official timekeeping devices approved by WMMF.

7.2 In the absence of electronic systems, the referee may perform a visible manual countdown.

Article 8 – Referee Authority

The referee retains full authority regarding:

- a) possession determination;
- b) Attack Clock resets;
- c) stoppages;
- d) exceptional circumstances; and
- e) all final decisions concerning enforcement of this regulation.

Article 9 – Experimental Amendments

WMMF may modify:

- a) Attack Clock duration;
- b) reset procedures;
- c) enforcement methods; or
- d) related technical requirements

for experimental competitions or future rule development.

Article 10 – Spirit of the Regulation

All teams, players, and officials shall respect the spirit of continuous attacking football and fair play intended by the Team Attack Clock system.