



WMMF Competition Rules Above 15 Years Old



WMMF

Competition Rules & Regulations

15 Years Old & Above



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Feel the Rush Dare to Play



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Article 1 – Name, Purpose and Gender Categories

1.1 Name

The sport governed by these Rules shall be officially known as **World Mini Mini Football (WMMF)**.

1.2 Purpose

The purpose of WMMF is to promote a fast-paced, skill-based, and entertaining form of football founded upon the principles of fair play, sportsmanship, competition, inclusion, and mutual respect among all participants.

1.3 Application of the Rules

1.3.1 These Rules shall apply to all competitions organized, sanctioned, approved, or recognized by WMMF.

1.3.2 Member Associations (MAs), clubs, teams, athletes, officials, and organizers participating in WMMF events shall comply with these Rules and all applicable WMMF Regulations.

1.3.3 WMMF reserves the right to refuse approval, withdraw recognition, suspend, or impose disciplinary measures upon any Member Association, competition organizer, team, or participant that violates these Rules or other WMMF Regulations.

1.4 Gender Categories

WMMF competitions may be organized in the following categories:

- a) Male;
- b) Female;
- c) Mixed, where permitted by Competition Regulations.

Article 2 – Age Categories

2.1 Official Age Categories

The official WMMF age categories shall be:

Category	Age
Juniors	15-17
Senior 1	17-30
Senior 2	31 and Above
Mix Teams	15 and Above

2.2 Determination of Age

Eligibility shall be determined by the player's year of birth and not by the exact date of birth.

2.3 Verification of Age

WMMF may require players to submit proof of age and identity at any time.



2.5 Competition Regulations

Competition Regulations may establish additional eligibility requirements, age divisions, or veteran categories as approved by WMMF.

Article 3 – Competition Methods

3.1 Competition Formats

WMMF competitions may be conducted using one of the following formats:

- a) Single Elimination (Knockout) System;
- b) Round Robin System;
- c) Any other format approved by WMMF.

3.2 Round Robin Point System

Points shall be awarded as follows:

- a) Win: Three (3) points;
- b) Draw: One (1) point;
- c) Loss: Zero (0) points.

3.3 Tie-Break Procedure

Where two or more teams are tied on points, rankings shall be determined in the following order:

- a) Head-to-head result;
- b) Goal difference;
- c) Total goals scored;
- d) Fewest Team Fouls;
- e) Fair Play ranking;
- f) Penalty Shootout or drawing of lots, as determined by Competition Regulations.

3.4 Competition Authority

The Competition Committee shall have authority to determine the applicable competition format and tie-break procedures.

Article 4 – The Field of Play

4.1 General Requirements

- a) The Field of Play shall be rectangular and marked with clearly visible lines.
- b) The playing surface must be flat, level, safe, and suitable for play.

4.2 Approved Playing Surfaces

Matches may be played on:

- a) Indoor sports flooring;
- b) Synthetic surfaces;
- c) Cement surfaces;
- d) other surfaces approved by WMMF.

4.3 Indoor and Outdoor Play

WMMF matches may be conducted indoors or outdoors.



4.4 Field Dimensions

4.4.1 Field Dimension Variations

Where venue limitations make compliance with the standard field dimensions impracticable, the Technical Delegate (TD) may authorize adjustments to the Field of Play. Any adjustment shall be limited to a maximum variation of one (1) metre (3.3 ft) from the prescribed dimension in each case.

4.4.3 Junior, Senior

Length: 20 meters (65.5 ft)

Width: 10 meters (32.8 ft)

4.5 Field Markings

The Field of Play shall include:

- a) Boundary lines;
- b) Goal lines;
- c) Centre line;
- d) Centre mark;
- e) Corner markings;
- f) Penalty Area 1 (PA1);
- g) Penalty Area 2 (PA2);
- h) Penalty Line 1 (PL1);
- i) Penalty Line 2 (PL2);
- j) Penalty Box

4.6 Line Width

All field markings shall have a width of between five (5) and ten (10) centimeters (2–4 inches).

4.7 Penalty Area 1 (PA1)

PA1 shall be a rectangular area extending:

- a) 1.50 meters (4.9 ft) into the Field of Play from the goal line;
- b) 0.70 meters (2.3 ft) beyond the outside edge of each goalpost.

4.8 Penalty Area 2 (PA2)

PA2 shall be a rectangular area extending:

- a) Three (3) meters (9.8 ft) into the Field of Play from the goal line;
- b) 2.5 meters (8.2 ft) beyond the outside edge of each goalpost.
- c) For PL1 and PL2, the distance is measured from the goal line to the center of the line:

4.9 Penalty Line 1 (PL1)

PL1 shall:

- a) Be positioned two (2) meters (6.6 ft) from the goal line;
- b) Measure ninety (90) centimeters (35.4 inches) in length;
- c) Contain three designated kicking spots spaced thirty (30) centimeters (12 inches) apart.



4.10 Penalty Line 2 (PL2)

PL2 shall:

- a) Be positioned four (4) meters (13.1 ft) from the goal line, measured to the centre of the line;
- b) Measure ninety (90) centimeters (35.4 inches) in length;
- c) Contain three designated kicking spots spaced thirty (30) centimeters (12 inches) apart.

4.11 Boundary Lines

Boundary lines form part of the Field of Play.

4.12 Penalty Area Boundaries

The lines marking PA1 and PA2 form part of their respective penalty areas.

4.13 Multiple Fields

Where multiple Fields of Play are used:

- a) Adjacent fields shall be separated by a minimum distance of two (2) metres (6.6 ft) and a maximum distance of four (4) metres (13.1 ft);
- b) A protective net with a minimum height of two (2) metres (6.6 ft) shall separate adjacent fields.

Article 5 – The Ball

5.1 Official Ball

Only balls approved by WMMF may be used in official competitions.

5.2 Specifications

The official size, weight, pressure, material, and technical specifications of the ball shall be determined and published by WMMF.

5.3 Ball Inspection

The Referee shall inspect and approve the match ball before the commencement of play.

5.4 Ball Replacement

If the ball becomes defective during play, the Referee shall stop the match and restart play with a new ball in accordance with these Rules.

Article 6 – Players' Equipment

6.1 Mandatory Equipment

Each player shall wear:

- a) A numbered jersey;
- b) Shorts;
- c) Socks;
- d) Athletic footwear with non-marking rubber soles.
- e) Shin guards are optional

6.2 Prohibited Footwear

Natural grass football boots, metal studs, and similar footwear are prohibited.



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6.3 Jersey Numbers

Each player's jersey shall display a clearly visible number on the back.

6.4 Similar Team Colors

Where competing teams wear similar colors, the team losing the pre-match coin toss shall wear numbered bibs or covers supplied by the organizers.

6.5 Protective Equipment

Protective equipment including gloves, soft headgear, knee pads, and arm pads may be worn where permitted by these Rules.

6.6 Dangerous Equipment

Jewelry, watches, hard accessories, and any item considered dangerous by the Referee are prohibited.

6.7 Fingernails

Players shall keep fingernails short and properly trimmed.

6.8 Referee Inspection

The Referee may prohibit any item of equipment considered unsafe.

Article 7 – Goals

7.1 Approved Goals

Only WMMF-approved portable goals may be used.

Cones, poles, markers, or similar objects shall not be used as substitutes for goals.

7.2 Goal Dimensions

The internal dimensions of each goal shall be:

Width: One (1) meter (3.3 ft)

Height: Seventy-five (75) centimeters (2.46 ft)

7.3 Goal Position

Goals shall be placed at the center of each goal line.

7.4 Goal Safety

All goals shall be securely anchored and inspected before competition.

7.5 Goal Construction

Goalposts and crossbars shall be constructed of metal or durable hard plastic approved by WMMF.

7.6 Goal Support Structure

Goals shall include a supporting frame approved by WMMF.

7.7 Nets

Nets shall be securely attached and constructed of hemp, jute, nylon, or equivalent material.

7.8 Goal Depth

Goal depth shall measure approximately:

- a) Twenty (20) centimeters (7.9 inches) at the top;
- b) Thirty (30) centimeters (11.8 inches) at the bottom.



Article 8 – Duration of the Match

8.1 Match Structure

A match shall consist of two halves.

8.2 Playing Time

Sub-Cadet:

- a) Six (6) minutes per half.
- b) Two minutes Halftime break.

Cadets:

- a) Eight (8) minutes per half.
- b) Two minutes Halftime break.

Junior, Senior:

- a) Ten (10) minutes per half.
- b) Two minutes Halftime break.

8.3 Half-Time

A two (2) minute interval shall separate the first and second halves.

8.4 Team Benches

Teams shall occupy the same bench area throughout the match and shall not change benches.

Article 9 – Timeouts

9.1 General Principle

A team may request a timeout only while in possession of the ball.

9.2 Number of Timeouts

Each team shall be permitted three (3) time-outs of twenty (20) seconds duration during each half.

9.3 Procedure

Timeout requests shall be made by the coach or a player on the field to the Match Officials.

Article 10 – Official Match Clock

10.1 Stoppage of the Match Clock

The official match clock shall be stopped in the following circumstances:

- a) When the Referee stops play due to a foul, injury, disciplinary sanction, or any other reason requiring a stoppage;
- b) Upon the direction of the Referee for any circumstance affecting the proper conduct of the match.

10.2 Restart of the Match Clock

The official match clock shall restart upon the Referee's signal for play to resume.

10.3 Authority

The Referee shall have final authority regarding all matters relating to the operation of the official match clock.



Article 11 – Team Compositions

11.1 Cadets

- a) Male & Female teams may register up to Five (5) players and a minimum of Four (4).
- b) Mer team shall have five (5) players.
- c) Mix gender teams must have minimum two (2) females on each team.
- d) A maximum of three (3) players from each team may be on the Field of Play at any one time.
- e) Mix gender teams must have minimum one (1) Female player on the field of play at all times.

11.2 Juniors, Seniors

- a) Teams may register a maximum of Four (4) players and a minimum of three (3) players for a match.
- b) A maximum of Three (3) players from each team may be on the Field of Play at any one time.
- c) Mix gender teams must have minimum one (1) Female player on the field of play at all times.

11.3 Mix Gender

Refer to Articles 11.1, 11.2 & 11.3.

11.4 Playing Positions

All players are permitted to occupy any position on the Field of Play, including the goalkeeper position.

11.5 Goalkeeper

- a) Teams are not required to designate a permanent goalkeeper.
- b) Any player may assume the goalkeeper role at any time during play.
- c) Only one player may occupy PA1 at any given time in the role of goalkeeper.
- d) If two players from the same team are simultaneously present in PA1, it shall result in a free kick from nearest point to PA1 for the opposing team.
- e) Free kick may be direct or indirect.

11.6 Starting and Substitute Players

Prior to the commencement of the competition, each team shall identify its starting lineup and substitute players on official WMMF forms.

11. 7 Team Captain

Each team shall designate one (1) first captain and one (1) second captain.

- a) First captain shall be the only player authorized to formally communicate with the referees regarding matters arising during the match.
- b) If the First Captain is not on the field of play, the Second Captain shall be authorized to formally communicate with the referees on matters arising during the match.

11.8 Minimum Number of Players

A team that is unable to field the minimum number of players required under these Rules shall forfeit the match.



Article 12 – Team Lists

12.1 Team Registration Form

- a) All participating teams shall submit an official “WMMF Team List Form” available on the WMMF website.
- b) Incomplete Team List will not be accepted.
- c) All team lists must include a picture of all players.
- d) There will be a cost for adding or subtracting players from the preliminary list submitted.

12.2 Proof of Age

A copy or photograph of each player's birth certificate or another document approved by WMMF shall be submitted at the time of registration.

12.3 Finality of Team Lists

No player may be added to the Team List Form after the close of registration.

12.4 Replacement Due to Injury

A registered player may only be replaced after registration in the event of a medically verified injury preventing participation in the competition.

12.5 Medical Documentation

Any request for a player replacement shall be accompanied by a medical report issued by a licensed medical practitioner.

12.6 Replacement Fee

An administrative fee determined by WMMF shall be payable for any approved player replacement.

12.7 Starting Players List

Before the commencement of each match, the coach or team representative shall submit an official WMMF Starting Players List to the referees.

12.8 Eligibility

Only players listed on the approved Team List Form shall be eligible to participate in the competition.

Article 13 – Substitutions

13.1 Number of Substitutions

Unlimited rolling substitutions shall be permitted during a match.

13.1.1 A substituted player may re-enter the match an unlimited number of times provided all substitutions are conducted in accordance with these Rules.

13.2 Substitution Area

All substitutions shall take place directly in front of the team's bench area.

13.3 Substitution Procedure

13.3.1 Substitutions may be made at any time during active play without requiring the match to be stopped.

13.3.2 The player being substituted must leave the Field of Play before, or simultaneously with, the substitute entering the Field of Play.



13.3.3 The player leaving the Field of Play and the substitute entering the Field of Play shall each raise one arm to clearly identify the substitution.

13.3.4 Players entering and leaving the Field of Play shall do so from the area directly in front of their team bench.

13.3.5 The match clock shall not be stopped solely for the purpose of a substitution unless directed by the Referee.

13.4 Eligible Substitutes

Only players listed on the official Team List Form shall be eligible to participate as substitutes.

13.5 Unregistered Players

13.5.1 No unregistered player shall be permitted to participate in a match. If an unregistered player takes part in a match, the offending team shall forfeit the match immediately.

13.5.2 If a team submits credible evidence that an opposing team has used an unregistered player, and the violation is confirmed by the Competition Committee, the offending team shall be immediately disqualified from the competition and all results involving that team shall be dealt with in accordance with the competition regulations.

13.6 Suspended Players

A player serving a disciplinary suspension or Power Play penalty may not be substituted during the suspension period.

13.6.1 Teams required to play short-handed due to disciplinary sanctions shall continue with the reduced number of players for the full duration of the applicable Power Play unless an Early Release applies under these Rules.

13.7 Monitoring of Substitutions

The Line Referee shall monitor all substitutions and shall immediately notify the Referee of any substitution violation by raising the flag.

13.8 First Substitution Violation

A first illegal substitution by a team shall result in an official warning.

13.9 Second Substitution Violation

A second illegal substitution by the same team shall result in a Yellow Card being issued to the entering player and a Short Power Play being awarded to the opposing team.

13.10 Third and Subsequent Substitution Violations

A third illegal substitution, and each subsequent illegal substitution, shall result in a Blue Card being issued to the entering player and a Long Power Play being awarded to the opposing team.

13.11 Authority of the Referee

The Referee shall have full authority over all substitution procedures and may stop, delay, refuse, or sanction substitutions that violate these Rules or interfere with fair play.

13.12 Goal Following a Substitution Violation

A goal scored by a team immediately following a substitution violation committed by that team shall not be awarded.



Article 14 – General Rules of Play

14.1 Half-Line Restriction

Once the ball has completely crossed the half line, the team in possession shall not pass or deliberately play the ball back across the half line into its own half. A violation shall result in a free kick being awarded to the opposing team from the spot where the ball crossed back over the half line.

14.2 Team Ball Possession - 30-Second Count Foul (Appendix A)

14.3 Offside

There shall be no offside offence in WMMF.

14.4 Free Kicks

Free kicks may be either direct or indirect.

14.5 Defender Distance Requirement

At all restarts, defending players shall remain at least **two (2) meters** from the ball, or **two (2) meters from the boundary line** where the restart is being taken, until the ball is put into play.

14.6 Ball Placement

Ball will be placed on sidelines when restarting after Player or Team time violation and ball going out of bounds.

14.7 Restarting after Ball Stoppage

Ball must be stationary before a free kick, penalty kick, or restart of play.

14.8 Team Fouls

All defensive fouls shall be recorded as Team Fouls.

14.9 Offensive Fouls

Offensive fouls shall not be recorded as Team Fouls.

Article 15 – Fouls and Misconduct

15.1 Free-Kick Offences

15.1.1 Any foul committed outside Penalty Area 1 (PA1) depending on the severity of the foul shall result in a free kick awarded from the location of the offence.

15.1.2 If it is a Sevier foul it will result in a Yellow or Blue Card.

15.1.3 Free kicks may be direct or indirect as determined by these Rules.

15.1.4 A goal may be scored directly from a direct free kick.

15.2 Fouls and Misconduct

The following actions constitute fouls or misconduct:

1. Kicking or attempting to kick an opponent;
2. Tripping or attempting to trip an opponent;
3. Jumping at an opponent;
4. Charging an opponent in a reckless, dangerous, or excessive manner;
5. Striking or attempting to strike an opponent;
6. Pushing an opponent;
7. Holding an opponent;



8. Spitting at an opponent or any other person;
9. Tackling an opponent with contact;
10. Sliding in an attempt to play the ball or challenge an opponent;
11. Illegally preventing an opponent from releasing the ball;
12. Deliberately handling the ball;
13. Holding or controlling the ball for more than five (5) seconds;
14. Playing in a dangerous manner;
15. Committing an illegal substitution;
16. Delaying the restart of play;
17. Engaging in unsporting conduct;
18. Any handball offence as defined in Article 15.3.

15.3 Handball

15.3.1 A handball offence occurs when a player deliberately uses the hand or arm to control, carry, strike, direct, or propel the ball.

15.3.2 An accidental or unintentional handball shall not be penalized unless it directly results in a goal or creates an immediate and obvious goal-scoring opportunity.

15.3.3 No handball offence shall exist when the arm or hand is in a natural position resulting from normal body movement.

15.3.4 A deliberate handball committed by a defending player within PA1 or PA2 shall result in a penalty kick awarded from Penalty Spot 1 (PS1) or Penalty Spot 2 (PS2), depending on the location of the offence.

15.4 Team Fouls

15.4.1 All defensive fouls committed during normal play shall be recorded as Team Fouls.

15.4.2 Offensive fouls shall not be recorded as Team Fouls but as Personal Fouls.

15.4.3 Defensive fouls resulting in a penalty kick shall also be recorded as Team Fouls.

15.4.4 Each team is permitted a maximum of Five (5) defensive team fouls per half. Any subsequent defensive team foul committed after the Fifth (5th) defensive team foul shall result in a penalty kick being awarded to the opposing team from PS2.

15.4.5 The official record of Team Fouls shall be maintained by the match officials.

15.5 Playing Advantage

15.5.1 The Referee may apply advantage when the team against which a foul has been committed retains possession of the ball and benefits from continuing play.

15.5.2 If the anticipated advantage does not materialize within a reasonable period of time, the Referee may stop play and award the original foul.

15.5.3 Disciplinary sanctions shall still be applied at the next stoppage of play when required.

15.6 Persistent Infringement

A player who repeatedly commits fouls or violations during a match may be cautioned with a Yellow or Blue Card depending on the severity of any individual offence.

15.7 Unsporting Conduct

Unsporting conduct includes, but is not limited to:

15.7.1 Deliberately delaying the restart of play;

15.7.2 Verbally distracting an opponent;



- 15.7.3** Simulation or attempting to deceive a match official;
- 15.7.4** Showing dissent by word or action;
- 15.7.5** Removing or excessively delaying the replacement of equipment;
- 15.7.6** Any conduct deemed by the Referee to be contrary to the spirit of fair play.

15.8 Misconduct Following the Whistle

Players shall remain subject to disciplinary sanctions for misconduct occurring during stoppages of play, after the whistle, during intervals, or immediately following the conclusion of the match.

15.9 Referee Authority

The Referee shall have full authority to determine whether an action constitutes a foul, misconduct, dangerous play, or unsporting behavior under these Rules.

Article 16 – Player Personal Fouls Limit

16.1 Each player shall be permitted a maximum of Five (5) personal fouls during a match. Upon committing a sixth (6th) personal foul, the player shall be deemed to have fouled out and shall take no further part in the match. A substitute may replace the fouled-out player in accordance with the substitution regulations.

16.2 If a second player from the same team reaches Five (5) personal fouls during a match and subsequently commits a sixth (6th) personal foul, that player shall be deemed to have fouled out and shall take no further part in the match. A substitute may replace the fouled-out player in accordance with the substitution regulations. If no eligible substitute is available, the team shall continue the remainder of the match with only two (2) players on the field of play.

16.3 If the third player from the same team fouls out during a match, that team shall not be permitted to continue the match and it would be an automatic match forfeit.

Article 17 – Penalty Kicks

17.1 Award of a Penalty Kick

A penalty kick shall be awarded when a defending player commits a foul or handball offence within Penalty Area 1 (PA1).

17.2 Penalty Spot 1 (PS1)

Where the offence occurs within PA1, the penalty kick shall be taken from Penalty Spot 1 (PS1).

17.3 Penalty Spot 2 (PS2)

Where the offence occurs within PA2, a free kick shall be awarded to the opposing team.

17.4 Position of Players

All players other than the penalty taker and goalkeeper shall remain outside the Penalty Area 2 (PA2) until the ball is in play.

17.5 Goalkeeper Position

The goalkeeper shall remain in front of the goal line until the ball has been kicked.



17.6 Illegal Goalkeeper Position

The goalkeeper shall not sit, kneel, crouch, or otherwise lower their body within the goal frame, nor shall they lean on or use the goal frame for support at any time while the ball is in play or while defending a penalty kick.

17.7 Ball in Play

The ball shall be in play immediately after it has been kicked and clearly moves.

Article 18 – Rebound Play Following a Penalty Kick

18.1 General Principle

Once a penalty kick has been taken and the ball rebounds from the goalkeeper, goal frame, or playing surface without entering the goal, normal play shall continue.

18.2 Defensive Team Fouls During Rebound Play

If a defending player commits a foul during the rebound phase to illegally prevent a clear scoring opportunity, the Referee may issue a Yellow Card and award a second penalty kick.

18.3 Dangerous or Violent Conduct

Where the foul on the rebound involves dangerous play, violent conduct, or an obvious attempt to deny a goal-scoring opportunity, the Referee may issue a direct Blue Card and award a second penalty kick.

18.4 Team Foul Recording

Any defensive foul committed during rebound play shall be recorded as a Team Foul.

18.5 Attacking Team Fouls

Any foul committed by the attacking team during rebound play shall result in possession being awarded to the defending team. Such a foul shall be recorded as a personal foul only and shall not be included in the team's accumulated foul count.

18.6 Offensive Fouls

Offensive fouls committed during rebound play shall not be recorded as Team Fouls.

Article 19 – “Penalty Shootout” and “Penalty Tie-Breaker Shootout”

19.1 Application

If a match remains tied at the conclusion of regular playing time in a Single Elimination Competition, the winner shall be determined by a penalty shootout.

19.2 Penalty Shootout

Each team shall take three (3) penalty kicks in alternating order.

19.3 Coin Toss

The Referee shall conduct a coin toss to determine which team takes the first penalty.

19.4 Penalty Spot

All standard penalty kicks during the shootout shall be taken from Penalty Spot 1 (PS1). The ball can be placed on any of the three spots on the PS1

19.5 Goalkeeper Rotation

The goalkeeper position shall rotate among all eligible players.
No player may serve as goalkeeper for two consecutive penalty kicks.



19.6 Goalkeeper Conduct

19.6.1 The goalkeeper shall not sit, lean, or position themselves on the goal frame.

19.6.2 The goalkeeper may only use the legs and feet to stop, block, or play the ball. Use of any other part of the body shall constitute a violation.

19.7 Penalty Tie-Breaker Shootout

If a match remains tied at the end of the prescribed "Penalty Shoot-out", the shootout shall proceed to "Penalty Tie Breaker Shootout" phase conducted in accordance with the provisions of this Article.

19.8 Penalty Tie-Breaker Shootout

19.8.1 There are two (2) formats of Penalty Tie-Breaker that may be used. The applicable format shall be decided by the team that wins the coin toss conducted after the third penalty kick in the "Penalty Shoot-out". The winning team captain shall select which of the two formats will be used for the remainder of the penalty shootout.

19.8.2 If the scores remain level after each team has taken its three (3) penalty kicks in the Penalty Tie-Breaker Shootout, the shootout shall continue on a sudden-death basis, with each team taking one (1) penalty kick per round until one team scores and the other team fails to score in the same round, thereby determining the winner.

19.9 "Penalty Tie-Breaker" Shootout Formats

The following Penalty Tie-Breaker Shootout formats may be used:

- a) Challenge Penalties.
- b) Dynamic Penalties.

Article 20 – Challenge Penalties

20.1 General Procedure

Challenge Penalties shall be taken from Penalty Spot 2 (PS2).

20.2 Rules for Challenge Penalties

20.2.1 No goalkeeper shall be permitted during the execution of a Challenge Penalty.

20.2.2 The player shall take the penalty with their back facing the goal and may strike the ball only once using the back of the foot.

20.2.3 The player shall not lead, or otherwise move the ball before striking it, nor shall the player turn their body including their heads toward the goal when kicking the ball.

20.2.4 The player shall not look at the goal when kicking the ball.

20.2.5 The player may turn their head to view the goal while preparing for and executing the kick.

20.2.6 Once the ball has been struck, play shall be considered complete and no follow-up attempt shall be permitted.



20.4 Referee Authority

The Referee shall have sole authority to determine whether a Back-to-Goal Penalty has been executed in accordance with these Rules and whether the attempt is valid. The Referee's decision shall be final.

20.4.1 Invalid Execution

If the Referee determines that a Back-to-Goal Penalty has been executed in an illegal manner, the player shall be granted one (1) retake of the penalty.

20.4.2 Second Invalid Execution

If the same player commits a second violation during the retake, the penalty attempt shall be declared unsuccessful and recorded as a missed penalty. No further retake shall be permitted.

Article 21 – Dynamic Penalties

21.1 Starting Position

The player shall begin within Penalty Area 2 (PA2).

21.2 Rules for Dynamic Penalties

21.2.1 The player may move freely with the ball within PA2.

21.2.2 The shot must be taken from outside Penalty Area 1 (PA1).

21.2.3 The attacking player may not enter PA1 before shooting.

21.2.4 If the player enters PA1 and scores, the goal shall be disallowed and the penalty attempt shall be considered unsuccessful.

21.2.5 The goalkeeper may move freely within PL1 prior to the shot being taken but must remain within the boundaries of PL1 until the ball is struck.

21.2.6 If the goalkeeper leaves PL 1 area before the shot is taken, the penalty shall be retaken.

21.2.7 The goalkeeper shall not sit, lean, or otherwise position themselves on the goal frame.

21.2.8 The attacking player shall take the penalty shot within **5 seconds**.

Article 22 – Serious Fouls and Violent Conduct by Players

22.1 Definition

Serious fouls and violent conduct by players include kicking, striking, elbowing, charging, spitting, assaulting, attempting to injure, or engaging in any violent or dangerous act against an opponent, teammate, referee, team official, spectator, or any other participant.

22.2 Fouls Inside PA1

A serious foul committed by a defending player inside PA1 shall result in a penalty kick from PS1.

22.3 Fouls Inside PA2

A serious foul committed by a defending player inside PA2 shall result in a free kick and a Blue Card to the offending player.



22.4 Additional Discipline

If necessary, further disciplinary sanctions arising from serious fouls and violent conduct shall be imposed by the WMMF Technical Delegate after the match.

Article 23 – Misconduct and Violent Conduct by Team Officials

23.1 Definition

Misconduct by team officials includes abusive language, offensive gestures, intimidation, spitting, striking, assaulting, attempting to injure, or engaging in any violent or improper conduct towards players, match officials, spectators, or any other participant.

23.2 Removal from the Technical Area

A team official guilty of misconduct or violent conduct shall be dismissed from the technical area and must leave the vicinity of the field of play.

23.3 Additional Discipline

If necessary, further disciplinary sanctions arising from misconduct or violent conduct by a team official shall be imposed by the WMMF Technical Delegate after the match.

Article 24 – Disciplinary Sanctions During the Match

24.1 General Principles

24.1.1 The Referee shall have full authority to issue disciplinary sanctions during a match.

24.1.2 Disciplinary sanctions may be imposed for offences committed before the match, during the match, during intervals, during penalty shootouts, and immediately after the conclusion of the match.

24.1.3 The disciplinary sanctions available under WMMF Rules are:

- a) Yellow Card = 30-second Short Power Play
- b) Blue Card = 60-second Long Power Play
- c) Two Blue Cards = Ejection
- d) Referral to the WMMF Disciplinary Committee.

24.2 Yellow Card (Short Power Play)

24.2.1 Offences

A Yellow Card may be issued for:

- a) Reckless play;
- b) Tactical fouls;
- c) Persistent infringement;
- d) Persistent delaying the restart of play;
- e) Persistent Illegal substitution as provided in these Rules;
- f) Unsporting conduct;
- g) Disagree by word or action;
- h) Deliberate handball offences;
- i) Any other offence deemed by the Referee to warrant a caution.

24.2.2 Short Power Play

A player receiving a Yellow Card shall serve a Short Power Play suspension of thirty (30) seconds.



24.2.3 Playing Short-Handed

During the Short Power Play:

- a) The offending team shall continue play with one fewer player on the Field of Play;
- b) No substitute may enter to replace the penalized player during the suspension period.

24.2.4 End of Short Power Play

The offending team may return to full strength upon the earliest occurrence of:

- a) Expiration of the thirty (30) second suspension period;
- b) A goal scored by either team during the Short Power Play period (Early Release).

24.2.5 Return of Player

Following the conclusion of the Short Power Play, the penalized player may return to the match or may be replaced by a substitute.

24.2.6 Second Yellow Card

Second Yellow Card Offence

- a) A player receiving a second Yellow Card in the same match shall automatically receive a Blue Card.
- b) The player's team shall play with one fewer player for the duration of a Long Power Play in accordance with the Power Play provisions of these Rules.
- c) Upon completion of the Long Power Play, the player shall be eligible to return to the match.

24.3 Blue Card (Long Power Play)

24.3.1 Offences

A Blue Card may be issued for:

- a) Serious foul play;
- b) Violent conduct;
- c) Dangerous play;
- d) Denial of an obvious goal-scoring opportunity;
- e) Abusive, insulting, or offensive language or behavior;
- f) A second Yellow Card in the same match;
- g) Repeated illegal substitutions as provided in these Rules;

24.3.2 Long Power Play

A player receiving a Blue Card shall serve a Long Power Play suspension of sixty (60) seconds.

24.3.3 Playing Short-Handed

During the Long Power Play:

- a) The offending team shall continue play with one fewer player on the Field of Play;
- b) No substitute may enter to replace the penalized player during the suspension period.

24.3.4 End of Long Power Play

The offending team may return to full strength upon the earliest occurrence of:

- a) Expiration of the sixty (60) second suspension period; or



- b) A goal scored by either team during the Long Power Play period (Early Release).

24.3.5 Return of Player

A player receiving a Blue Card may return to the match following the completion of the Long Power Play suspension unless otherwise ejected under these Rules.

24.3.6 Two Blue Cards in One Match

- a) A player receiving two (2) Blue Cards in the same match shall result in a Red Card and immediate ejection from the match.
- b) The player shall be suspended for the remainder of the match and shall automatically be suspended for the team's next scheduled match.

24.4 Red Card

A red Card signifies an immediate ejection from the match.

24.5 Match Ejection Following Two Blue Cards

Where a player is ejected from a match:

- a) The player shall leave the Team Bench Area and the vicinity of the Field of Play;
- b) The team shall complete any remaining Long Power Play period with one fewer player;
- c) Upon expiration of the applicable Long Power Play period, the team may replace the ejected player with an eligible substitute.

24.6 Multiple Power Plays

24.6.1 Sequential Service of Power Plays

- a) Where a team receives more than one disciplinary sanction resulting in a Power Play, each Power Play shall be served separately and not simultaneously.
- b) If a team is serving a Power Play and another player of the same team receives a disciplinary sanction resulting in an additional Power Play, the second Power Play shall not commence until the first Power Play has been completed.
- c) The player serving the first Power Play may return to play in accordance with these Rules upon completion of that Power Play. The second sanctioned player shall then enter the Penalty Box and the second Power Play shall commence.
- d) Example: If Team A is serving a Power Play due to Player A1 and, during that Power Play, Player A2 receives a disciplinary sanction resulting in another Power Play, Team A shall complete the first Power Play before beginning the second. Upon completion of the first Power Play, Player A1 may return to play and Player A2 shall enter the Penalty Box to serve the second Power Play.

24.6.2 Reduction in Players

No team shall be reduced below Two (2) players in the Junior, Senior, and Mixed categories.

24.7 Early Release

An Early Release occurs when a goal is scored during a Short or Long Power Play.

24.8 Early Release Effect



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Upon an Early Release:

- a) The Power Play shall immediately end;
- b) The penalized team may return to full playing strength;
- c) The disciplinary sanction shall remain recorded against the player.

24.9 Match Misconduct

An Early Release shall not cancel any suspension, ejection, fine, or disciplinary consequence arising from the offence.

24.10 Administrative Sanctions

24.10.1 Blue Card Fine

Competition Regulations may impose an administrative fine upon any player receiving a Blue Card.

24.10.2 Additional Disciplinary Measures

The WMMF Disciplinary Committee may impose additional sanctions including:

- a) Suspensions;
- b) Fines;
- c) Match bans;
- d) Tournament bans;
- e) Any other disciplinary measure authorized under WMMF Regulations.

Article 25 – Accumulated Blue Cards During a Tournament

25.1 Tournament Suspension

A player who receives two (2) Blue Cards within any three (3) matches of the same tournament shall be automatically suspended for the team's next match. Any further Blue Card received during the same tournament shall result in additional suspensions/sanctions as determined by the Competition Regulations or Disciplinary Committee.

25.2 Replacement of a Suspended Player

Competition Regulations may permit a team to replace a player suspended for the remainder of a tournament, provided that:

25.2.1 A written request is submitted to WMMF by the team concerned;

25.2.2 The request is approved by the Competition Committee; and

25.2.3 Any applicable administrative fee, disciplinary fine, or replacement fee prescribed by WMMF has been paid.

25.2.4 Approval of a replacement player shall be at the sole discretion of the Competition Committee and may be subject to additional conditions specified in the Competition Regulations.

25.3 Additional Disciplinary Measures

The WMMF Disciplinary Committee, or any other competent judicial body of WMMF, may impose additional disciplinary sanctions where the circumstances of a case warrant further action beyond the automatic sanctions provided in these Rules.

Such sanctions may include:

25.3.1 Additional match suspensions;

25.3.2 Suspension from a tournament or competition;

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25.3.3 Monetary fines;

25.3.4 Disqualification from WMMF competitions or events;

25.3.5 Withdrawal of awards, titles, or results;

25.3.6 Any other disciplinary measure authorized under WMMF Rules, Regulations, or the WMMF Disciplinary Code.

25.4 Carry-Over of Suspensions

25.4.1 Suspensions imposed during a tournament shall not carry over to a player's next tournament or competition.

25.4.2 Where a player commits a serious offence resulting in a suspension extending beyond the current tournament, the WMMF Disciplinary Committee may impose a suspension covering one (1) or more games in the subsequent tournament or competition, as it deems appropriate.

25.5 Exceptional Cases

25.5.1 In cases involving violent conduct, assault, discrimination, match manipulation, threats, serious abuse of match officials, or other serious misconduct, the WMMF Disciplinary Committee may impose sanctions exceeding those specified in this Article.

25.5.2 Such sanctions may include suspensions extending beyond the current tournament, exclusion from one (1) or more subsequent tournaments or competitions, monetary fines, disqualification from WMMF events, or any other disciplinary measure authorized under WMMF Rules and Regulations.

Article 26 – Referee Authority

26.1 General Authority

The Referee shall have full authority to enforce the WMMF Rules and Regulations during a match.

26.2 Period of Authority

The Referee's authority shall commence upon entering the playing area for the pre-match inspection and shall continue throughout the match and all related activities until the Referee has left the playing area and completed all official post-match duties.

The Referee shall have the authority to take disciplinary action against players, team officials, and other participants from the moment they enter the playing area until they leave the playing area following the conclusion of the match.

26.3 Decisions of Fact

Decisions made by the Referee regarding facts connected with play, including whether a goal has been scored, the result of the match, disciplinary sanctions, and the application of the Rules, shall be final.

26.4 Disciplinary Authority

The Referee may issue disciplinary sanctions before the match, during the match, during intervals, during penalty shootouts, and immediately after the conclusion of the match.

26.5 Match Safety and Control

The Referee may:



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- a) Stop play for injuries, safety concerns, adverse conditions, or any circumstance affecting the fair conduct of the match;
- b) Abandon a match only where the Referee reasonably believes that the safety of the players, team officials, match officials, spectators, or the Referee and officiating team is at risk and the situation cannot be adequately controlled or resolved;
- c) Take disciplinary action against players, substitutes, team officials, or any person subject to these Rules.

26.6 Injured Players

26.6.1 The Referee shall determine whether play shall be stopped for an injured player and whether the player may remain on the Field of Play or must leave for treatment.

26.6.2 A coach, team official, or designated medical attendant may enter the Field of Play only with the Referee's permission and solely for the purpose of attending to an injured player.

26.6.3 Except in cases of serious injury where immediate assistance is required, no coach, team official, substitute, or other person may enter the Field of Play without the Referee's authorization.

26.6.4 Each team shall be responsible for the immediate care and treatment of its players during a match and shall ensure that appropriate first-aid supplies are available on the team bench, including cold spray, ice packs, bandages, and any other necessary medical or treatment equipment required by the Competition Regulations.

26.6.5 WMMF, the Competition Organizer, and Match Officials shall not be responsible for providing medical treatment to players during a match, except where otherwise required by the Competition Regulations or local law.

26.7 Cooperation of Match Officials

The Referee shall work in cooperation with all other appointed Match Officials.

26.8 Interpretation of the Rules

26.8.1 Where a situation arises that is not expressly covered by these Rules, the Referee shall make a decision based on the principles of fairness, player safety, and the spirit and objectives of the WMMF Rules.

26.8.2 Such decisions shall be made in the best interests of the match and shall be final, subject to any review procedures established by WMMF.

26.9 Match Report and Match Sheet

26.9.1 At the conclusion of the match, the Match Recorder shall present the official Match Sheet to the Referee for review.

26.9.2 The Referee shall verify the information recorded on the Match Sheet, add any comments, incidents, disciplinary sanctions, or other details that the Referee considers necessary, and sign the Match Sheet to confirm its accuracy.

26.9.3 The Referee may include details relating to misconduct, injuries, unusual incidents, interruptions, safety concerns, or any other circumstances occurring before, during, or after the match that may be relevant to WMMF or the Competition Organizer.

26.10 Final Authority During the Match

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26.10.1 The Referee shall have full authority to enforce the WMMF Rules during the match. Decisions made by the Referee regarding facts connected with play, including goals scored, fouls, disciplinary sanctions, restarts, timing, and other match-related decisions, shall be final and binding.

26.10.2 Following the match, WMMF, the Competition Committee, or the Disciplinary Committee may review reports, misconduct, disciplinary matters, eligibility issues, or other incidents occurring before, during, or after the match and may take such action as permitted under WMMF Rules and Regulations. Such reviews shall not invalidate or alter the Referee's decisions on facts connected with play unless expressly authorized by WMMF Regulations.

26.11 Post-Match Procedures

26.11.1 The Referee shall review and sign the Match Sheet. Team captains or coaches may be requested to sign the Match Sheet to acknowledge the recorded result and disciplinary sanctions.

26.11.2 Any protest must be submitted in writing within a specified period (e.g., 30 or 60 minutes after the match, or as stated in Competition Regulations).

26.11.3 Any Yellow or Blue Card accumulation, serious misconduct, or match abandonment shall be reported to the Competition Committee and/or Disciplinary Committee.

26.11.4 The Competition Committee may review administrative matters, while the Disciplinary Committee may review misconduct and impose further sanctions where appropriate.

Article 27 – Conduct and Discipline

27.1 General Principle

All participants shall conduct themselves in a manner consistent with the principles of fair play, integrity, respect, and sportsmanship.

27.2 Persons Subject to Disciplinary Jurisdiction

The following persons shall be subject to WMMF disciplinary authority:

- a) Players;
- b) Coaches;
- c) Team Officials;
- d) Match Officials;
- e) Competition Officials;
- f) Member Associations;
- g) Any accredited participant.

27.3 Prohibited Conduct

- a) The following conduct is prohibited:
- b) Violent conduct;
- c) Assault or attempted assault;
- d) Threatening behavior;
- e) Discrimination of any kind;
- f) Match manipulation or corruption;



- g) Abuse of match officials;
- h) Bringing WMMF into disrepute;
- i) Any conduct contrary to the spirit of sport and fair play.

27.4 Disciplinary Committee

The WMMF Disciplinary Committee shall have authority to investigate and adjudicate disciplinary matters arising from WMMF competitions.

27.5 Sanctions

Available sanctions include:

- a) Warnings;
- b) Reprimands;
- c) Match suspensions;
- d) Tournament suspensions;
- e) Monetary fines;
- f) Removal of accreditation;
- g) Expulsion from competitions;
- h) Any other sanction authorized by WMMF Disciplinary Committee.

27.6 Initiation of Disciplinary Proceedings

Disciplinary proceedings may be initiated on the basis of:

- a) Referee Reports;
- b) Technical Delegate Reports;
- c) Match Recorder Reports;
- d) Video or photographic evidence;
- e) Written protests submitted by a team;
- f) Written complaints or reports submitted by an athlete, coach, team official, match official, or other accredited participant;
- g) Official complaints submitted to WMMF; or
- h) Any other credible evidence considered relevant by the WMMF Disciplinary Committee.

Article 28 – On Field Technical Officials

28.1 Each WMMF match is controlled by 4 match officials only:

- a) Center Referee (Match Authority & Time Violation Controller)
- b) Linesman 1 (Team Bench Side – Team A)
- c) Linesman 2 (Team Bench Side – Team B)
- d) Match Recorder / Timekeeper operates as the official off-field authority for time and records.

28.2 Appointment of Referees

28.2.1 Referees for WMMF matches and competitions shall be appointed by WMMF.

28.2.2 Member Associations may recommend referees for appointment; however, the final authority for the appointment and approval of Referees shall rest with WMMF.

28.2.3 Only persons duly authorized and appointed by the responsible authority may officiate as Referees in WMMF matches.

28.3 Authority



Referees shall possess full authority to enforce the WMMF Rules during the match.

28.4 Signals

Referees and Line Referees shall use the official WMMF hand and flag signals approved by WMMF.

28.5 Neutrality

Referees shall perform their duties impartially and independently.

28.6 Final Match Decisions

Decisions made by the Referee regarding facts connected with play, including whether a goal is scored, whether a foul or infringement has occurred, and the outcome of any match incident, shall be final and binding during the match.

Article 29 – Technical Delegate Responsibilities

29.1 General Responsibility

The Technical Delegate shall act as the official representative of WMMF and shall oversee the proper organization, administration, and conduct of the competition in accordance with WMMF regulations.

29.2 Pre-Match Duties

The Technical Delegate shall:

- 29.2.1** Inspect and approve the field of play, goals, markings, team benches, penalty box, and technical areas;
- 29.2.2** Verify that all required match equipment is available and in proper condition;
- 29.2.3** Confirm team registrations, player eligibility, uniforms, and team lists;
- 29.2.4** Conduct or supervise the pre-match technical meeting where applicable;
- 29.2.5** Ensure that match officials are present and prepared for the match;
- 29.2.6** Confirm that all competition requirements have been satisfied before kickoff.

29.3 Match Duties

During the match, the Technical Delegate shall:

- 29.3.1** Monitor compliance with WMMF Competition Rules and event regulations;
- 29.3.2** Supervise the overall organization and operation of the match;
- 29.3.3** Coordinate with match officials, team representatives, and event organizers when necessary;
- 29.3.4** Monitor spectator, security, medical, and operational matters affecting the match;
- 29.3.5** Record significant incidents occurring before, during, or after the match;
- 29.3.6** Assist in resolving administrative or operational issues that may arise.

29.4 Authority Regarding Match Operations

- 29.4.1** The Technical Delegate may recommend delays, suspensions, resumptions, or abandonment of a match due to safety, security, weather, facility, or operational concerns.
- 29.4.2** The final decision regarding the continuation, suspension, or abandonment of a match shall be made in consultation with the Referee.

29.5 No Authority Over Referee Decisions

- 29.5.1** The Technical Delegate shall not interfere with or overturn decisions made by the Referee concerning facts connected with play.
- 29.5.2** All on-field decisions remain exclusively within the authority of the Referee.



29.6 Post-Match Duties

Following the match, the Technical Delegate shall:

- 29.6.1** Verify the official match records;
- 29.6.2** Review reports submitted by match officials;
- 29.6.3** Prepare and submit a Technical Delegate Report to the organizing authority;
- 29.6.4** Report any disciplinary, operational, safeguarding, security, or competition-related incidents;
- 29.6.5** Recommend corrective actions where necessary.

29.7 Reporting Authority

The Technical Delegate may submit reports concerning:

- 29.7.1** Competition rule violations;
- 29.7.2** Team or official misconduct;
- 29.7.3** Administrative irregularities;
- 29.7.4** Facility deficiencies;
- 29.7.5** Safety, safeguarding, or security concerns;
- 29.7.6** Any matter affecting the integrity, reputation, or proper conduct of the competition.

Article 30 – Match Recorder / Timekeeper Duties

30.1 General Responsibility

The Match Recorder / Timekeeper shall be responsible for the official timing and administrative recording of the match and shall assist the Referee in the proper conduct of the game.

30.2 Timekeeping Duties

The Match Recorder / Timekeeper shall:

- 30.2.1** Operate the official match clock;
- 30.2.2** Measure the duration of each half, overtime period, and any other period required by the Competition Rules;
- 30.2.3** Stop and restart the clock when instructed by the Referee or when required under the Rules;
- 30.2.4** Record all stoppages and delays affecting playing time;
- 30.2.5** Signal the end of each period of play;
- 30.2.6** Monitor and record the duration of all Power Plays and Penalty Box sanctions;
- 30.2.7** Notify the Linemen when a Power Play or Penalty Box sanction has expired;
- 30.2.8** Assist the Referee in monitoring all time-related violations and procedures.

30.3 Match Recording Duties

The Match Recorder / Timekeeper shall record:

- a) Goals scored;
- b) Goal scorers;
- c) Accumulated Fouls;
- d) Yellow Cards;
- e) Red Cards;
- f) Power Plays;
- g) Penalty Box sanctions;
- h) Substitutions;



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- i) Timeouts;
- j) Match suspensions, delays, or abandonments;
- k) Any other incidents required by WMMF regulations.

30.4 Communication Duties

The Match Recorder / Timekeeper shall:

- 30.4.1** Maintain communication with the Linemen throughout the match;
- 30.4.2** Provide information requested by the Referee concerning time, sanctions, substitutions, or match records;
- 30.4.3** Assist the Referee in ensuring that all recorded information is accurate.

30.5 Administrative Duties

The Match Recorder / Timekeeper shall:

- 30.5.1** Prepare and maintain the Official Match Record;
- 30.5.2** Verify final scores and match statistics;
- 30.5.3** Record the names and details of players, team officials, and match officials participating in the match;
- 30.5.4** Ensure all match records are completed and signed where required;
- 30.5.5** Submit the Official Match Record to the Technical Delegate following the match.

30.6 Authority

The Match Recorder / Timekeeper shall not make decisions regarding fouls, misconduct, goals, disciplinary sanctions, or any facts connected with play.
Such decisions remain exclusively within the authority of the Referee.

Article 31 – Spirit of the Game

31.1 Fundamental Principle

WMMF is founded upon the principles of respect, fair play, sportsmanship, integrity, and enjoyment.

31.2 Responsibility of Participants

All participants shall:

- a) Respect opponents;
- b) Respect Match Officials;
- c) Respect spectators;
- d) Respect the Rules of the Game;
- e) Promote the positive image of WMMF.

31.3 Fair Play

Winning shall never take precedence over fair play, safety, and respect.

31.4 Respect for Officials

Participants shall accept the authority of Match Officials and refrain from abusive, insulting, or threatening conduct.

31.5 Safety

Player safety shall remain a primary consideration in the interpretation and application of all WMMF Rules.

31.6 Interpretation

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Where a situation is not specifically addressed by these Rules, participants and officials shall act in accordance with the spirit and objectives of WMMF.

31.7 Integrity of the Sport

All persons involved in WMMF shall protect and promote the integrity, reputation, and development of World Mini Mini Football.

Appendix A – Team Attack Clock Regulation

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 in WMMF Cadets, Juniors and Seniors competitions officially designated by WMMF.

Article 3 – Attack Clock Duration

3.1 A team gaining possession of the ball must attempt a valid shot on the goal within forty (40) seconds in Cadets and thirty (30) seconds in Juniors and Seniors.

3.2 The clock shall not stop unless possession of the ball changes to the opposing team.

3.3 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.

3.4 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;
- e) a foul is committed;
- f) play is stopped by the referee;
- g) The ball goes out of play and is restarted by the opposing team.



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.