

## Copenhagen Cup - 5v5 Quickguide

### Det praktiske

- Kampen dømmes af lokal dommer. Husk at vise respekt og hensyn.
- Boldstørrelse: 4
- Overtræksveste: Sidstnævnte hold ved trøjelighed
- Spilletid: 1x25 minutter
- Udvisninger og advarsler anvendes ikke – hvis en spillers opførsel er upassende kan kamplæderen tildele et frispark eller bede træneren om at give spilleren en pause i 5 minutter, hvor en ny spiller kommer ind. Hvis det fortsætter, kan kamplæderen tildele straffespark, og kan i sidste ende vælge at afbryde kampen.
- Førstnævnte hold starter med bolden. Begyndelsesspark må dribles eller sparkes fra midten i alle retninger
- Grundet kort tid mellem kampene, så hilser spillerne ikke på hinanden før kampen.

### Specialregler

- Keeperen må ikke samle tilbagelægning op i hænderne.
- Når et hold er bagud med tre mål, må holdet, der er bagud, indsætte en ekstra spiller. Ved reducere af forspringet udlignes spillerantallet.

### Dødbolde

- Indkast: Spilleren vælger mellem indkast, -spark eller -dribling – bolden skal nå at ligge stille, og der kan ikke scores direkte. Afstand: 2 meter.
- Målspark: Spilleren vælger mellem spark eller dribling. Afstand: Modstandere skal tilbage på egen banehalvdel (spilleren må dog gerne selv igangsætte, før modspillere er nået over midten)
- Hjørnespark: Tages som spark eller dribling fra hjørnet – bolden skal nå at ligge stille. Afstand: 5 meter.
- Straffespark: Tages fra kanten af målfeltet midt for mål.

### Kampafslutning

- De to hold stiller op til fairplay-hilsen.

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### Practical information

- The match is officiated by a local referee. Please always to show respect and consideration.
- Ball size: 4
- Bibs: The second-named team wears bibs in case of similar shirt colours
- Match duration: 1x25 minutes
- Yellow og red cards are not used. If a player's behaviour is inappropriate, the match official may award a free kick or ask the coach to substitute the player for a 5-minute break, during which another player may enter the field. If the behaviour continues, the match official may award a penalty kick and may ultimately decide to abandon the match.
- The first-named team kicks off. The kick-off may be dribbled or kicked in any direction from the centre spot.
- Due to short time between matches there are no pre-match handshake.

### Special rules

- The goalkeeper is not allowed to pick up a deliberate back pass with their hands.
- When a team is trailing by three goals, that team may add an extra player. If the score difference is reduced, the number of players must be equalised again.

### Restarts

- Throw-in: The player may choose between a throw-in, kick-in, or dribble-in. The ball must be stationary before play resumes, and a goal cannot be scored directly. Distance: 2 metres.
- Goal kick: The player may choose between a kick or dribble. Distance: Opponents must retreat to their own half (however, the player may restart play before opponents have crossed the halfway line).
- Corner kick: Taken as a kick or dribble from the corner. The ball must be stationary before play resumes. Distance: 5 metres.
- Penalty kick: Taken from the edge of the goal area, centrally in front of the goal.

### End of match

- The two teams line up in two rows for a fair play handshake.