

Rules Campusliga Dortmund (updated 10.02.2026)

1. Basis

Games are played according to the official rules of the German Football Association. The exceptions formulated in the following points apply to all games of the Dortmund Campus League. The game is played on a half-field (approx. 70 x 40 meters) with youth football goals (5 x 2m). The pitch is bounded on the one hand by the yellow lines (parallel to the center line) and on the other hand by the line of the 5m space. The latter is extended with cones for better marking. **The game is played with six outfield players plus goalkeeper.**

2. Substitutions and replacements

Substitutions may be made as often as desired. The substitutes are located behind their own goal. A player may only enter the pitch when the other player has left it. In the event of a gross violation of this rule, the substituted player receives a yellow card.

3. Offside

The offside rule does not apply to Campus League matches.

4. Free Kick

There are both direct and indirect free kicks. **Fouls and handball are followed by a direct free kick**, except of course for fouls and handball in the penalty area. In the case of a direct free kick, the ball may be kicked directly at the goal. After an infringement of the back-pass rule (see 10.), dangerous play or interruptions to issue a warning or sending-off for disciplinary reasons, the game continues with an indirect free kick. In the case of an indirect free kick, the ball must not be kicked directly at the goal, but must be touched by at least one other player before the kick is taken. For all free kicks, the defending team must keep a distance of five meters.

5. Penalty

In the event of a deliberate handball or a foul in the penalty area, a penalty kick is awarded to the attacking team. **The penalty kick is taken from a distance of 9 meters (blue line).** Only the kicker and the goalkeeper may be in the penalty area; all other players may only enter the penalty area once the player taking the kick has touched the ball. The goalkeeper must stand on the goal line and may also only leave it once the player has touched the ball.

6. Throw-in

If the ball rolls out of bounds over the touchline, the game continues with a throw-in. **The throw-in is taken normally** and may not be rolled in, dribbled in or shot in. The players of the opposing team must keep a distance of at least three meters. If the throw-in is played to the own goalkeeper, he may NOT pick up the ball with his hands!

7. Corner

If the ball crosses the outer goal line after being touched by a defending player, the game continues with a corner kick for the attacking team. The players of the opposing team must keep a distance of at least three meters from the corner flag.

8. Cautions & sending off

As in a regular soccer match, the referee has yellow and red cards. A yellow card is given for the following offenses: gross foul play, (persistent) complaining, deliberate handball, time play and deliberately knocking the ball away. If a player receives a yellow card for the second time in a match, this means yellow-red and the team concerned must finish the match short-handed. **Every yellow-red card must be reported to the match supervisor.**

A red card is given for rough play, where an injury to an opponent is recklessly accepted, as well as for unsportsmanlike conduct. In addition to such foul play, this includes insulting the referee, insulting an opponent, assault and straddling from behind in the legs. A red card leads to the exclusion of the player and to the team having to finish the game short-handed. **Every red card must be reported to the match supervisor.**

In the case of a yellow-red card, the player is suspended for the next match. In the case of a red card, the league coordinators decide on the length of the suspension. Depending on the nature of the offense, the player or, in extreme cases, the entire team may be excluded from league play.

9. Goalkeeper & Goal kick

As soon as the ball has crossed the outer goal line after being touched by an attacking player, the goalkeeper puts the ball back into play. **The goal kick can be taken with the foot or by throwing the ball.** If the kick is taken with the foot, the ball must be on the ground. The kick-off may NOT be taken with a volley from the hand. **Both the kick-off and the throw-off may cross the center line and be played into the opponent's half. Both the goal kick and the goal kick are indirect, i.e. if the ball enters the goal directly from the goalkeeper without further contact, the goal does not count.** The goalkeeper may leave the penalty area at any time, in which case he assumes the status of an outfield player. A deliberate handball by the goalkeeper outside the penalty area is punished with a red card and a direct free kick for the opponent.

10. Back pass rule

The back pass rule applies to all games in the Campus League. This means that the goalkeeper may not receive a targeted back pass - including a throw-in - from one of his/her own players with his/her hands. In the event of an infringement, an indirect free kick is awarded to the opposing team at the point where the goalkeeper picked up the ball with his hands.

11. Halftime

The half-time should last a maximum of 2-3 minutes and is mainly used for changing sides.

12. Injury time

Extra time is at the discretion of the referee. In the event of longer interruptions to the game, e.g. injuries or fetching the ball, the referee should stop the time.

13. Non-Appearance

If a team does not show up for a scheduled match, the match will be scored 0:5 from the point of view of the team that did not show up. **It is not possible to postpone a match!**