

**LAWS OF THE GAME**

**FUTSAL**

**2000    Edition**

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## LAW 1 – THE PITCH

The pitch and appurtenances are shown in the following illustration:

### Dimensions

The pitch must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length:            minimum 25 m  
                      maximum 42 m

Width:            minimum 15 m  
                      maximum 25 m

### International Matches

Length:            minimum 38 m  
                      maximum 42 m

Width:            minimum 18 m  
                      maximum 22 m

### Pitch Markings

The pitch is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.

All lines are 8 cm wide.

The pitch is divided into two halves by the halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3 m is marked around it.

## **The Penalty Area**

A penalty area is defined at each end of the pitch as follows:

Quarter circles, with 6 m radius, are drawn centred on the outside of each goal post. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goal post. The upper part of each quarter circle is joined by a 3.16 m line running parallel to the goal line between the goal posts.

## **Penalty Mark**

A penalty mark is drawn 6 m from the midpoint between the goal posts and equidistant from them.

## **Second Penalty Mark**

A second penalty mark is drawn on the pitch 10 m from the midpoint between the goal posts and equidistant from them.

## **The Corner Arc**

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

## **Substitution Zone**

The substitution zone is situated on the same side of the pitch as the teams' benches and directly in front of them and is where the players enter and leave the pitch for substitutions.

- The substitution zones are situated directly in front of the teams' benches and are each at least 3 m in length. They are marked on each side by a line, at right angles to the touch line, 8 cm wide and 80 cm in length, 40 cm of which is drawn on the inside of the pitch and 40 cm on the outside of the pitch.
- There is a distance of 3 m between the closest end of each substitution zone and the intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is kept clear.

## **Goals**

Goals must be placed on the centre of each goal line.

They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is 3 m and the distance from the lower edge of the crossbar to the ground is 2 m.

Both goal posts and the crossbar have the same width and depth of 8 cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support.

The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the pitch, is at least 80 cm (in) at the top and 100 cm (in) at ground level.

### **Safety**

The goals may be portable but they must be anchored securely to the ground during play.

### **Surface of the Pitch**

The surface is smooth and flat and non-abrasive. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

### **Decisions**

- Decision 1

In the event that the goal lines measure between 15 to 16 m, the radius of the centre circle measures only 4 m. In this case the penalty mark is no longer situated on the line defining the penalty area but remains at a distance of 6 m from the midpoint between the goal posts and equidistant from them.

- Decision 2

The use of natural turf, artificial turf or soil is permitted for league matches but not for international matches.

- Decision 3

A mark may be drawn outside the pitch, 5m from the corner arc and at right angles to the goal line to ensure that this distance is observed when a corner kick is being taken. The width of this mark is 8 cm.

- Decision 4

The teams' benches are situated behind the touchline directly next to the free space in front of the timekeeper's table

<b>LAW 2 – THE BALL</b>
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### **Qualities and Measurements**

The ball is:

- spherical
- made of leather or other suitable material
- of a circumference of not less than 62 cm and not more than 64 cm
- not less than 400 grams nor more than 440 grams in weight at the start of the match
- of a pressure equal to 0.4-0.6 atmosphere (400-600g/cm<sup>2</sup>) at sea level

### **Replacement of a Defective Ball**

If the ball bursts or becomes defective during the course of a match:

- the match is stopped
- the match is restarted by dropping the replacement ball at the place where the first ball became defective

If the ball bursts or becomes defective while not in play, at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in:

- the match is restarted according to the Laws

The ball may not be changed during the match without the permission of the referee.

## Decisions

- Decision 1

Felt balls are not permitted for international matches.

- Decision 2

The ball may not bounce less than 50 cm nor more than 65 cm on the first rebound when dropped from a height of 2 m.

In competition matches, only balls which meet the minimum technical requirements stipulated in Law 2 are permitted for use.

In FIFA competition matches, and in competition matches organised under the auspices of the confederations, acceptance of a ball for use is conditional upon the ball bearing one of the following three designations:

- The official “FIFA APPROVED” logo
- or
- The official “FIFA INSPECTED” logo
- or
- The reference “INTERNATIONAL MATCHBALL STANDARD”

Such a designation on a ball indicates that it has been tested officially and found to be in compliance with specific technical requirements, different for each category and additional to the minimum specifications stipulated in Law 2. The list of the additional requirements specific to each of the respective categories is to be issued by FIFA. The institutes conducting the tests are selected by FIFA.

National associations can impose the use of balls bearing any one of these three designations for their own competitions.

In all other matches the ball used must fulfil the requirements of Law 2.

In the event that a national association imposes the use of balls bearing the FIFA APPROVED or the FIFA INSPECTED logos for its own competitions, that national association must also permit the use of balls bearing the royalty free “International Matchball Standard” designation.

In FIFA competition matches and in competition matches organised under the auspices of the confederations and national associations, no kind of commercial advertising on the ball is permitted, except for the emblem of the competition, the competition organiser and the authorised trademark of the manufacturer. The competition regulations may restrict the size and number of such markings.

## **LAW 3 – THE NUMBER OF PLAYERS**

### **Players**

A match is played by two teams, each consisting of no more than five players, one of whom is the goalkeeper.

### **Substitution Procedure**

Substitutes may be used in any match played under the rules of an official competition at FIFA, confederation or national association level.

The maximum number of substitutes permitted is seven.

The number of substitutions made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player.

A substitution is one which is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the pitch must do so at his own substitution zone.
- the player entering the pitch must also do so at his own substitution zone but not until the player leaving the pitch has passed completely over the touch line.
- a substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- the substitution is completed when the substitute enters the pitch, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

A goalkeeper may change places with any other player.

### **Infringements / Sanctions**

If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left:

- play is stopped
- the player being replaced is instructed to leave the pitch
- the substitute is cautioned and shown the yellow card
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

If, while a substitution is being made, a substitute enters the pitch or a player being replaced leaves it from a place other than the substitution zone:

- play is stopped
- the offending player is cautioned and shown the yellow card
- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

## Decisions

- Decision 1

At the start of a match, each team must have a minimum of five players.

- Decision 2

If, in the event of players being sent off, fewer than three players (including the goalkeeper) are left in either of the teams, the match must be abandoned.

## LAW 4 – THE PLAYERS' EQUIPMENT

### Safety

A player must not use equipment or wear anything which is dangerous to himself or another player, including any kind of jewellery.

### Basic Equipment

The basic compulsory equipment of a player is:

- *a jersey or shirt*
- *shorts - If thermal undershorts are worn, they are of the same main colour as the shorts*
- *socks*
- *shinguards*
- *footwear - the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. The use of footwear is compulsory*

### Jersey or shirt

- *Numbers shall appear on the back of all shirts and will be comprised between number 1 and 15.*
- *Colours of the numbers shall contrast clearly with the colours of the jersey*

For international matches, numbers shall also appear on the front of the kit though in a smaller size

### Shinguards

- *are covered entirely by the socks*
- *are made of a suitable material (rubber, plastic or similar substances)*
- *provide a reasonable degree of protection*

### Goalkeepers

- *the goalkeeper is permitted to wear long trousers*
- *each goalkeeper wears colours which easily distinguish him from the other players and the referees*

*If a field player replaces a goalkeeper, the goalkeeper's jersey worn by the player must be marked on the back with the player's own number*

### Infringements/Sanctions

#### For any Infringement of this Law:

- *the player at fault is instructed by the referee to leave the pitch to correct his equipment or to obtain any missing item of equipment. The player may not return to the pitch without first reporting to one of the referees, who then checks that the player's equipment is now correct. The player is only allowed to re-enter the match when the ball is out of play.*

## LAW 5– THE REFEREE

### The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed, from the moment he enters the locality where the pitch is situated until he leaves.

### Powers and Duties

#### The Referee :

- *enforces the Laws of the Game*
- *allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time*
- *keeps a record of the match and provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the match*
- *acts as timekeeper in the event that this official is not present*
- *stops, suspends or terminates the match for any infringement of the Laws or due to any kind of outside interference*
- *takes disciplinary action against players guilty of cautionable and sending-off offences*
- *ensures that no unauthorised persons enter the pitch*
- *stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the pitch*
- *allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured*
- *ensures that any ball used meets the requirements of Law 2*

### Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

#### Decisions

- Decision 1

If the referee and the second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalised, the referee's decision prevails.

- Decision 2

Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the referee's decision prevails.

## LAW 6 – THE SECOND REFEREE

### **Duties**

A second referee is appointed to operate on the opposite side of the pitch to the referee. He is permitted to use a whistle.

The second referee assists the referee to control the match in accordance with the Laws of the Game.

### **The Second Referee also :**

- has discretionary powers to stop the game for any infringement of the Laws
- ensures that substitutions are carried out properly

In the event of undue interference or improper conduct, the referee will relieve the second referee of his duties, arrange for his replacement and make a report to the appropriate authorities.

### **Decisions**

For international matches the use of a second referee is compulsory.

## LAW 7 – THE TIMEKEEPER and the THIRD REFEREE

### Duties

A timekeeper and a third referee are appointed. They are seated outside the pitch at the halfway line on the same side as the substitution zone.

The timekeeper and the third referee are equipped with a suitable clock (chronometer) and necessary equipment to indicate accumulated fouls, to be supplied by the association or club on whose pitch the match is being played.

### The Timekeeper:

- ensures that the duration of the match complies with the provisions of Law 8 by
  - *starting his clock (chronometer) after kick-off*
  - *stopping the clock (chronometer) when the ball is out of play*
  - *restarting it after a kick-in, a goal clearance, a corner kick, a free kick, kicks from the penalty mark or second penalty mark, a time-out or a dropped ball*
- controls the one-minute time-out
- controls the two-minute effective time punishment period when a player has been sent off
- indicates the end of the first half, the end of the match, the end of the periods of extra time and the end of time-outs with a whistle or some other acoustic signal distinct from those used by the referees
- keeps a record of all time-outs left to each team, keeps the referees and teams accordingly informed and indicates permission for time-out when requested by the coach of either team (Law 8)
- keeps a record of the first five fouls committed by each team, registered by the referees, in each half of the match and signals when the fifth foul is committed by either team

### The Third Referee

The third referee assists the timekeeper. He

- keeps a record of the first five fouls committed by each team in each half which have been registered by the referees and signals when the fifth foul is committed by either team
- keeps a record of stoppages in the game and the reasons for them
- takes note of the numbers of the players who score goals
- recalls the names and numbers of the players cautioned or sent off
- provides any other information relevant to the game

In the event of undue interference by the timekeeper or the third referee, the referee will relieve either of them of their duties, arrange for their replacement and report to the appropriate authorities.

In case of injury, the third referee may replace either the referee or second referee.

## Decisions

- Decision 1

For international matches the use of a timekeeper and a third referee is compulsory.

- Decision 2

For international matches, the clock (chronometer) used must incorporate all the necessary functions (precise time-keeping, a device to time the two-minute punishment period for four players simultaneously and to monitor the accumulation of fouls by each team during each half of the match).

## **LAW 8 – THE DURATION OF THE MATCH**

### **Periods of Play**

The match lasts two equal periods of 20 minutes.

The time-keeping is undertaken by a timekeeper whose duties are defined in Law 7.

The duration of either half may be prolonged to enable a penalty kick to be taken.

### **Time-out**

The teams are entitled to request a time-out of one minute in each half whereby the following principles apply:

- the team coaches are authorised to request the timekeeper for time-out of one minute
- a time-out of one minute may be requested at any time but only permitted when the team is in possession of the ball
- the timekeeper indicates permission for a time-out when the ball is out of play using a whistle or other acoustic signal distinct from the ones used by the referees.
- when a time-out is granted the players must remain on the pitch. If they wish to receive instructions from a team official, this may only be done at the touch line at the level of the team bench. The official issuing the instructions may not enter the pitch.
- a team which does not request a time-out in the first half of the match, is still only entitled to one time-out in the second half.

### **Half-time Interval**

The half-time interval must not exceed 15 minutes.

### **Decisions**

#### **Decision 1**

- If a timekeeper is not available, the coach makes his request for a time-out to the referee.

#### **Decision 2**

- If the rules of the competition stipulate that extra time is to be played at the end of normal time, there is no time-out during extra time.

## LAW 9 – THE START AND RESTART OF PLAY

### Preliminaries

The choice of ends is decided by the toss of a coin. The team winning the toss decides which goal it wishes to attack in the first half of the match.

The other team takes the kick-off to start the match.

The team which wins the toss takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends and attack the opposite goals.

### Kick-off

A kick-off is a way of starting or restarting play:

- *at the start of the match*
- *after a goal has been scored*
- *at the start of the second half of the match*
- *at the start of each period of extra time, where applicable*

A goal may be scored directly from the kick-off.

### Procedure

- *all players are in their own half of the field*
- *the opponents of the team taking the kick-off are at least 3 m from the ball until it is in play*
- *the ball is stationary on the centre mark*
- *the referee gives a signal*
- *the ball is in play when it is kicked and moves forward*
- *the kicker may not touch the ball a second time until it has touched another player*

After a team scores a goal, the kick-off is taken by the other team.

### Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- *an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.*

For any other infringement of the kick-off procedure the kick-off is retaken.

## **Dropped Ball**

A dropped ball is a way of restarting the match after a temporary stoppage which becomes necessary, while the ball is in play and provided that immediately preceding the stoppage it has not passed over the touch line or goal line, for any reason not mentioned elsewhere in the Laws of the Game.

### **Procedure**

The referee drops the ball at the place where it was located when play was stopped, except if it was in the penalty area, in which case he drops it on the penalty area line, at the place nearest to where the ball was located when the match was stopped.

Play restarts when the ball touches the ground.

### **Infringements / Sanctions**

The ball is dropped again:

- *if it is touched by a player before it makes contact with the ground*
- *if the ball leaves the pitch after it makes contact with the ground, without a player touching it*

## LAW 10 – THE BALL IN AND OUT OF PLAY

### Ball Out of Play

The ball is out of play when:

- *it has wholly crossed the goal line or touch line, whether on the ground or in the air*
- *play has been stopped by the referee*
- *it hits the ceiling*

### Ball in Play

The ball is in play at all other times including when :

- *it rebounds from a goal post or the crossbar onto the pitch*
- *it rebounds from either of the referees when they are on the pitch*

### Decisions

When a match is being played on an indoor pitch and the ball accidentally hits the ceiling, the game is restarted by a kick-in, awarded to the opposing team to the one which last touched the ball.

The kick-in is taken from a point on the nearest touchline to the intersection between either touch line and the imaginary line that runs parallel to the goal line and the place below where the ball hit the ceiling

<b>LAW 11 – THE METHOD OF SCORING</b>
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**Goal Scored**

Except otherwise provided by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

**Winning Team**

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals or of no goals are scored, the match is drawn.

**Competition Rules**

For matches ending in a draw, competition rules may state provisions involving extra time or other procedures to determine the winner of a match.

<b>LAW 12 – FOULS AND MISCONDUCT</b>
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Fouls and misconduct are penalised as follows:

**Direct Free Kick**

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

- *kicks or attempts to kick an opponent*
- *trips or attempts to trip an opponent*
- *jumps at an opponent*
- *charges an opponent, even with the shoulder*
- *strikes or attempts to strike an opponent*
- *pushes an opponent*

A direct free kick is also awarded to the opposing team if a player commits any of the following offences

- *holds an opponent*
- *spits at an opponent*
- *slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle), except for the goalkeeper in his own penalty area and provided that he does not play in a careless, reckless way or using excessive force*
- *handles the ball deliberately, except for the goalkeeper in his own penalty area*

A direct free kick is taken from the place where the infringement occurred.

**The above-mentioned fouls are accumulated fouls.**

## Penalty Kick

A penalty kick is awarded if a player commits any of the aforementioned offences inside his own penalty area, irrespective of the position of the ball but provided that it is in play.

## Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- *after releasing the ball from his possession, he receives it back from a team-mate, without it first having passed beyond the halfway line or without it having been played or touched by an opponent*
- *touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate*
- *touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate*
- *touches or controls the ball with his hands or feet, on any part of the pitch, for more than four seconds, except when he touches or controls the ball on the opponent's half of the pitch*

An indirect free kick is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- *plays in a dangerous manner*
- *deliberately impedes the progress of an opponent when the ball is not being played*
- *prevents the goalkeeper from releasing the ball from his hands*
- *commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player*

The indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

## **Disciplinary Sanctions**

### **Cautionable Offences**

A player is cautioned and shown the yellow card if he commits any of the following offences:

1. is guilty of unsporting behaviour
2. shows dissent by word or action
3. persistently infringes the Laws of the Game
4. delays the restart of play
5. fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance
6. enters or re-enters the pitch without the referee's permission or infringes the substitution procedure
7. deliberately leaves the pitch without the referee's permission

For any of these offences, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

### **Sending-Off Offences**

A player is sent off and shown the red card if he commits any of the following offences:

1. is guilty of serious foul play
2. is guilty of violent conduct
3. spits an opponent or any other person
4. denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. uses offensive, insulting or abusive language
7. receives a second caution in the same match

If play is stopped because a player is sent off the pitch for offence 6 or 7, without having committed any additional infringement of the Laws, the game is restarted by an indirect free kick, awarded to the opposing team, to be taken at the place where the infringement occurred. However, if the offence is committed in the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

## Decisions

A player who has been sent off may not re-enter the game in course, nor may he sit on the substitutes' bench. A replacement player may enter the match two complete minutes after a team mate has been sent off, unless a goal is scored before the two minutes have elapsed, and provided he has the authorisation of the time-keeper. In this case the following applies:

- *if there are 5 players against 4 and the team with the larger number scores a goal, the team with only 4 players may be completed by a fifth player*
- *if both teams are playing with 4 players and a goal is scored, both teams remain with the same number of players*
- *if there are 5 players playing against 3, or 4 against 3 and the team with the larger number scores a goal, the team with 3 players may be increased by one more player only*
- *if both teams are playing with 3 players and a goal is scored, both teams remain with the same number of players*
- *if the team scoring the goal is the one with fewer players, the game continues without changing the number of players*

## LAW 13– FREE KICKS

### Types of Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

### The Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded

### The indirect Free Kick

- a goal can be scored only if the ball subsequently touches another player before it enters the goal

### Position of Free Kick

- all opponents must be at least 5 m from the ball until it is in play
- the ball is in play after it has been touched or played

### Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team, taken from the place where the infringement occurred. However, if this offence is committed within the penalty area, the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

If the team taking the free kick takes more than 4 seconds to do so:

- an indirect free kick is awarded to the opposing team

### Signals

- Direct Free Kick: the referee keeps one arm horizontal pointing in the direction the kick has to be taken. In the event the foul accounts as an accumulated foul, the referee points down to the ground with the index finger of the other arm just to let the third referee, or any game official at the table, know that it accounts as an accumulated foul.
- Indirect Free Kick: the referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

## LAW 14 – ACCUMULATED FOULS

### Accumulated Fouls

- are those sanctioned by a direct free kick mentioned in Law 12
- The first five accumulated fouls by each team during each half are recorded in the summary of the match

### Position of Free Kick

For the first five accumulated fouls recorded for either team in each half:

- *the players of the opposing team may form a wall to defend a free kick*
- *all opponents are at least 5 m from the ball until it is in play*
- *a goal may be scored directly from this free kick*

Beginning with the sixth accumulated foul recorded for either team in each half:

- *the players of the opposing team may not form a wall to defend a free kick*
- *the player taking the kick has to be properly identified*
- *the goalkeeper must remain in his penalty area and at least 5 m from the ball*
- *all the other players on the pitch must remain behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They must be 5 m from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played*

### Procedure (for the sixth and any further accumulated fouls)

- *the player taking the free kick has to kick the ball with the intention of scoring a goal and may not pass the ball to another player*
- *once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, or has rebounded from the goalpost or crossbar, or has left the pitch*
- *no free kick may be taken from a distance of less than 6 m from the goal line (cf. Law 13). If an infringement that normally results in an indirect free kick occurs in the penalty area, then the free kick is taken from the penalty area line at the place nearest to where the infringement occurred*
- *if a player commits the sixth foul of his team in the opposing team's half or in his own half in front of an imaginary line parallel to the halfway line and passing through the second penalty mark at 10 m from the goal line, the free kick is taken from this second penalty mark. The second penalty mark is described in Law 1. The free kick is to be taken in compliance with the provisions stipulated under "**Position of free kick**"*
- *if a player commits the sixth foul of his team in his own half of the pitch between the 10m line and the goal line, the team awarded the free kick may choose whether to take it from the second penalty mark or from the place where the infringement occurred*
- *if the game goes into extra time, all the fouls that have accrued from the second half of the game continue to accumulate into extra time*

## **Infringements/Sanctions**

### ***If any of the following situations occur:***

If a player of the defending team commits an infringement to this Law:

- the kick is retaken, only if a goal is not scored
- the kick is not retaken if a goal is scored

If a player of the same team-as the player taking the kick infringes this Law:

- the kick is retaken if a goal is scored
- the kick is not retaken if a goal is not scored

If the player taking the kick infringes this Law after the ball is in play:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

## LAW 15 – THE PENALTY KICK

A penalty kick is awarded against a team which commits any of the offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

### **Position of the Ball and the Players**

#### ***The ball:***

- *is placed on the penalty mark*

#### ***The player taking the penalty kick:***

- *is properly identified*

#### ***The defending goalkeeper:***

- remains on his goal line, facing the kicker, between the goalposts, until the ball has been kicked

#### ***The players other than the kicker are located:***

- inside the pitch
- outside the penalty area
- behind or to the side of the penalty mark
- at least 5 m from the penalty mark

### **Procedure**

- the player taking the penalty kicks the ball forward
- he may not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing the goalposts and under the crossbar:

- the ball touches either or both of the goalposts, and/or the crossbar and/or the goalkeeper

## **Infringements/Sanctions**

### ***If any of the following situations occur:***

A player of the defending team infringes this Law:

- the kick is retaken, only if a goal is not scored
- the kick is not retaken if a goal is scored

A team-mate of the player taking the kick infringes this Law of the Game:

- the kick is retaken if a goal is scored
- the kick is not retaken if a goal is not scored

The player taking the kick infringes this Law of the Game after the ball is in play:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred

## LAW 16 – THE KICK-IN

A kick-in is a method of restarting play.

A goal cannot be scored directly from a kick-in.

### **A kick-in is awarded:**

- *when the whole of the ball passes over a touch line, either on the ground or in the air, or hits the ceiling*
- *from the place where it crossed the touch line*
- *to the opponents of the player who last touched the ball*

### **Position of the Ball and the Players**

#### ***The ball:***

- has to be stationary on the touch line
- is kicked back into play in any direction

#### ***The player taking the kick-in:***

- has part of each foot either on the touch line or on the ground outside the touch line at the moment of kicking the ball

#### ***The players of the defending team:***

- are at least 5 m from the place where the kick-in is taken

### **Procedure**

- the player taking the kick-in must do so within 4 seconds of taking possession of the ball
- the player taking the kick-in may not play the ball a second time until it has touched another player
- the ball is in play immediately after it is kicked or touched

## **Infringements/Sanctions**

An indirect free kick is awarded to the opposing team if:

- the player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred.

The kick-in is retaken by a player of the opposing team if:

- the kick-in is taken incorrectly
- the kick-in is taken from a position other than the place where the ball passed over the touch line
- the kick-in is not carried out within 4 seconds of the player taking it being in possession of the ball
- any other infringement of the Law occurs

## LAW 17– THE GOAL CLEARANCE

A goal clearance is a method of restarting play.

A goal may not be scored directly from a goal clearance.

The goal clearance is awarded when:

- *the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11.*

### Procedure

- the ball is thrown from any point within the penalty area by the goalkeeper of the defending team
- opponents remain outside the penalty area until the ball is in play
- the goalkeeper does not play the ball a second time until it has touched another player
- the ball is in play when it is thrown directly beyond the penalty area

### Infringements /Sanctions

If the ball is not thrown directly beyond the penalty area:

- the goal clearance is retaken

If, after the ball is in play, the goalkeeper touches the ball a second time, before it has touched another player:

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred, unless it was committed in the penalty area, in which case the indirect free kick is taken from the penalty area line from the place nearest to where the infringement occurred

If, after the ball is in play, the goalkeeper receives it back from a team mate:

- an indirect free kick is awarded to the opposing team, to be taken from the penalty area line from the place nearest to where the infringement occurred

<b>LAW 18 – THE CORNER KICK</b>
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A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

**A corner kick is awarded when:**

*the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11.*

**Procedure**

- the ball is placed precisely inside the corner arc at the nearest corner
- opponents remain at least 5 m from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked or touched
- the kicker does not play the ball a second time until it has touched another player

**Infringements/Sanctions**

**An indirect free kick is taken by the opposing team if:**

- the player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred
- the corner kick is not carried out within 4 seconds from the time the player taking the kick takes possession of the ball. The indirect free kick is taken from the corner arc.

**For any other infringement:**

- the corner kick is retaken

## KICKS FROM THE PENALTY MARK

**Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn**

### **Procedure**

- The referee chooses the goal at which the kicks will be taken
- The referee tosses a coin and the team whose captain wins the toss takes the first kick
- The referee keeps a record of the kicks being taken
- In principle each team takes five kicks, depending on the circumstances described hereafter
- The kicks are taken alternately
- The names and numbers of the players taking the kicks are announced to the referee by the captains of each team before the kicks from the penalty mark are taken and must be among those included on the list of twelve players submitted before the match
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
- If, after both teams have taken five kicks, both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order, until one team has scored one goal more than the other from the same number of kicks
- These additional kicks are taken by the players who did not attempt any of the first five kicks. After these have each taken a kick, the players who initiated the taking of kicks continue the penalty kicks.
- Any player who has been sent off may not take part in the kicks from the penalty mark
- Any eligible player may change places with his goalkeeper
- Only the eligible players and match officials are permitted to remain on the pitch when kicks from the penalty mark are taken
- All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half to that where the kicks are being taken. The second referee controls this area of the pitch and the players who are situated there
- The goalkeeper who is the team-mate of the kicker must remain on the pitch without interfering the progress of the play.

REFEREE SIGNALS
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*(Drawing: Free Kick Signal and Accumulated Foul)*

*(Drawing: Indirect Free Kick Signal)*

*(Drawing: Advantage)*

*(Drawing: Time-Out)*

*(Drawing: Caution)*

*(Drawing: Sending off)*

*(Drawing: Kick-In)*