



AUSTRALIAN FUTSAL ASSOCIATION

LAWS OF THE GAME

2011 EDITION

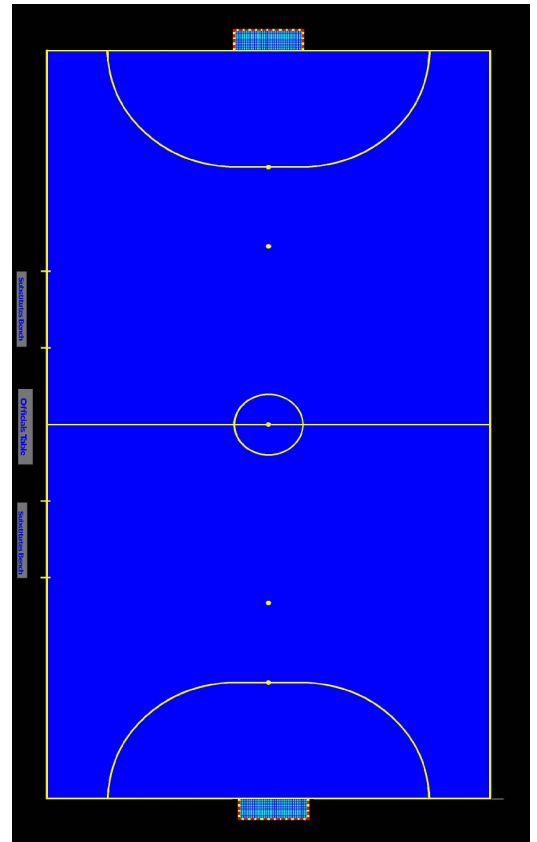
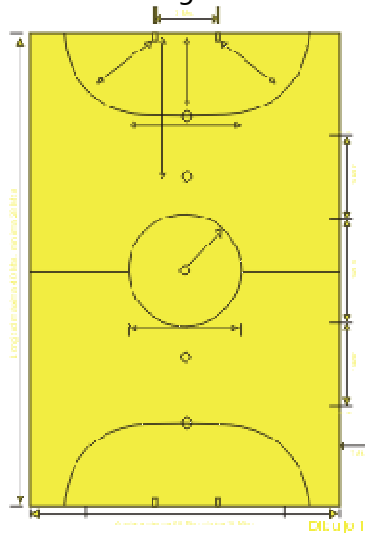
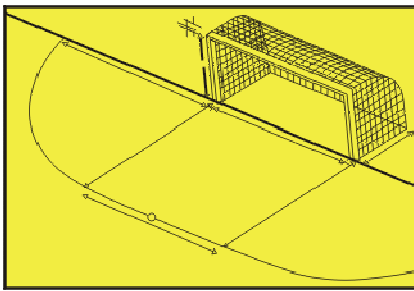
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LAW 1 - THE FIELD OF PLAY

Dimensions

The field of play is rectangular and it is longer than wider



Length

Normal Competition

Minimum 28 meters

Maximum 40 meters

Width Minimum 15 meters

Maximum 20 meters

International Games

Length Minimum 36 meters

Maximum 40 meters

Width Minimum 18 meters

Maximum 20 meters

Markings

1. The playing area is marked with lines; these lines belong to the areas of the playing court.
2. The two longer lines are called "side lines" and the two shorter lines are called "goal lines". All lines are between 5 and 8 centimetres wide.
3. The field of play is divided in two halves by a line called "the half way line".
4. The centre of the field of play is marked with a 10 centimetres diameter mark placed at the centre of the half way line, surrounded by a circle of a 3 meters radius.
5. The playing area is surrounded by a 1 meter wide area, free of obstacles.



The Penalty Area

The penalty area is placed at both ends of the field of play, and it is marked as follows:

An imaginary 6 m. line is marked from the outer side of each goalpost and both of them will be

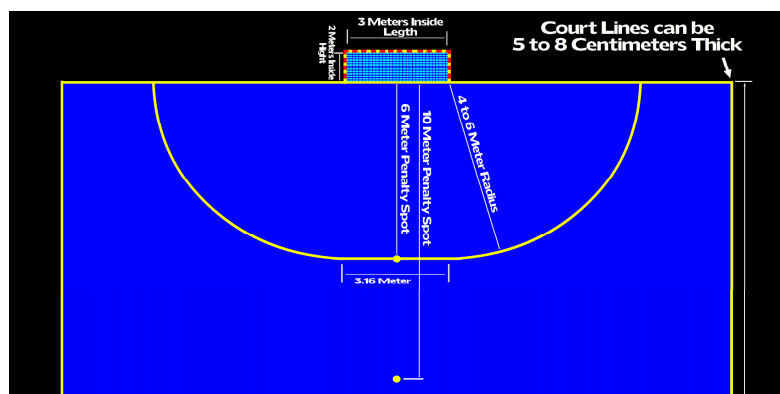
perpendicular to the goal line; at the end of these lines, an arch is drawn towards the nearest side, having a radius of 4 to 6 meters (dependant on width of Court) each measured from the outer part of the goalpost. The upper part of each quadrant is joined together through a three (3) meter and sixteen (16) centimetre long line, parallel to the goal line between the goalposts.

The Penalty Mark

A 10 centimetre diameter mark is drawn at a distance of 6 meters from the goal line and equidistant to the goalposts. Regardless of size of Penalty Area.

The Second Penalty Mark

A 10 centimetre diameter mark is drawn at a distance of 10 meters from the goal line and equidistant to the goalposts.



The Substitution Area

Is the area on the side lines placed in front of each team's technical area; it will be used to get in or out of the field of play. It will be 5 meters long and it will be marked at both ends with two perpendicular lines 80 centimetres long (40 centimetres long for the inside half and 40 centimetres long for the outside half) and 8 centimetres wide.

The area in front of the timekeeper's table, 3 meters long to each side of the mid-field line, will remain free.

Decisions:

1. In case the referee gets injured, he will be substituted by the second referee who will in turn be substituted by the 3rd referee/time keeper.
2. In international games the participation of a timekeeper/ 3rd referee will be mandatory.

The Goals

The goals are placed at the centre of each goal line. The goal consist of two vertical posts (goalposts), made of wood or metal and with a square or circular shape, equidistant to the goal line corners and joined together at the end of each post by a similar horizontal pole (crossbar). The distance between the posts is 3 meters and the distance from the lower side of the crossbar to the floor will be 2 meters.

The goalposts and the crossbar have the same width (5 to 8 centimetres).

The nets are made out of hemp, jute or nylon and are hooked up to the back of the poles and the crossbeam, while the lower end is hooked to the floor with any hooking device. The depth of the goal from the inside part of the poles and facing the playing field is at least 80 centimetres at the top part and 100 cm at the floor.

Security

The use of portable goals is allowed as long as they are placed (fastened) firmly to the floor.

The Playing Area

The playing area must be smooth and flat, free from ruggedness, and not rough; the use of wood, synthetic, artificial grass or lime material is recommended. The use of tar or concrete should be avoided.

Decisions:

1. In case the goal lines are shorter than 18 meters, the imaginary lines of the penalty area will be 4 meters long.
2. The team benches are placed behind the side lines, at least 1 meter away from each side line, next to the free area in front of the timekeeper. At the beginning of each half of the game the teams benches will be situated on their half of the playing field (at half time the teams will move to the other bench, so that they remain in their half of the playing field)

LAW 2 - THE BALL

The Ball

- It will be spherical.
- It will be made out of leather or other suitable material.
- It will have a minimum circumference of 58 centimetres and a maximum circumference of 64 centimetres.
- the following specifications will be considered, the aerodynamic condition: 9 pounds calibrated. When dropping the ball at 2 meters high, the first bound will not exceed the 65 centimetres.
- It will weigh from 400 to 450 grams with a circumference of 58 to 64 centimetres.

Replacing a Ball

If the ball pops or gets damaged in play, the game will be temporarily stopped to start again with a new ball and from the same place where the first ball was damaged.

If the ball pops or gets damaged out of play (Free Kick, Indirect Free Kick, Penalty Kick, Through In, Goal Clearance, Corner Throw In) the game will continue with a new a ball in accordance with the rules mentioned.

The ball will not be replaced without the referee's permission.

Before the game starts, two balls must be shown and approved by the referee.

LAW 3 - NUMBER OF PLAYERS

1. Each team will have 5 players in the field including the goalkeeper (4 court players and 1 goalkeeper), one of them will be the team captain.
2. The team captain will have the following tasks:
 - a. He/she will represent the team, and he/she will be responsible for the players' behaviour before, during and after the match.
 - b. He/she will sign the players' list at the beginning of the match, guaranteeing that everyone in the players' list is present and registered.
 - c. He/she will be the only one who can talk to the referees to receive essential information or instructions, always doing so in a polite manner.
 - d. He/she will be the only person to inform the Referee's or the timekeeper of a change of the position of the goalkeeper when the coach and his substitutes have been expelled.
 - e. He/she will be identified by a clearly visible bracelet in one of his/her arms; he/she must also appoint a new captain if he/she is substituted.
3. A match will not start without a minimum of 3 players, neither will it continue if one team has less than 3 players, the referee will end the match if this occurs.
4. Each team can sign in a maximum of 12 (twelve) players in the players' list, 5 will start the match and the rest will remain seated in the substitutes' bench with the technical staff until they are substituted.

LAW 4 – UNIFORM & EQUIPMENT

Player's Equipment

1. The uniform will be a t-shirt with either short or long sleeves, shorts, long socks, shoes made of soft leather or material with even soles covered with rubber. Elastic or orthopaedic elements such as suspenders.
2. Shin Pads are compulsory and must be completely covered by the socks and must be made out of an appropriate material (plastic, rubber or similar) and must provide a reasonable degree of protection.
3. The goalkeeper's uniform will be different from the others. It will have a different colour. The goalkeeper will be allowed to use long pants with no pockets or zippers.
4. Players are not be permitted to use objects that might be a danger to him/her or others, including any kind of accessories, jewellery and/or glasses.
5. It will not be necessary to use numbered shirts in club competitions, however in any major tournament Numbers will be compulsory on the back of each players shirt, with numbers from 1 (one) to 20 (twenty), the numbers having a maximum height of 20 centimetres and a minimum height of 15 centimetres. The colour used in the T-shirt must be clearly different from the colour of the number. The use of the same numbers in the same team will not be permitted. It will also be compulsory to use numbers between 10 and 12 centimetres high to go on the front part of the T-shirt or Shorts.
6. The use of dangerous or inappropriate objects will be prohibited; if the referee's judgment is that a player is not following these rules after being warned, the player could be subject to a sanction.
7. If a player is not using a proper uniform according to this rule, they will be taken temporarily out of the playing area. Once their uniform is in accordance to normal conditions they will be able to enter the playing area again, while the ball is out of play.

Referee's & Timekeeper's Uniforms

1. The garments must have uniformity at every game and taking in consideration the following characteristics: t-shirts with short or long sleeves of a certain colour, with the neck and wrist having a different colour; Long socks and shoes. The national associations will be able to adopt special designs to be used in national and international competitions, authorized by AFA (Australia Futsal Association) and AMF. (World Futsal Association)
2. The timekeeper's t-shirts will be grey or, in special cases, similar to the referee's and the pants, shoes and socks will be in accordance with the Referee's uniform.
3. When a team has t-shirts that may be mistaken with the referee's t-shirt, the referee must change his t-shirt. He can use one that is similar to the timekeeper's t-shirt. The rest of the uniform remains the same as mentioned before.
4. The referees must have on the upper left hand side of the front of their t-shirts, his/her association's insignia. The AFA or Associations Continentals referees must have their institution's insignia.
5. During winter and summer seasons in places with extreme weather conditions, the referee, the timekeeper will be able to wear a uniform in accordance to the temperature while keeping the basic original design.

LAW 5 – PLAYERS SUBSTITUTION

1. Each player will be able to substitute any other without notifying the Referee. The substitutions will take place when the court player leaves the court through the substitute's zone, and the substitute enters the court.
2. There will be unlimited substitutions throughout the game, however the maximum number of substitutes is 7.

3. A player who was expelled (Red Carded) may be replaced after 2(two) minutes or if the opposition scores, which ever may come first. The player expelled will not be able to participate in the remainder of the game, they cannot remain in the technical area and will have an automatic suspension of the next game in that league, tournament or division.
4. A change of positions between the goalkeeper and another player will not be considered a substitution. This action will take place when the ball is out of play, previously notifying the referee, the referee will restart the game when they feel the players are ready to continue, however the referee may not allow this to happen if they feel that a team is trying to waste time, the Referee will also stop the clock for this to happen were possible.
5. A change in position between the goalkeeper and another player will not be allowed during a penalty kick unless the goalkeeper is seriously injured. This must be verified by the referee or a medical doctor.
6. The substitute player wanting to enter the game must wait until the player they are substituting has completely left the court of play through the substitute's zone. If this does not occur in accordance to the rule a Yellow card can be awarded to the player entering the court of play.
7. In the case of injured players, the game will be stopped only if the Referee feels that the player injured is serious enough to warrant medical attention, the clock may be stoped only if the Referee feels it is necessary, or were possible, that player may be substituted by another and may leave the court nearest were they are injured, however the player replacing them must do so through the substitutions area.
8. Substitution will only take place through the substitution area, except for those players who are being substituted due to an injury.
9. If the player who is being substituted is the team captain, they must name a new captain, and inform the referee of this. They will give the captain's bracelet to the new captain within the playing area.
10. The substitutes' bench will be meant for only technical staff members and substitute players, there will be a maximum of 7 players who may enter the match, and never more than 5 technical staff members all of them duly identified.
11. Considering that the referee's duties will start at the very moment the referee enters the centre, they are permitted to warn any player or technical staff member acting in an unsportsman like behaviour or even sanction them depending on their misconduct. Any player or technical staff member dismissed before the match starts may be replaced.

Decisions:

1. If what is described in point 4 occurs, both players will keep their original number.
2. If what is described in point 4 is not followed, the player must be asked to change the number of their shirt to the original number they were wearing at the beginning of the game.

LAW 6 - THE GAME

1. The game will last between 20 (twenty) to 40 (forty) minutes by clock of real game time (stop the clock). It will be divided into 2 (two) equal periods of 10 (ten) to 20 (twenty) minutes each half, and have a break of 1 (one) to 10 (ten) minutes between each period.
2. The duration of any of the two periods will be extended to permit the execution of a penalty kick or a 10 meter penalty kick without the possibility of kicking the ball a second time after the penalty kick has been taken.
3. The request for time out will be given by the following priorities:
 - a) By the coach or manager, who will be able to request it to the Referee or Time keeper
 - b) By the captain, who will be able to request it to the Referee or Time keeper
4. The teams will have the right to ask for 1 (one) minute Time-Out in each of the periods, in accordance to the following rules:
 - a) The team coaches are authorized to ask for 1 (one) minute Time-Out to the timekeeper or Referee.

- b) the Referee will only stop the game for a Time-Out when the ball is out of play, and when it is in the possession of the team requesting the Time-Out, the Referee or timekeeper will signal this using a whistle or an acoustic signal different from the one used by the referees or with the Time-Out signal as Shown in "Diagram A"
- 5. The coach or the manager that is giving instructions to the players is not permitted to enter the court of play, although the players can leave the court to receive instructions, only during the time out given and in the technical area. There will not be any substitutions made during a Time-Out, unless the Referee has been notified.
- 6. If a team does not ask for the Time-Out in the first period, they will still only have 1 (one) minute Time-Out in the second period. There will not be any Time-Outs during Extra time in a game where a result is necessary.
- 7. The coach will be permitted to talk and direct its players during the game either sitting down or standing, as long as it is done in a sensible manner and without disrupting the game or bringing the game into disrepute. In these circumstances the coach cannot pass the marked technical area nor interfere, or bother the work of the referees, and/or timekeeper.
- 8. The coach who is expelled may be replaced by another member of the technical group from the same team, who should be fully accredited (technical assistant or physical trainer).

Timeouts due to Accidents

- 1. The times the game is stopped will be reduced from the clock by stopping the clock in case of: warnings and disciplinary measures to players and coaches, dead time for instructions including those from the referee, accidents, injury, or any other event stopping the game determined by the referee.
- 2. If during the game an accident occurs or a player is hurt, the referees will continue the game until the ball has gone out of play. In case the game is stopped to get medical assistance due to the seriousness of the injuries the game will continue with the ball in play.
- 3. In case a player is hurt and needs to have special attention, it is not permitted to do so in the court of play, unless the player is seriously injured where they can not be moved, this will be determined by the Referee, the team will have 15 (fifteen) seconds to take the injured player out, make the substitution or immediately reincorporate the player. This does not apply if the goal keeper is the one who is hurt, since the situation deserves special attention.
- 4. The referees will have the authority to request dead time as many times as it is necessary, but they can only make the decision justifiably when the ball and the game have stopped due to actions taken by the referees themselves.
- 5. If a simulated injury occurs or any other attempt to wilfully delay the game to gain time, the referees will continue the game giving disciplinary sanctions to the violator (time wasting).
- 6. The game will not be stopped to fix the players' garment, this will be done outside the court of play at a moment the game is paralysed by other events.

LAW 7 - THE START AND RESTART OF THE GAME

- 1. Before the game starts, the referee will toss a coin between the captains of the teams to decide which team will choose their side of the court and the one who will make the starting kick to commence the game.
- 2. The game will start by order of the referee, by a player of the team determined by the coin toss, who will put the ball in movement towards the opposite side of the field.
- 3. At the beginning of the game each team will occupy half of the playing field; the players who are in the opposite team from the one that made the initial kick should be no less than 3 meters from the ball until the ball is in play or it has travelled a distance equal to the longitude of its circumference.
- 4. The player who makes the initial kick cannot be ahead of the ball nor repeat his contact with the ball until the ball has been touched by another player. Breaking this rule will lead to

repeating the initial kick and a disciplinary sanction for the player may be awarded if the Referee feels it is necessary.

5. After the goal, the game will continue in the same manner by a player of the opposing team.
6. After half time break the teams will change field sides, they will go to the side of the field that in the first period was occupied by the opposing team, and the kick will be made by the team that did not start the game.
7. In case of overtime, a new coin toss will be made just like the one at the beginning of a game.
8. After any interruption of the game, and the ball being in the field, due to exceptional reasons not mentioned in these Laws, the referee will instruct the continuation of the game through a dropped ball in the same spot where the ball was when the play was interrupted. No player can touch the ball until the ball has made contact with the floor. No player may be substituted during this action. If these rules are not followed the referee will repeat the action.
9. The ball will be out of play if:
 - a) it passes completely over the side line or a goal line, be it in the air or floor.
 - b) the game stops by order of the referee.
 - c) it hits the ceiling.
10. The ball will be in the game at all times including if:
 - a) it bounces back from the goalposts or the crossbar and it stays in the field.
 - b) it bounces off any of the referees inside the field.Decision: If the game is played under roof and the ball thrown or kicked by a player accidentally hits the ceiling or any other obstacle in the field, the game will continue with a lateral throw that will be made by a player of the opposite team to the closest sideline from where the event occurred.
11. The information regarding the time left till the end of the game in any of the periods should be requested to the timekeeper by coach or manager from each team only at the moment in which the ball is not in play. In case the technical group is absent, the captain or coach may ask the referee but they will do it under the same circumstances.

LAW 8 - THE GOAL

It is considered a goal when the ball has entirely crossed the goal line at the end of the limits of the goal area, between the goalposts and below the crossbar as long as it has not been carried, projected or hit intentionally by the hand or arm of any player of the attacking team, and as long as the team has not incurred in prior violations of any of these rules. The team that has made the most number of goals during the match will be the winner. If both teams should have the same number of goals or if no goal was made by either of the teams, the match will result in a draw.

The Scores to be used in the official tournaments of each Federation, Confederation and/or Association affiliated to AFA and AMF will be: 3 (Three) points for the winning team, 1 (one) point in case of a draw, and 0 (zero) for the losing team.

LAW 9 – VIOLATIONS

The violations defined in this rule are divided into:

1. Personal or Accumulated Fouls/Violations (direct free kick)
2. Technical/ Fouls/Violations (indirect free kick)

A player or team will be punished for breaking a rule when causing one of the following fouls:

1. Personal or Accumulated Violations (direct free kick)

All personal fouls are cumulative and will be penalised as follows, **with a Direct Free Kick**.

When a direct free kick is awarded the referee will signal this with their arm and hand pointing in the direction that the free kick is to be taken and with their other hand pointing to where the spot is for

it to be taken, and this also signals to the 3rd referee or time keeper that this is an accumulated foul. Players are allowed to take a quick direct or indirect free kick, this means the team taking the free kick forgoes the required distance the opposition needs to be at the taking of the Free kick, play will continue regardless of the outcome, however the referee has the right to stop this from happening and make the team wait till the opposition is ready and at the required distance before the kick is taken (Referee's discretion).

The opposing team (to that of the violator's) will be given a direct free kick when a player causes one of the following fouls, in such a manner that the referee judged it to be deliberate, imprudent, dangerous or made with excessive force:

1. Kicked or intended to kick a player of the opposing team.
2. Placed themselves in the way deliberately so as to make the opposing player trip, be it by means of the legs or by stopping in front of or behind the opposing player (obstruction).
3. Jump on, or throw themselves upon an opposing player.
4. Tackle the opponent in a violent or aggressive manner.
5. Harm or attempt to harm, spit on or insult an opponent and officials.
6. Hold the opponent by grabbing them by the hand, shirt, etc or obstructing the player's action with any part of the arm or legs.
7. Push the opponent with the hands or arms.
8. Touch, deflect, hold or project the ball with the hand or arm intentionally, except for the goalkeeper within the limits of the goal area. Female players are allowed to protect their chest area by crossing their arms in front of their chest, male players are allowed to protect their groin area by crossing their hands in front of their groin, however they are not to move their hands or arms towards the ball or try to direct the ball in a particular direction. (Referee's discretion).
9. Hinder or stop the goalkeeper's free movement within the limits of their goal area.
10. Involvement of the goalkeeper with the ball beyond the opposition's half.
11. Block the way between the ball and an opposing player to stop their normal movement, and to intentionally obstruct the vision of the opponent to hinder progress of their play.
12. Slide tackling at an opponent except for the Goalkeeper in their own goal area, and as long as it is not done in a dangerous manner or excessive force is used (referee's discretion).
13. Tackling from behind and making contact with the player. Tackling from behind is allowed as long as the player tackling makes no contact with the other player.

Penalty Kick

A penalty kick will be given if a player made the above mentioned violations within the limits of their own goal area, regardless of the position of the ball and as long as it is in play. All of the above mentioned fouls are cautionable or send off offences, depending on the severity of the actions (referees discretion).

2. Technical Violations (not accumulative)

All technical fouls are not accumulative and will be penalised as follows, **with an Indirect Free Kick**. When an indirect free kick is awarded the referee will show this by raising one arm above their head and remaining there until the ball has touched another player or gone out of play or a goal scored, this is to indicate that it is an Indirect free kick, the defending team will be allowed to form a wall, 3 meters from where the free kick is to be taken.

Players are allowed to take a quick direct or indirect free kick, this means the team taking the free kick forgoes the required distance the opposition needs to be at the taking of the free kick, play will continue regardless of the outcome, however the referee has the right to stop this from happening and make the team wait till the opposition is ready and at the required distance before the kick is taken (referee's discretion)

The opposing team (to that of the violator's) will be given an indirect free kick when a player causes one of the following fouls, in such a manner that the referee judged it to be technical or accidental:

1. The goalkeeper who takes longer than five seconds to put the ball back into play from a goal clearance. The indirect free kick will be taken at the 6 meter mark nearest where the infringement occurred.
2. The goal keeper who takes longer than five seconds to release the ball from their possession. The indirect free kick will be taken from where the goal keeper was when the time elapsed, if inside the goal area, the free kick will be taken at the 6 meter mark nearest where the infringement occurred.
3. The player taking a sideline or corner throw-in takes longer than five(5) seconds from when they have reached the point where the throw is to be taken. This will be punished with a sideline or corner throw-in by the opposition.
4. A player playing the ball while they are on the ground, and the opposition is within striking distance.
5. The player who had kicked a direct free kick, a penalty kick, a 10 meter penalty kick, , such that it ended up bouncing off from the goalposts or from the crossbar, that it touched and bounced off a referee accidentally, cannot touch the ball a second time before another player has done so.
6. A player cannot touch the ball a second time before another player has done so at the taking of a goal clearance throw, a corner throw, a kick off, a sideline throw, an indirect and direct free kick, a penalty kick, and a 10 meter penalty kick.
7. The player that delays more than five seconds the motion of the ball when executing any direct or indirect free kick, penalty shots, sideline or corner throw-ins, from the moment that the referee ordered its execution.
8. A player who is not properly uniformed plays the ball.
9. The player who uses expressions or movements of the arms to attempt to distract or trick the opponent acting as a member of his team, or who pretends to retain the ball with his hands in order to delay restoring the ball in the game, thereby having advantage from this delay (unsportsmanlike conduct).
10. The goalkeeper who catches a ball with one or both hands within the limits of the goal area, passed by a team player with the foot when restarting or continuing a play (except when it is a sideline throw or a corner throw-in).
11. If a goalkeeper intentionally lets go of the ball or positions the ball on the floor in general play, anybody can play at the ball.
12. Accidental hand ball were the opposition did not gain the advantage.
13. The goalkeeper that threw a ball which passed beyond the 2/3 line on the full on a small court or the halfway line on an International size court, without having the ball touch the ground before that mark, or any player located inside it. The indirect free kick will be taken from where the ball crossed over the line.

Applying the Rule of Advantage

In the event of any of these violations, if the ball remained in the opposing player's possession in any place within the field, the Referees will allow the game to continue without any further consequence.

Disciplinary Sanctions

Violations worth one warning call

1. A player will be warned and will be shown a yellow card if any of the following occur:
 - a) Persists in breaking the rules.
 - b) Shows dissent and disagreement with the referee's decisions, be it with words or by gestures.
 - c) Displays a non-sportsmanship conduct.
 - d) Deliberately abandons the field without permission of the referee.

- e) Deliberately delays restarting the play.
 - f) Does not respect the required distance from a taking of an indirect and direct free kick, goal clearance throw, a corner throw-in, a sideline throw-in, kick off, a penalty kick, and a 10 meter penalty kick.
 - g) Substitutes incorrectly and enters or returns to the field without permission of the referee, or contradicts the ruling of player substitution.
 - h) Intentionally touches the ball with the hand or arm; except for the goalkeeper in their goal area.
 - i) A player or goalkeeper intentionally kicks or throws the ball away to delay the game. (time wasting).
 - j) The goalkeeper's intervention beyond their half of the court.
2. The coach and manager will be warned in the same manner as indicated before if:
- a) Entering the field, to instruct players, or even assist, without permission of the referee.
 - b) Addressing the following people inappropriately: referees, timekeepers, opposing team players and officials and the public.
 - c) Openly suggesting illegal or non-sportsmanship play.

Red Card Offences

The disqualification with Red Card is used for the exclusion and elimination of the violator of the games rules, this player may be replaced by another player after 2 (two) minutes, or if the opposition scores, which ever comes first.

This will be applied in the following situations:

- 1. Two yellow cards for the same player in the same game.
- 2. A player may be removed and be issued a Red Card if:
 - a) The player is found guilty of playing roughly and of violent conduct with or without the ball to players, officials and public.
 - b) Spits on a player of the opposing team or any other person.
 - c) Uses rude, offensive, and obscene language and or gestures, and brings the game into disrepute.
- 3. The player sent off will automatically be suspended for the following match in that particular division, tournament or league.
- 4. The removal of a player with a red card offence will be subjected to a referee's report. The causes and circumstances will be stated in an impartial presentation of the facts, avoiding personal opinions. That player may be suspended for more than 1 game depending on the Referee's report, if this is the case, the player may front a judiciary panel if they wish to plea their case, this panel will be made up of Tournament officials, Association officials, a solicitor and Referee's representative.
- 5. The above rulings are also applicable to all substitutes and officials involved in the game.

Decision:

If a player or official is removed with a red card, and the ball was out of play at the time of the infringement, the game will restart from where play was meant to start before the infringement occurred.

Complimentary Rulings

The player or official that has been removed from the game cannot remain at the bench or in the technical area.

The referees may rule, without previous warning, a player's and/or official's removal, due to having repeatedly incurred in breaking any of these Rules.

LAW 10 - ACCUMULATED FOULS AND FREE KICKS

1. During a direct and indirect free kick all team members from the opposing team must be at least 3 meters from the ball until the ball is in play, and they will not obstruct or interrupt the player that will kick the ball.
2. Each team will be permitted to have 5 accumulative fouls, in each half of the match, without losing their right to form a wall with players, when the opposing team is given a free kick.
3. From the sixth accumulative foul on, all direct free kicks will be sanctioned with a 10 metre penalty kick. The team will not be permitted to form a wall, nor will it be allowed to have a player between the goal and the ball, except the defending goalkeeper. The 10 metre penalty kick will be kicked from the second penalty mark.
4. The referee will have numbered signs from 1 to 5, and he will raise them visibly as the teams commit accumulative fouls.
5. If the fifth accumulative foul is sanctioned, the 3rd referee will notify the referees, and once the sanction is given, a signal will be given by the Referee to the team on the court and in the technical area that has accumulated the 5 fouls by showing 5 fingers on one hand and by verbal indication, so as to clearly show that that team is on its 5th accumulated foul.
6. In case of overtime, this overtime will be understood to be a continuation of the second half, maintaining the technical conditions in which the second half ended regarding the individual fouls, and the accumulative fouls in each team, the dead times granted and the cards shown.

LAW 11 - THE PENALTY KICK

1. A penalty kick will be given to the opposing team of the team that commits one of the offences for which a free kick is given, inside its own penalty area and the ball being in play.
2. A goal may be scored directly from a penalty kick.
3. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of overtime.
4. The ball will be placed on the penalty mark.
5. The player taking the penalty kick must be clearly identified.
6. The defending goalkeeper must remain on their own goal line, facing the kicker and between the goal posts until the ball is in play.
7. The other players other than the kicker must be located inside the playing area, outside the penalty area, behind or to the sides of the penalty mark, at least 3 meters away from the penalty mark.

Procedure

1. The player taking the penalty or a 10 metre penalty kick plays the ball forward, and they do not play the ball a second time until it has been touched by another player; the goalkeeper must remain on their goal line.
2. The ball is in play when it is kicked and moves forward.
3. When a penalty kick is taken during the normal course of play or time has been extended at half time or full time, a goal will be awarded if: the ball touches one or both goal posts, or the crossbar or the goalkeeper before passing between the goal posts.

Infringements/Sanctions

1. If a defending player infringes this law, and no goal was achieved, the penalty kick will be performed again; but if there was a goal, then no action will be taken, and the goal is awarded, however the infringing player may be cautioned.
2. If a player of the team kicking infringes this law and a goal is achieved, the kick will be performed again, but if no goal was achieved, there will be no action taken, and the game will continue as normal, however the infringing player may be cautioned.

3. If the player who is kicking infringes the law and touches the ball a second time before it has touched another player an Indirect free kick will be awarded to the opposition were this infringement took place.

LAW 12 - GOAL LINE THROW/GOAL CLEARANCE

1. This is a way to start the game again, once the ball has gone past the goal line either by air or floor, after having touched an opposing team member and no goal was achieved, according to law 8.
2. It will be performed only by the goalkeeper who will make it by throwing the ball with their hands and it will be repeated if the ball does not leave the goal area. The ball will not be played until it has gone out of the goal area (no player can touch the ball until this happens) if this occurs the goalkeeper will repeat the action.
3. If the ball is thrown directly over the 2/3rd line on a small court or over the halfway line on an International size court, an Indirect free Kick will be awarded to the opposition from where the ball crossed the line on the full.
4. A goal cannot be achieved directly with a goal line throw, unless the ball touches one of the players (with the exception of the goalkeeper.)

LAW 13 – SIDE LINE KICK-INS

Side line kick-ins will be made to restart the game when the ball goes out over a side line.

Procedure

1. The ball must be placed on the same point which it went out of play from. The ball must be stationary on the sideline.
2. The ball must be kicked into play to another player.
3. The ball will be in play from the moment that it gets touched by the kicker.
4. No goals can be made directly from a side line kick-in.
5. The thrower must keep their feet still, however they can twist their upper body in the direction of the throw to be thrown, the body must be facing the direction of the throw before the action of the throw can be performed.
6. The kicker will have 5 (five) seconds to kick the ball correctly from when they reach the position where the kick is to be taken.
7. If the kicker doesn't comply with these procedures, the referee will award a side line kick-in to the opposing team.
8. The opposition must be back at least 3 meters from the kicker or no attempt to interfere with the throw will be allowed, if this occurs an Indirect free Kick will be awarded to the team attempting to take the kick-in, and a caution will be given to the player infringing this rule.

Corner Kick-in

It will be made when the ball leaves the field from the defending team's goal line, last being touched by one of the players defending the goal.

Procedure

1. It will be performed by an opposing team member from the corner at the same side of the goal through which the ball left the field.
2. If the ball left the field above the crossbar of the goal, the referee will decide the side of the goal from which the corner throw will be made.
3. It will be taken in the same way as the sideline kick-in. Following the same procedures but the ball is placed on the corner.
4. Goals can be scored directly from a corner kick-in.

5. If the kicker doesn't comply with these procedures, the referee will award a goal clearance to the opposing team.

Goalkeeper throw (in general play)

Is when the goal keeper returns or replaces the ball, with their hands, after having completely secured and controlled the ball.

Procedure

1. It will be done with the hands exclusively. The goalkeeper will have five seconds to release the ball from their possession.
2. In general play, once the goal keeper gathers the ball with their hands, they must throw the ball back into play; the goalkeeper will have 5(five) seconds to release the ball from their possession.
3. If the goal keeper wishes to throw the ball to themselves after they have gathered it in general play with their hands, they must do so but only after throwing the ball outside their goal area, then they may touch it with their feet, however they will not be allowed to drop kick the ball over the 2/3rds line on a small court or the half way line on an international court, if they wish to kick beyond these points they must do so from the ground (ball on the ground) and out side their goal area, keeping in mind the keeper cannot cross the halfway line and must release possession of the ball within 5(five) seconds
4. In general play, the goalkeeper may kick the ball as far as they wish and even score as long as they have not gained control with their hands.

Decision:

The goal keeper who throws the ball will have five seconds to throw, starting from the moment that the goal keeper has gained possession of the ball.

LAW 14 - THE REFEREE, THE SECOND REFEREE, AND THE THIRD REFEREE/TIMEKEEPER

The Referee's Authority

Each game will be controlled by a referee (two where possible), who will have the same authority to enforce the rules of the game, from the moment they enter the area where the play court is, until they leave it.

The Referee

1. will enforce the Laws of the Game.
2. will allow play to continue if the referee feels that an advantage has not being gained by the team committing the foul.
3. will take note and inform the proper authorities of all situations occurred before, during and after the match, and also, of the sanctions given to players or technical staff members of each team.
4. will be the timekeeper if the timekeeper is not present.
5. will interrupt, stop or end the game in case these laws are infringed or because of any type of external interference.
6. will take disciplinary measures against the person that commits fouls suitable for expelling or sanctions.
7. will not allow unauthorized persons to enter the playing area.
8. will pause the match if they believe a player has suffered a serious injury and will order to have the player taken out of the playing area to restart the game. If the referee believes the player does not have a serious injury he will permit the game to continue until the ball is out of play.
9. will make sure that the ball has the specific characteristics mentioned in law 2.

10. will end the match without granting a goal if the end of the game is announced through a whistle or an acoustic signal before the ball has passed through the goal line.

11. The referee's decisions will be final.

Decisions:

1. If the referee and the second referee point out a foul simultaneously and there is no agreement about which team committed the foul, the referee's decision will prevail.
2. The referee and the second referee will be able to enforce a sanction or an expulsion, but if they do not agree, the referee's decision will prevail.

The Second Referee

A second referee will be appointed to stay on the opposite side that is under control of the referee and they will be equipped with a whistle.

1. They will help the referee to lead the game according to the laws.
2. They will have discretionary power to stop the game when the laws are infringed.
3. They will be in charge of controlling the correct substitution of players.

The Timekeeper/Third Referee

Timekeeper will be appointed to stay outside the game field on the half-way line and at the same side of the substitution area.

The timekeeper will have a chronometer and the necessary records to keep control of the actions of the game. These records will be provided by the organisers.

They will keep control of the time of the game according to this law and to do that:

1. They will start the chronometer after the referee gives the order to start the game.
2. They will stop the chronometer when the ball is out of play.
3. They will start the chronometer again when the referee gives the order for a goal line throw, or a side line throw-in, or a corner throw-in, a free kick, a penalty kick from the penalty mark or 10 meter penalty kick, a time out or restarting with the ball landing on the floor.
4. They will keep control of the minute of time out
5. They will announce through the whistle or an acoustic signal different from the referee's, the end of the first half, or end of the game, or overtime, or the end of the time out minute.
6. They will keep control of the 2 minute punishment period.
7. They will keep record of each team's first five accumulative fouls as well as other fouls, as pointed out by the referees in every period of the game.
8. They will let the referee know the number of the player who committed the fourth and fifth personal foul.
9. They will keep record of the interruptions of the game and the reasons for them.
10. They will register the numbers of the players who scored the goals legally approved by the referee and the final score of the game.
11. They will keep record of the numbers and names of the players warned or expelled.
12. They will register the beginning and the end of each period of the game.

Decisions:

1. In case the referee gets injured, they will be substituted by the second referee who will in turn be substituted by the 3rd.
2. In international games the participation of a timekeeper/third referee is mandatory.

Complimentary Rulings

1. In international games the use of an electronic score board is mandatory.

The Referee's Signal Codes

These are signals and gestures of interpretation, information and help, necessities to put in practice

the referee's technique and to facilitate communication among the referees, the players, the teams, the control table and also for the better understanding of the spectators (see below diagram)



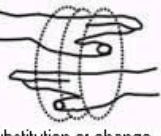









 Invalid	 Free Kick with barrier	 Substitution or change
 Stoppage of the cronometer	 accumulative fouls	 4 fouls
 5 fouls or 5 seconds	 direction	 Time Out
	 • Yellow card, WARNING • Red card, EXPULSION	 En of 1st or 2nd half.

DIAGRAM A