

Futsal Laws of the Game 2006

This revised version of the Futsal Laws of the Game has been drawn up in collaboration with the Sub-Committee of the International Football Association Board (IFAB), as agreed at the business meeting of the IFAB on 28 September 1999.

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In the event of a difference in interpretation between the various language versions of this text, the English version shall be deemed authoritative

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Modifications

Subject to the agreement of the member associations concerned and provided that the principles of these Laws are respected, the Laws may be modified in their application for matches for players under 16 years of age, for women futsal players, for veteran futsal players (over 35 years) and for players with disabilities.

Any or all of the following modifications are permissible:

- size of the pitch
- size, weight and material of the ball
- width between the goalposts and the height of the crossbar from the ground
- duration of the periods of play
- substitutions

Further amendments are only allowed with the consent of the International Football Association Board.

Male and Female

References to the male gender in the Futsal Laws of the Game in respect of referees, players and officials are for simplification and apply to both males and females.

Key

The following symbols are used in the Futsal Laws of the Game:

- * Unless covered by the Special Circumstances listed in Law 9 – The start and restart of play.
- | A single line indicates new Law changes.

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1 – THE PITCH

Dimensions

The pitch shall be rectangular. The length of the touch line shall be greater than the length of the goal line.

Length:	minimum	25m
	maximum	42m
Width:	minimum	15m
	maximum	25m

International matches

Length:	minimum	38m
	maximum	42m
Width:	minimum	18m
	maximum	25m

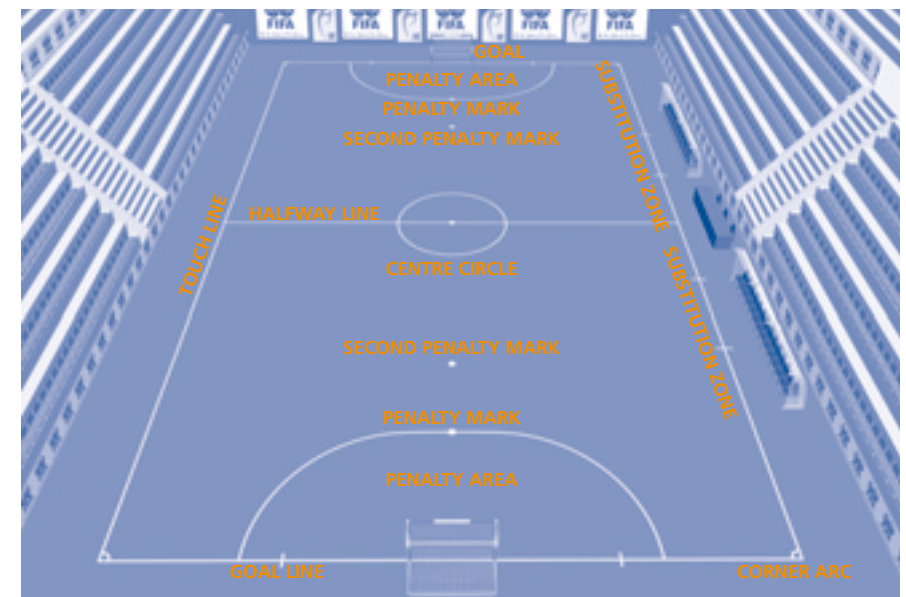
Pitch markings

The pitch shall be marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines shall be 8 cm wide. The pitch shall be divided into two halves by the halfway line.

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

The pitch and its features are shown in the following diagram:



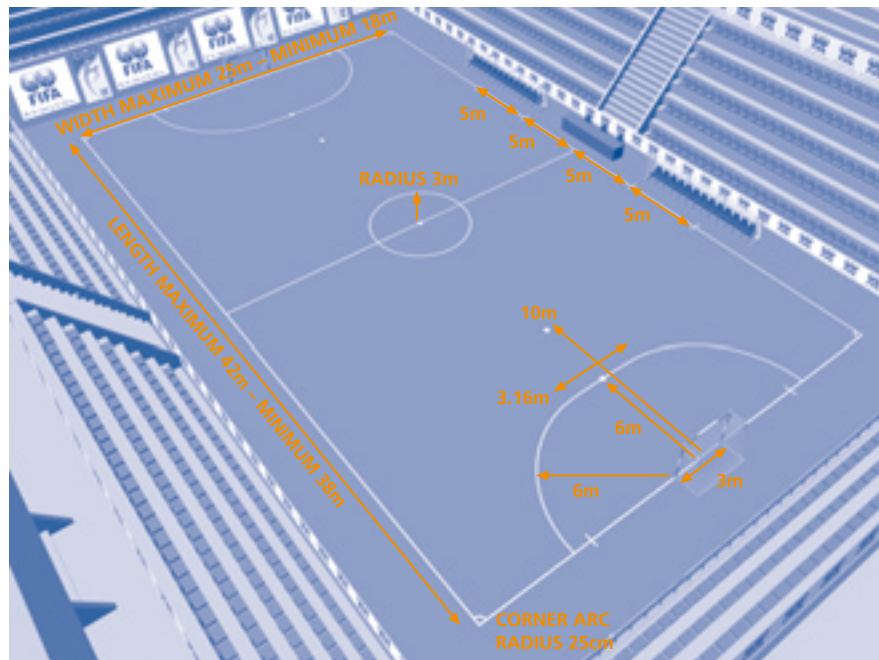
1 – THE PITCH

The penalty area

The penalty area shall be marked out at each end of the pitch as follows:

Quarter circles, with a 6-m radius, shall be drawn centred on the outside of each goal post. The quarter circles shall be drawn from the goal line to meet two imaginary lines 6 m in length drawn at right angles to the goal line from the outside of the goalpost. The upper part of each quarter circle shall be joined by a 3.16-m line running parallel to the goal line between the goalposts.

The curved line marking the outer limit of the penalty area is known as the penalty area line.



The penalty mark

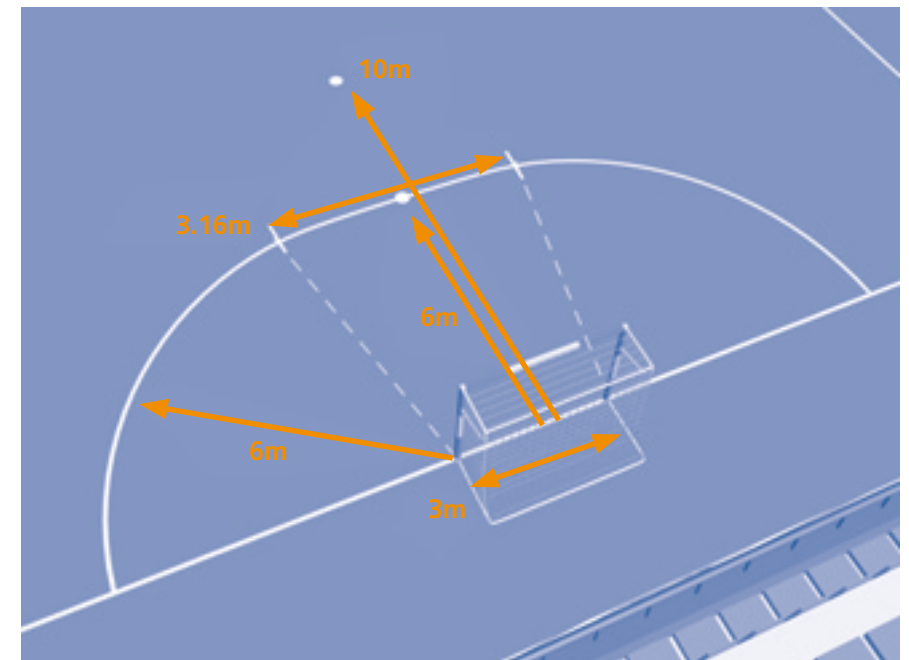
A mark shall be drawn 6 m from the midpoint between the goalposts and equidistant from them.

The second penalty mark

A second mark shall be drawn on the pitch 10 m from the midpoint between the goalposts and equidistant from them.

The corner arc

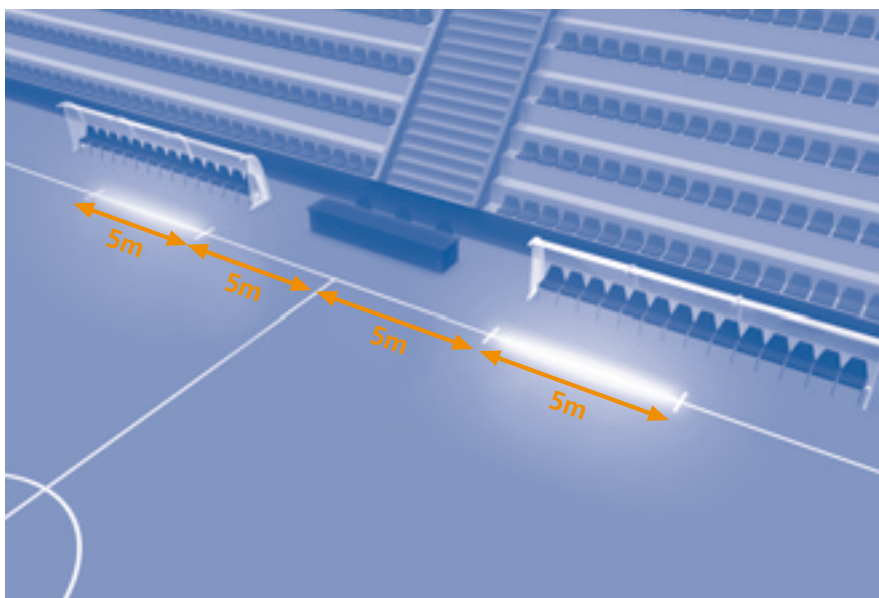
A quarter circle with a radius of 25 cm from each corner shall be drawn on the pitch.



Substitution zones

The substitution zones are the areas on the touch line in front of the team benches that the players shall use to enter and leave the pitch.

- the substitution zones are situated in front of the team benches and are 5 m in length. They shall be marked at each end with a line 8 cm wide and 80 cm in length, 40 cm of which is drawn on the pitch and 40 cm off the pitch
- the area in front of the timekeeper's table 5 m to either side of the halfway line shall be kept clear



The goals

The goals shall be placed in the middle of each goal line. They shall consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

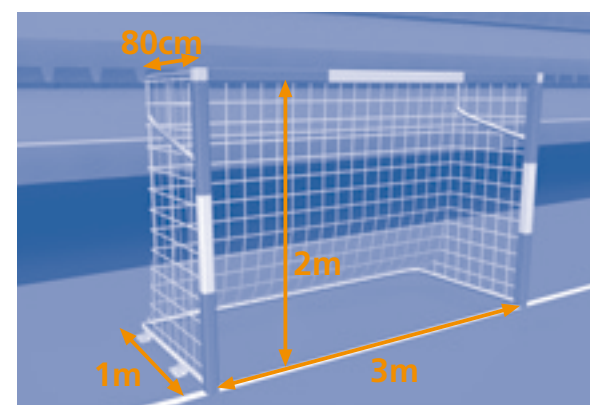
The distance (inside measurement) between the posts shall be 3 m and the distance from the lower edge of the crossbar to the ground shall be 2 m.

The goalposts and the crossbar shall have the same width and depth, 8 cm. The goal lines shall be the same width as the goalposts and the crossbar. Nets, made of hemp, jute or nylon, shall be attached to the back of the goalposts and crossbar. The lower part of the nets shall be attached to curved tubing or another suitable means of support.

The depth of the goal, i.e. the distance between the inside edge of the goalposts and the back of the net, shall be at least 80 cm at the top and 100 cm at ground level.

Safety

The goals shall have a stabilising system that prevents them from over-turning. Portable goals may be used provided that they are as stable as normal goals.



1 – THE PITCH

Surface of the pitch

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

Decisions

- 1 If the goal lines are between 15 and 16 m in length, the radius of the quarter circle shall be 4 m. In this case, the penalty mark shall no longer be situated on the penalty area line but shall be drawn at a distance of 6 m from the midpoint between the goalposts.*
- 2 A mark shall be drawn outside the pitch, 5 m from the corner arc and at right angles to the goal line to ensure that this distance is observed when a corner kick is taken. The width of this mark shall be 8 cm.*
- 3 Two additional marks, each at a distance of 5 m to the left and the right of the second penalty mark, shall be made on the pitch to indicate the distance to be observed when a free kick is being taken from the second penalty mark. The width of this mark is 6 cm.*
- 4 The team benches shall be situated behind the touch line, immediately beyond the free space in front of the timekeeper's table.*

2 – THE BALL

Qualities and measurements

The ball shall be:

- spherical
- made of leather or another 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 atmospheres (400–600g/cm²) at sea level



Replacement of a defective ball

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

- play shall be stopped
- the match shall be restarted by dropping the replacement ball at the place where the first ball became damaged*

If the ball bursts or is damaged while not in play (at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in):

- play shall be restarted in accordance with the Laws

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

Decisions

- 1 *Felt balls are not permitted for international matches.*
- 2 *The ball may not bounce less than 50 cm or more than 65 cm on the first rebound when dropped from a height of 2 m.*

In competition matches, only balls that meet the minimum technical requirements stipulated in Law 2 shall be permitted for use.

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

The official "FIFA APPROVED" logo or the official "FIFA INSPECTED" logo or the "INTERNATIONAL MATCHBALL STANDARD" reference.

Such a designation on a football indicates that it has been tested officially and found to be in compliance with specific technical requirements, which are different for each category and additional to the minimum specifications stipulated in Law 2. FIFA shall issue the list of additional requirements specific to each of the respective categories and shall select the laboratories responsible for quality control.

Member association competitions may require the use of balls bearing any one of these three designations.

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

In the event that an association requires the use of balls bearing the "FIFA APPROVED" or the "FIFA INSPECTED" logos for its own competitions, that association shall 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 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.

3 – THE NUMBER OF PLAYERS

Players

A match shall be 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 that is part of an official competition organised by FIFA, a confederation or a member association.

The maximum number of substitutes permitted is seven. The number of substitutions that may be 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 may be made at any time, regardless of whether the ball is in play or not, provided that the following conditions are observed:

- the player leaving the pitch does so via his own team's substitution zone.
- the player entering the pitch does so via his own team's substitution zone but not until the player leaving the pitch has completely crossed the touch line
- a substitute is subject to the authority and jurisdiction of the referees, whether he is called upon to play in a match or not
- the substitution is completed when the substitute enters the pitch, at which moment he becomes an active player and the player whom he is replacing ceases to be an active 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 it:

- play shall be stopped
- the player being replaced shall be instructed to leave the pitch
- the substitute shall be cautioned, shown the yellow card and ordered to leave the pitch to complete the substitution procedure
- play shall be restarted with an indirect free kick to the opposing team from the place where the ball was situated when the game was stopped*

If, while a substitution is being made, a substitute enters the pitch or a player being substituted leaves the pitch from anywhere other than his own team's substitution zone:

- play shall be stopped
- the offending player shall be shown the yellow card and ordered to leave the pitch to complete the substitution procedure
- play shall be restarted with an indirect free kick to the opposing team from the place where the ball was situated when the game was stopped*



Decisions

- 1 *At the start of a match, each team shall have five players.*
- 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 shall be abandoned.*
- 3 *A team official may give tactical instructions to players during a match. However, team officials shall not obstruct players and referees and shall always behave in an appropriate manner.*

Safety

A player shall not use equipment or wear anything (including any kind of jewellery) that could be dangerous to himself or another player.

Basic equipment

The basic compulsory equipment of a player comprises the following separate articles:

- a jersey or shirt
- shorts - if thermal undershorts are worn, these shall be 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

Shinguards

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

Goalkeepers

- the goalkeeper is permitted to wear long trousers
- each goalkeeper shall wear colours that easily distinguish him from the other players and the referees
- if an outfield player replaces a goalkeeper, he shall wear a goalkeeper's jersey with his number marked on the back

Infringements/Sanctions

For any infringement of this Law:

- the player at fault shall be instructed by the referees to leave the pitch to put his equipment in order 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 shall check that the player's equipment is in order.

Restart of play

If the referees stop play to caution the offending player:

- play shall be restarted with an indirect free kick taken by a member of the opposing team from the place where the ball was situated when the referees stopped play*

Decisions

- 1 *Players may not reveal undershirts that contain slogans or advertising. Any player who lifts his shirt to reveal slogans or advertising shall be sanctioned by the competition organisers.*
- 2 *The shirts shall have sleeves.*

The authority of the referee

Each match shall be 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 premises where the pitch is located until he leaves them.

Duties and powers

The referee shall:

- enforce the Laws of the Game
- allow play to continue if the team against which an offence has been committed stands to benefit from such an advantage, and penalise the original offence if the anticipated advantage does not ensue
- take note of and report to the appropriate authorities any incidents occurring before, during and after the match and any disciplinary measures taken against players or team officials
- act as a timekeeper in the event that this official is not present
- stop, suspend or terminate the match for any infringement of the Laws of the Game when he considers it appropriate
- stop, suspend or terminate the match as a result of any kind of outside interference
- take disciplinary action against players guilty of cautionable and sending-off offences
- take action against team officials who are guilty of misconduct and, if necessary, dismiss them from the pitch and surrounding area
- ensure that no unauthorised persons enter the pitch
- stop the match if, in his opinion, a player is seriously injured and ensure that this player is removed from the pitch
- allow play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensure that any ball used meets the requirements of Law 2
- punish the more serious offence if a player commits more than one offence at the same time



Decisions of the referee

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

The referee and second referee may only change a decision if they realise that it is incorrect or if they deem it necessary to do so, provided that play has not restarted or the match has not ended.

Decisions

- 1 *If the referee and the second referee signal a foul simultaneously and there is a disagreement as to which team is to be penalised, the referee's decision shall be final.*
- 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 shall be final.*

Duties and powers

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

The second referee shall help the referee to control the match in accordance with the Laws of the Game. The second referee shall also:

- have discretionary powers to stop the game for any infringement of the Laws
- ensure, together with the referee, that substitutions are carried out properly

In the event of undue interference or improper conduct on the part of the second referee, the referee shall relieve him of his duties, arrange for his replacement and submit a report to the appropriate authorities.



Decision

The presence of a second referee is compulsory for international matches.

Duties

A timekeeper and third referee shall be appointed. They shall be positioned off the pitch, level with the halfway line and on the same side as the substitution zones.

The timekeeper and the third referee shall be equipped with a suitable clock (chronometer) and the necessary equipment to keep a record of accumulated fouls, which shall be supplied by the association or club under whose jurisdiction the match is being played.

The timekeeper

Shall:

- ensure that the duration of the match complies with the provisions of Law 8 by:
 - starting the chronometer after kick-off
 - stopping the 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
- time the one-minute time-out
- time the two-minute expulsion period when a player has been sent off
- indicate 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 acoustic signal distinct from the one used by the referee
- keep a record of all time-outs remaining to each team, keep the referees and teams informed in this regard and indicate permission for a time-out when requested by an official from either team (Law 8)
- keep a record of the first 5 accumulated fouls committed by each team signalled by the referees in each half of the match and use a whistle or acoustic signal distinct from the one used by the referee to indicate when a team has committed its fifth accumulated foul



The third referee

- In addition to assisting the timekeeper, the third referee shall:
- keep a record of the first five accumulated fouls committed by each team signalled by the referees in each half of the match and place a visible sign on the timekeeper's table to advertise this fact
 - keep a record of stoppages in play and the reasons for them
 - take note of the goalscorers' numbers
 - record the names and numbers of any players cautioned or sent off
 - monitor the replacement of balls at the request of the referees
 - if necessary, check the substitutes' equipment before they enter the pitch
 - signal to the referees when an obvious error has been made in cautioning or sending off a player or if an act of violence has been committed out of their range of vision. In any case, the referee shall decide on any facts connected with play
 - monitor the conduct of those persons seated on the team benches and inform the referees of any inappropriate behaviour
 - provide any other information relevant to the game

In the event of undue interference by the timekeeper or the third referee, the referee shall relieve the person in question of his duties, arrange for his replacement and submit a report to the appropriate authorities.

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

Decisions

- 1 For international matches, the use of a timekeeper and a third referee is compulsory.
- 2 For international matches, the chronometer used shall incorporate all the necessary functions (precise timekeeping, a device to time the two-minute punishment period of four players simultaneously and monitor the accumulation of fouls by each team during each half).
- 3 If the third referee is absent, the timekeeper shall also assume the third referee's specific duties.



Periods of play

The match shall last two equal periods of 20 minutes.

The timekeeping shall be carried out 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, or for a direct free kick to be taken against a team that has committed more than five accumulated fouls.



Time-out

The teams are entitled to a one-minute time-out in each half.

The following conditions apply to a time-out:

- the team officials are authorised to request the timekeeper for a one-minute time-out
- a one-minute time-out may be requested at any time but is permitted only when the team requesting the time-out 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 another acoustic signal distinct from the ones used by the referees
- when a time-out is granted, the substitutes shall stay off the pitch. Players may only be substituted at the end of a time-out. The official issuing the instructions may not enter the pitch
- a team that does not request a time-out in the first half of the match shall only be entitled to one time-out during the second half

Half-time interval

The half-time interval shall not exceed 15 minutes.

Decisions

- 1 *If the timekeeper is not available, the team official may request the referee for a time-out.*
- 2 *If the competition rules stipulate that extra time is to be played at the end of normal time, there shall be no time-outs during extra time.*

Introduction

A coin is tossed and the team that wins the toss shall decide which goal it will attack in the first half of the match. The other team shall take the kick-off to start the match. The team that wins the toss shall take the kick-off to start the second half of the match.

At the start of the second half of the match, the teams shall change ends and attack in the opposite direction.

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

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

Procedure

- all players shall be in their own half of the field
- the opponents of the team taking the kick-off must be at least 3 m from the ball until it is in play
- the ball shall be stationary on the centre mark
- the referee shall give a signal
- the ball shall be deemed in play from the moment it is kicked and moves forward
- the kicker may not touch the ball for a second time before it has been touched by another player

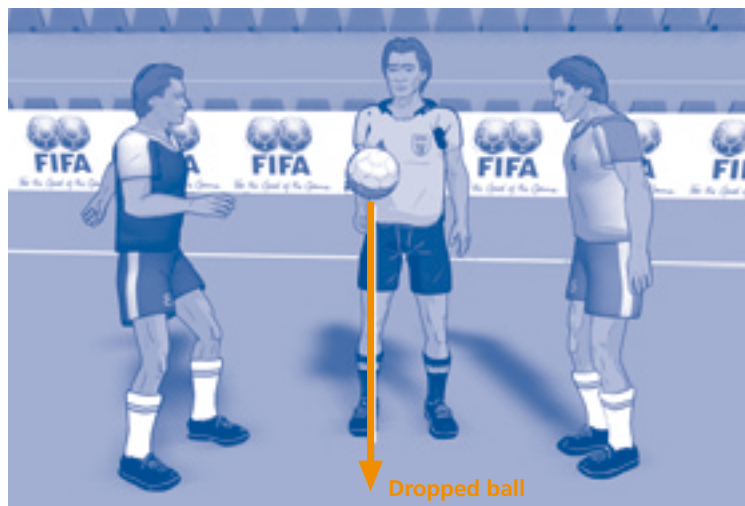
After a team scores a goal, the kick-off shall be taken by the other team.

Infringements/Sanctions

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

- an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*

In the event of any other infringement of the kick-off procedure, the kick-off shall be retaken.



The game restarts when the ball touches the floor.

Dropped ball

A dropped ball is a way of restarting the match after a temporary stoppage for any reason not mentioned in the Laws of the Game, provided that prior to the stoppage the ball was in play and had not crossed either the touch lines or goal lines.

Procedure

One of the referees shall drop the ball at the place where it was situated when play was stopped*.

Infringements/Sanctions

The ball shall be 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

Special circumstances

A free kick awarded to the defending team in its own penalty area may be taken from any point inside that penalty area.

An indirect free kick awarded to the attacking team in the penalty area of the opposing team shall be taken from the penalty area line at the point nearest to where the offence was committed.

A dropped ball to restart play after it has been temporarily stopped inside the penalty area shall be taken from the penalty area line at the point nearest to the position of the ball when play was stopped.

Ball out of play

The ball shall be deemed out of play when:

- it completely crosses the goal line or touch line, whether along the ground or through the air
- play has been stopped by the referees
- it hits the ceiling

Ball in play

The ball shall be deemed in play at all other times, including when:

- it rebounds off a goalpost or the crossbar onto the pitch
- it rebounds off either of the referees while they are on the pitch

Decisions

- 1 *When a match is played on an indoor pitch and the ball hits the ceiling, play shall be restarted with a kick-in to the opponents of the team that last touched the ball. The kick-in shall be taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling.*
- 2 *The minimum height of ceilings must be 4 m and is stipulated in the competition regulations.*

Goal scored

A goal is scored when the whole of the ball passes over the goal line between the goalposts and under the crossbar, unless a member of the attacking team, including the goalkeeper, has deliberately carried, thrown or struck the ball with his hands or arms, and provided that the scoring team has not previously infringed the Laws of the Game.

Winning team

The team that scores the greater number of goals during a match shall be the winner. If both teams score an equal number of goals or if no goals are scored, the match shall end in a draw.

Competition regulations

If the competition regulations state that a match shall end with a winning team or if a play-off match ends in a draw, only the following procedures shall be taken into account:

- the number of goals scored away from home
- extra time
- kicks taken from the penalty mark

Decision

Only the procedures approved by FIFA and described in these Laws of the Game may be stated in the competition regulations to determine the winner of a match or play-off.

Fouls and misconduct shall be penalised as follows:

Direct free kick

A direct free kick shall be awarded to the opposing team if a player commits any of the following six infringements in a manner considered by the referees to be careless, reckless or excessively forceful:

- kicking or attempting to kick an opponent
- tripping or attempting to trip an opponent, either by sliding or by bending down in front of or behind an opponent,
- jumping on an opponent
- charging an opponent
- striking or attempting to strike an opponent
- pushing an opponent

A direct free kick shall also be awarded to the opposing team if a player commits any of the following five infringements:

- holding an opponent
- spitting at an opponent
- sliding in an attempt to play the ball while an opponent is playing it or is about to play it (sliding tackle), except for the goalkeeper in his own penalty area, provided that he does not endanger the safety of an opponent
- touching the opponent before the ball when attempting to win possession
- carrying, striking or throwing the ball with one's hands or arms, except for the goalkeeper in his own penalty area

The direct free kick shall be taken from the place where the infringement occurred, unless the free kick has been awarded to the defending team in its own penalty area, in which case the free kick may be taken from any point inside the penalty area.

The above-mentioned infringements are accumulated fouls.

Penalty kick

A penalty kick shall be awarded if a player commits any of the aforementioned infringements 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 shall be awarded to the opposing team if a goalkeeper commits any of the following offences:

- after clearing the ball, he touches it again with his hands before it has been played or touched by an opponent
- he touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- he touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- he touches or controls the ball with his hands or feet in his own half for more than four seconds

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

- plays in a dangerous manner
- deliberately obstructs an opponent
- prevents the goalkeeper from throwing the ball with his hands
- commits any other infringement not previously mentioned in Law 12 for which play is stopped to caution or dismiss a player

The indirect free kick shall be taken from the place where the infringement occurred*.

Disciplinary sanctions

Yellow and red cards may only be shown to players or substitutes.

The referees are authorised to take disciplinary action from the moment players enter the pitch until the moment they leave it after the final whistle.

Cautionable offences

A player or a substitute shall be cautioned and shown the yellow card if he commits any of the following infringements:

- unsporting behaviour
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance
- entering or re-entering the pitch without the referees' permission or infringement of the substitution procedure
- deliberately leaving the pitch without the referees' permission

Sending-off offences

A player or a substitute shall be sent off and shown the red card if he commits any of the following offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (with the exception of a goalkeeper inside his own penalty area)
- denying an opponent moving towards the player's goal an obvious goalscoring opportunity by committing an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language or gestures
- receiving a second caution in the same match

Decisions

1 A player who has been sent off may not re-enter the play, nor may he sit on the substitutes' bench, as he is obliged to leave the vicinity of the pitch.

A substitute player may enter the pitch two full 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 timekeeper. In this case the following conditions apply:

- if there are 5 players against 4 and the team with the greater number of players scores a goal, the team with only 4 players may be completed with a fifth player
- if both teams are playing with 4 players and a goal is scored, both teams shall remain with the same number of players
- if there are 5 players playing against 3, or 4 against 3, and the team with the greater number of players scores a goal, the team with 3 players may be increased by one player only
- if both teams are playing with 3 players and a goal is scored, both teams shall remain with the same number of players
- if the team scoring the goal is the one with fewer players, the game shall continue without any change to the number of players

2 Under Law 12, following a clearance by the goalkeeper a player may pass the ball back to him using his head, chest, knee, etc provided that he receives it after it has crossed the halfway line or has been touched or played by an opponent. If, however, in the opinion of the referees, a player uses a deliberate trick while the ball is in play in order to circumvent the Law, the player shall be guilty of unsporting behaviour. He shall be cautioned, shown the yellow card and an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*.

In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with his hands or not. The offence shall be deemed to have been committed by any player who attempts to circumvent both the letter and the spirit of Law 12.

3 A tackle that endangers the safety of an opponent shall be sanctioned as serious foul play.

4 Any act of simulation on the pitch that is intended to deceive the referees shall be sanctioned as unsporting behaviour.

5 A player who removes his shirt when celebrating a goal shall be cautioned for unsporting behaviour.

Types of free kick

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball shall 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 directly enters the opponents' goal, a goal shall be awarded.

The indirect free kick

A goal shall only be awarded if the ball touches another player before it enters the goal.

Position of free kick

All opponents shall be situated at least 5 m from the ball until it is in play. The ball shall be deemed in play after it has been touched or played.

When a defending team is taking a free kick from inside its own penalty area, all opponents shall remain outside said area. The ball shall be deemed in play immediately after it has left the penalty area.

Infringements/Sanctions

If, when a free kick is taken, an opponent does not observe the regulation distance:

- the kick shall be retaken

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

- an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*

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

- the referees shall award an indirect free kick to the opposing team from the place where the infringement occurred*

Signals

Direct free kick:

- one of the referees shall indicate the direct free kick by keeping one arm horizontal and pointing in the direction in which the kick is to be taken. The referee shall point to the ground with the index finger of the other hand to make it plain to the third referee (or any other referee at the table) that it is an accumulated foul

Indirect free kick:

- the referees shall indicate an indirect free kick by raising one arm above their heads, maintaining the arm in that position until the kick has been taken and the ball has touched another player or goes out of play

Accumulated fouls

- are those punished by a direct free kick as mentioned in Law 12
- the first 5 accumulated fouls committed by each team during each half are recorded in the match report
- the referees may allow play to continue by applying the advantage rule if the team has not yet committed 5 accumulated fouls and the opposing team is not denied an obvious goalscoring opportunity
- when applying the advantage rule, the referees shall use the mandatory signal to indicate an accumulated foul to the timekeeper and the third referee as soon as the ball is out of play
- if extra time is played, accumulated fouls from the second period shall remain valid. Any accumulated fouls during extra time shall be added to the team's total from the second period

Position of free kick

For the first 5 accumulated fouls recorded against either team in each half, and provided the game has been stopped for that reason:

- the players of the opposing team may form a wall to defend a free kick
- all opponents shall be situated at least 5 m from the ball
- a goal may be scored directly in the opponents' goal from this free kick



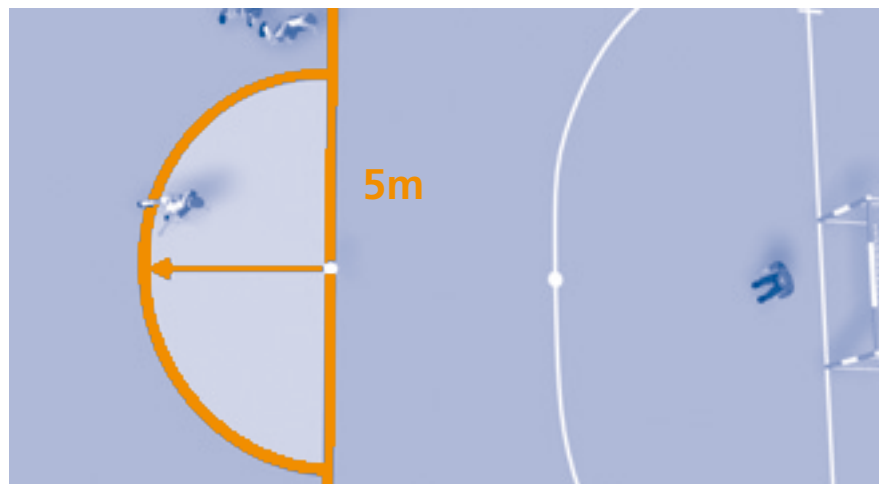
Beginning with the sixth accumulated foul recorded against either team in each half:

- the defending team's players may not form a wall to defend a free kick
- the player taking the kick shall be duly nominated
- the goalkeeper shall remain in his penalty area at a distance of at least 5 m from the ball
- all the other players shall remain on the pitch behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They shall remain 5 m away 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 struck and starts to move.

Procedure (for the sixth and any subsequent accumulated fouls)

- the player taking the free kick shall kick the ball with the intention of scoring a goal and may not pass the ball to a team-mate
- once the free kick has been taken, no player may touch the ball until it has been touched by the defending goalkeeper, rebounded off the goalpost or crossbar, or left the pitch
- if a player commits his team's sixth foul in the opposing team's half or in his own half in the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark 10 m from the goal line, the free kick shall be taken from the second penalty mark. The second penalty mark is described in Law 1. The free kick shall be taken in compliance with the provisions of the previous paragraph "Position of free kick"
- if a player commits his team's sixth foul in his own half of the pitch between the 10 m line, the goal line but outside the penalty area, the team awarded the free kick shall decide whether to take it from the second penalty mark or the place where the infringement occurred
- additional time shall be allowed for a direct free kick to be taken at the end of each half or at the end of each period of extra time



Infringements/Sanctions

If a player of the defending team infringes this Law:

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

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

- the kick shall be retaken if a goal is scored
- if a goal is not scored, the referees shall stop play and restart the game with an indirect free kick to the defending team from the place where the infringement was committed*

If the player taking the kick infringes this Law after the ball has been put into play:

- an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*

If a player of the defending team and a player of the attacking team infringe this Law:

- the free kick shall be retaken

If a ball strikes an object after it has been played forward:

- the kick shall be retaken

If the ball rebounds into play off a goalkeeper, the crossbar or the goalposts and then strikes an object:

- the referees shall stop play
- and restart it with a dropped ball at the place where the ball struck the object*

The penalty kick

A penalty kick is awarded against a team that commits any of the infringements 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 shall be 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:

- shall be placed on the penalty mark

The player taking the penalty kick:

- shall be duly nominated

The defending goalkeeper:

- shall stay on his goal line, facing the kicker and between the goalposts until the ball has been put into play

The players other than the kicker shall be situated:

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



Procedure

- The player taking the penalty shall kick the ball forward
- He may not play the ball a second time until it has touched another player
- The ball shall be deemed in play from the moment it is kicked and set in motion

When a penalty kick is taken during normal time or when time has been extended at half-time or full time, a goal shall be awarded if, before passing between the goalposts and under the crossbar:

- the ball touches either or both goalposts, the crossbar or the goalkeeper

Infringements/Sanctions

If a player of the defending team infringes this Law:

- the penalty kick shall be retaken if a goal is not scored
- the penalty kick shall not be retaken if a goal is scored

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

- the penalty kick shall be retaken if a goal is scored
- if a goal is not scored, the referees shall stop play and restart the game with an indirect free kick to the defending team from the place where the infringement was committed*

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

- an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*

If a player of the defending team and a player of the attacking team infringe this Law:

- the penalty kick shall be retaken

If a ball strikes an object after it has been played forward:

- the kick shall be retaken

If the ball rebounds into play off a goalkeeper, the crossbar or the goalposts and then strikes an object:

- the referees shall stop play
- and restart it with a dropped ball at the place where it struck the object*

The kick-in

The kick-in is a method of restarting play.

A goal may not be scored directly from a kick-in.

A kick-in:

- shall be awarded when the whole of the ball crosses the touch line, either along the ground or through the air, or hits the ceiling
- shall be taken from the place where the ball crossed the touch line
- shall be awarded to the opponents of the player who last touched the ball

Position of the ball and the players

The ball:

- shall remain stationary on the touch line
- may be kicked back onto the pitch in any direction

The player taking the kick-in:

- shall have part of one foot on the touch line or off the pitch at the moment he takes the kick-in

The players of the defending team:

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

Procedure

- the player taking the kick-in shall do so within 4 seconds of receiving the ball
- the player taking the kick-in may not play the ball a second time until it has touched another player
- the ball shall be deemed in play as soon as it enters the pitch

Infringements/Sanctions

An indirect free kick shall be 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 shall be taken from the place where the infringement occurred*

The kick-in shall be retaken by a member of the opposing team if:

- it is taken incorrectly
- it is taken from a position other than the place where the ball left the pitch
- it is not carried out within 4 seconds of the player taking possession of the ball
- any other infringement of the Law occurs

If an opponent interferes with or hinders a kick-in from being taken properly:

- he shall be cautioned for unsporting behaviour and shown the yellow card

The goal clearance

The goal clearance is a method of restarting play.

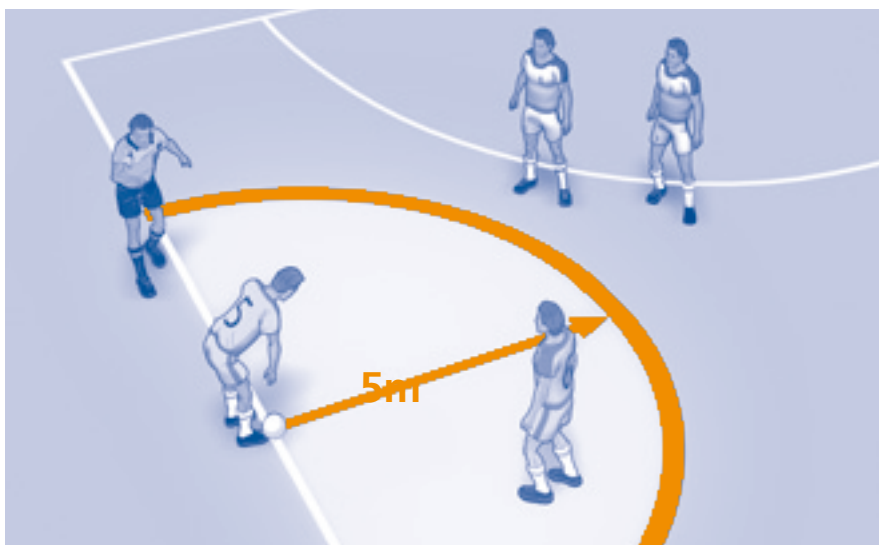
A goal may not be scored directly from a goal clearance.

A goal clearance shall be awarded when:

- the whole of the ball, having last touched a player of the attacking team, crosses the goal line either along the ground or through the air, and a goal is not scored in accordance with Law 11

Procedure

- the ball shall be thrown from any point inside the penalty area by the goalkeeper of the defending team
- opponents shall remain outside the penalty area until the ball is in play
- the goalkeeper may not play the ball a second time until it has been touched by an opponent or has crossed the halfway line
- the ball shall be deemed in play when it is thrown directly out of the penalty area



Infringements/Sanctions

If the ball is not thrown directly out of the penalty area:

- the goal clearance shall be retaken

If, once the ball is in play, the goalkeeper touches the ball a second time before it has been touched by an opponent or crossed the half-way line:

- an indirect free kick shall be awarded to the opposing team from the place where the infringement occurred*

If the goal clearance is not taken within 4 seconds of the goalkeeper taking possession of the ball:

- An indirect free kick shall be awarded to the opposing team on the penalty area line from the place nearest to where the infringement occurred

The corner kick

The corner kick is a method of restarting play.

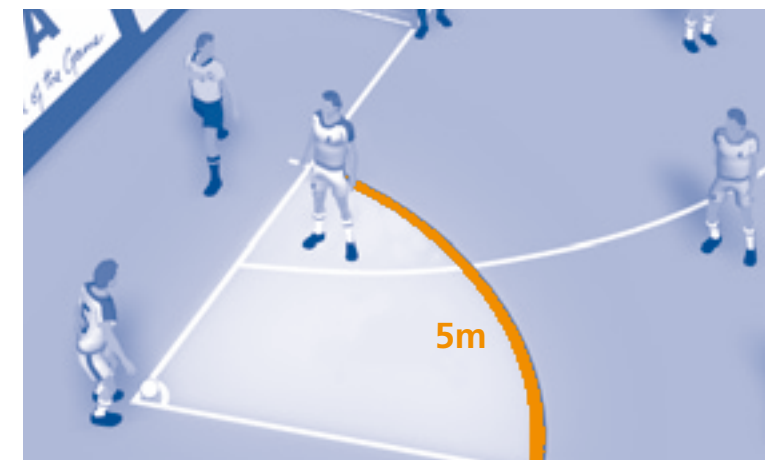
A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick shall be awarded when:

- the whole of the ball, having last touched a player of the defending team, crosses the goal line either along the ground or through the air, and a goal is not scored in accordance with Law 11

Procedure

- the ball shall be placed inside the corner arc at the nearest corner
- the opponents shall remain at least 5 m away from the corner arc until the ball is in play
- the ball shall be kicked by a member of the attacking team
- the ball shall be deemed in play from the moment it is played and set in motion
- the kicker may not play the ball a second time until it has touched another player



Infringements/Sanctions

An indirect free kick shall be awarded to 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 shall be 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 shall be taken from the corner arc

For any other infringement:

- the corner kick shall be retaken

Procedures to determine the winner of a match or play-off

Away goals, extra time and kicks from the penalty mark are the methods for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Away goals

Competition regulations may stipulate that if the teams' score is level after playing one home and one away game, the goals scored in the away match count as double.

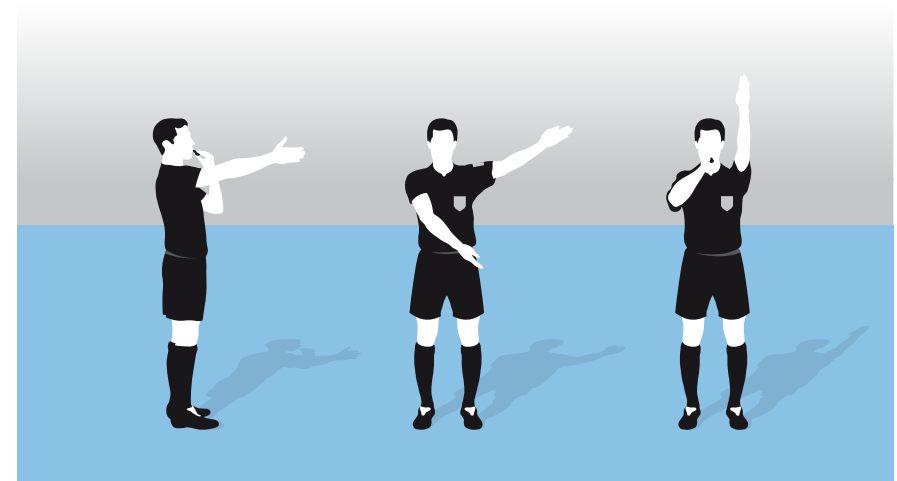
Extra time

- extra time shall consist of two equal periods of five minutes
- where a team does not score more than its opponents, the winner of the match shall be decided by kicks taken from the penalty mark

Kicks from the penalty mark

- the referee shall choose the goal at which the kicks shall be taken
- the referee tosses a coin and the team whose captain wins the toss shall decide whether to take the first or second kick
- the referee and the timekeeper shall keep a record of the kicks taken
- subject to the conditions explained below, both teams shall take five kicks
- the kicks shall be taken alternately
- if, before both teams have taken five kicks, one has scored more goals than the other could score from all five of its kicks, no more kicks shall be taken
- if, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, the kicks shall 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

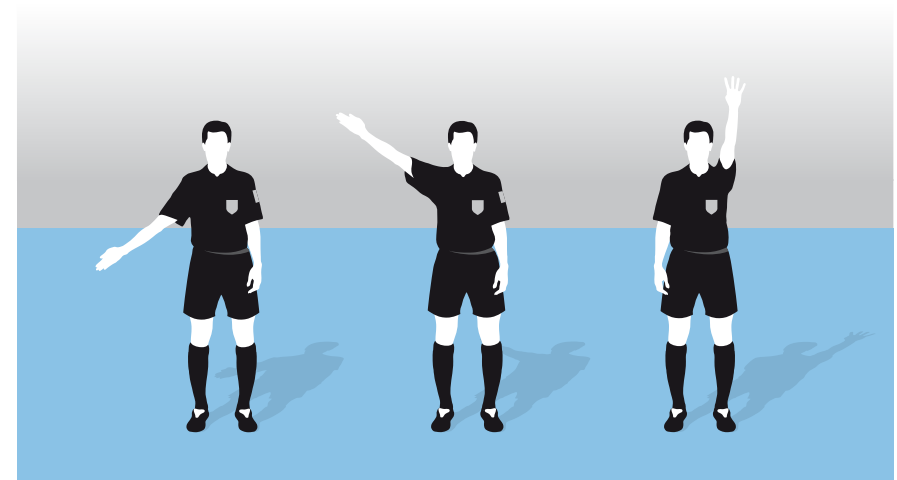
- all players and substitutes are eligible to take a penalty kick
- each kick shall be taken by a different player and all eligible players shall take a kick before any player may take a second kick
- an eligible player may change places with the goalkeeper at any time during kicks from the penalty mark
- only the eligible players and the referees are permitted to remain on the pitch during kicks from the penalty mark
- all eligible players, except the player taking the kick and the two goalkeepers, shall remain in the opposite half of the pitch with the third referee
- the goalkeeper whose team-mate is taking the penalty kick shall remain on the pitch outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area line
- unless otherwise stated, the relevant Laws of the Game and International F.A. Board decisions shall apply when kicks from the penalty mark are taken
- when a team finishes a match with a greater number of players and substitutes than its opponents, it shall reduce its numbers until they are equal to those of their opponents and inform the referee of the name and number of each player that has been excluded. The team captain shall be responsible for this task
- before the start of kicks from the penalty mark, the referee shall ensure that the same number of eligible players per team remain in the other half of the pitch in readiness to take the penalty kicks



Start and restart of play (kick-off)

Indirect free kick

Direct free kick/penalty kick

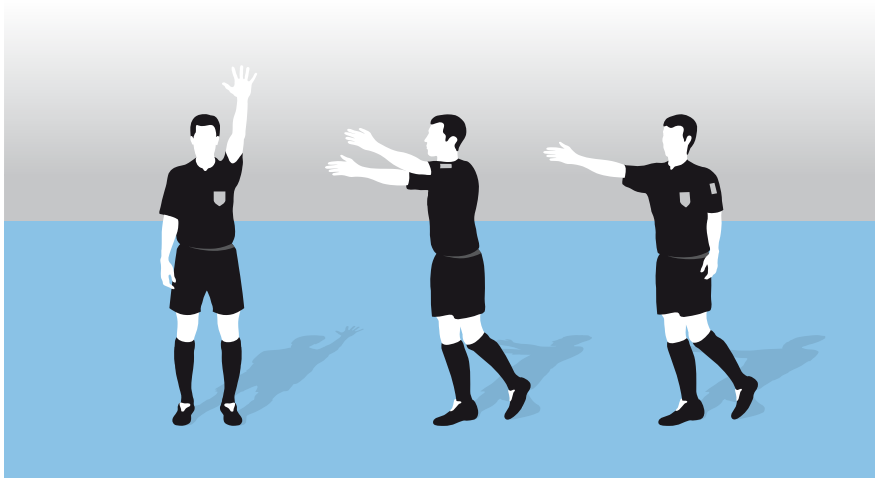


Corner kick

Kick-in

Four second count

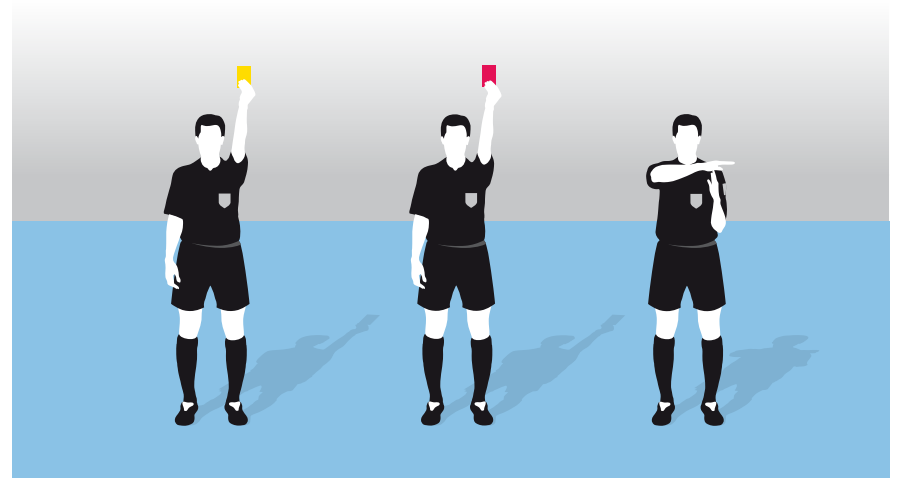
REFEREE SIGNALS



Fifth accumulated foul

Advantage indirect free kick

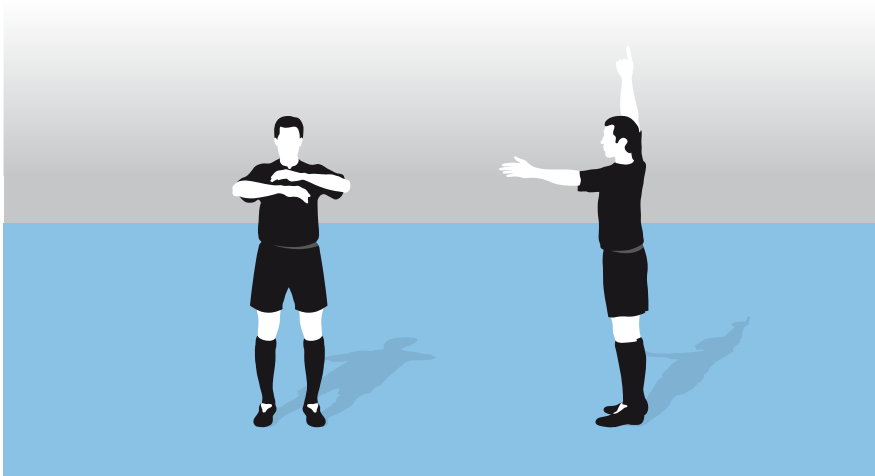
Advantage accumulated foul



Caution

Sending-off

Time-out



Accumulated foul after applying the advantage rule

The aim of these additional instructions for referees, second referees, third referees and timekeepers is to ensure the correct application of the Futsal Laws of the Game.

Futsal is a competitive sport, and physical contact between the players is normal and an acceptable part of the game. However, players must respect the Futsal Laws of the Game and the principles of fair play.

Serious foul play and violent conduct are two sending-off offences under Law 12 and constitute unacceptable levels of physical aggression.

Serious foul play

A player is guilty of serious foul play if he uses excessive force or brutality against an opponent when challenging for the ball when it is in play.

Any player who lunges at an opponent when challenging for the ball from the front, from the side or from behind using one or both legs with excessive force and endangering the safety of an opponent is guilty of serious foul play.

Violent conduct

Violent conduct can occur on or off the pitch, regardless of whether the ball is in play or not. A player is guilty of violent conduct if excessive force or brutality is used against an opponent, without either of them challenging for the ball.

The player is also guilty of violent conduct if excessive force or brutality is used against a team-mate or any other person.

Offences against the goalkeeper

Referees are reminded that:

- it is an offence for a player to stop the goalkeeper from throwing, clearing or releasing the ball from his hands
- a player must be punished for violent conduct if he plays or tries to play a ball with his feet when the goalkeeper is throwing, clearing or releasing the ball
- it is an offence to restrict the goalkeeper's movements in an unsporting manner at a corner kick

Shielding the ball

It is not an offence if a player, with the ball under control within playing distance, shields the ball from an opponent without using his arms.

However, if the player stops the opponent taking the ball from him by using his hands, arms, legs or body in an unsporting manner, this will be punished with a direct free kick or penalty if the infringement was committed inside the penalty area.

Scissors kick

A scissors kick is allowed provided that it does not endanger the opponent in the opinion of the referee.

Deliberate handball

Referees are reminded that deliberate handball is punishable with a direct free kick or penalty if the offence is committed in the penalty area. Under normal circumstances, deliberate handball should not result in a caution or sending off.

Denying an obvious goalscoring opportunity

A player will, however, be sent off if he intentionally prevents an obvious goalscoring opportunity by using his hand. This punishment is not for the deliberate handball, but rather for unacceptable and unsporting behaviour that prevented a goal from being scored.

Cautions for unsporting behaviour as a result of deliberate handball

There are circumstances when, in addition to a direct free kick being awarded, a player must also be cautioned for unsporting behaviour e.g. when a player:

- deliberately and blatantly handles the ball to prevent an opponent gaining possession
- attempts to score a goal by deliberately handling the ball

Holding an opponent

A common criticism levelled against referees is their inability to correctly identify and punish the infringement of holding an opponent. This inability to properly assess the action of holding a shirt or an arm can lead to controversy; referees are therefore urged to intervene immediately and firmly in these situations in accordance with Law 12.

Generally speaking, a direct free kick or penalty kick is a sufficient punishment, but under certain circumstances an additional sanction should be imposed. For example:

- a player shall be cautioned for holding an opponent to prevent him from reaching the ball or taking up an advantageous position
- a player shall be sent off for preventing an obvious goalscoring opportunity by holding an opponent

Advantage rule

When a team has committed five accumulated fouls and then commits an infringement that is punishable with a direct free kick or penalty, the referees must award the direct free kick or penalty except where there is a clear goalscoring opportunity.

However, if an offence is committed that is punishable by an indirect free kick in accordance with Law 12, the referees must try to play advantage to ensure that play flows, provided that this does not lead to any retaliation and is not prejudicial to the team against which the offence was committed.

Free kicks

Referees are reminded that a player must be cautioned if:

- he fails to observe the regulation distance when play restarts

The penalty kick

It is an infringement of the Laws of the Game for players to stand less than 5 m from the penalty spot before the penalty kick is taken. The goalkeeper is likewise in breach of the Laws of the Game if he moves off his goal line before the ball is kicked.

The referees must ensure that the appropriate measures are taken if players infringe this rule.

Kick from the second penalty mark and direct free kick without a wall

It is an infringement of the Laws of the Game for the goalkeeper to stand less than 5 m from the ball before the kick is taken. The goalkeeper is also in breach of the Laws of the Game if he stands outside his penalty area before the ball is kicked.

All other players, with the exception of the player taking the kick, must stand behind an imaginary line level with the ball, parallel with the goal line, outside the penalty area and 5 m from the ball until the ball has been played.

The referees must ensure that the appropriate measures are taken if the players infringe this rule.

Goalkeeping offences

Referees are reminded that goalkeepers may not keep possession of the ball in their hands or at their feet (within their half of the pitch) for more than 4 seconds. Any goalkeeper committing this offence will be penalised with an indirect free kick to the opposing team*.

Persistent offenders

Referees must always be alert to players persistently violating the Futsal Laws of the Game. It must also be noted that even if the player in question has committed different types of offences, he must be cautioned for persistently violating the Laws.

Behaviour towards the match officials

The team captains are not beneficiaries of special status or special treatment insofar as the Futsal Laws of the Game are concerned, but they do have a certain degree of responsibility when it comes to their teams' behaviour.

Any player who is guilty of showing verbal dissent in respect of the referees' decisions must be cautioned.

Any player who attacks a match official or is guilty of using offensive, rude or obscene gestures or language must be sent off.

Simulation

Any player that tries to fool the referees by feigning injury or pretending to have been the victim of an infringement will be guilty of simulation and will be punished for unsporting conduct. If the match was stopped as a result of this infringement, play shall restart with an indirect free kick from where the infringement was committed*.

Delaying the restart of the match

Referees must caution players who delay the restart of play by using the following tactics:

- taking a free kick from the wrong place with the deliberate intention of obliging the referee to order it to be retaken
- kicking the ball away or picking it up and holding it after the referee has stopped the game
- deliberately provoking a confrontation by interfering with the ball after the referee has stopped play

Goal celebrations

Even though players are allowed to express their joy when they score a goal, the celebration should not be excessive.

In FIFA circular no. 579, FIFA gave permission to celebrate the scoring of goals in a reasonable manner. However, the practice of rehearsed celebrations should be discouraged if it causes time-wasting, in which case the referees should intervene.

Players will be cautioned, if, in the opinion of the referee, they do any of the following:

- make provocative, derisory or inflammatory gestures
- leave the pitch and enter an area in which fans are congregated in order to celebrate a goal
- remove their shirt or cover their head with it

Leaving the pitch while celebrating a goal is not a punishable offence as such, but it is essential that the players return immediately.

The aim is for referees to act preventatively and use common sense regarding goal celebrations.

Refreshments

Players have the right to consume refreshments during an interruption in the match, but only at the touch line. Throwing bags of water or any other type of receptacle containing water onto the pitch is not permitted.

Basic playing equipment

Goalkeepers:

- each goalkeeper shall wear colours that distinguish him from the other players and the referees
- if the goalkeepers have shirts of the same colour and neither has a spare jersey to change into, the referee shall allow play to commence

Non-basic playing equipment

- a player may not wear any piece of equipment that is dangerous to himself or another player
- modern protective equipment, such as headgear, face masks, shin-guards and arm protectors made of soft, light material are not considered to be dangerous and are therefore permitted
- new technology has ensured that sports glasses are safer for the player himself and for other players. Referees should therefore show tolerance and permit the use of such glasses.

Safety

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

Jewellery

All kinds of jewellery are potentially dangerous. Players may not use tape to cover items of jewellery.

Rings and ear-rings, as well as leather and rubber articles are not necessary and can only cause injuries.

The word “dangerous” can at times be ambiguous and controversial, but in the interests of uniformity and consistency, players, substitutes and match officials may not wear any type of jewellery or adornment.

Taping up jewellery does not provide sufficient protection.

To avoid last-minute problems, teams must inform their players in advance of this ban on such items.

Procedure for injured players

The referee must take into account the following instructions if a player is injured:

- allow the match to continue until the ball goes out of play if the injury is, in the referee's opinion, a minor one
- stop the match if the referee considers the injury to be serious
- after consulting the injured player, the referee shall authorise one or more (maximum two) medical staff to enter the pitch to allow them to assess the injury and ensure that the player leaves the pitch safely and swiftly
- if necessary, the stretcher-bearers shall enter the pitch at the same time as the doctors to hasten the player's departure from the pitch
- the referee must ensure that the injured player is carried off the pitch safely and swiftly
- the player may not be treated on the pitch
- any player with a bleeding wound must leave the pitch and may not return until the referee has ascertained that the wound has stopped bleeding. A player may not wear blood-stained clothing

- as soon as the doctors have entered the pitch, the player must leave the pitch either on foot or be carried off on a stretcher. If a player does not comply with this provision, he shall be cautioned for deliberately delaying the restart of play
- assuming he has not been substituted, an injured player may return to the pitch only after the match has restarted
- an injured player does not have to leave the pitch via the substitute zone, but over any line that marks the pitch boundaries
- an injured player who has left the pitch or has had to leave the pitch may be substituted, but the substitute must always enter the pitch via the substitute zone
- when the ball is in play, the injured player may return to the pitch if he has not been substituted, but only from the touch line. When the ball is not in play, he may return via any boundary line on the pitch
- only the referees may allow an injured player who has not been substituted to return to the pitch, whether the ball is in play or not

If the match has not been interrupted for any other reason, or if the player's injury is not a consequence of an infringement of the Futsal Laws of the Game, the referee shall restart the match with a dropped ball at the place where the ball was when the match was interrupted*.

Exceptions

Exceptions are made in the following cases only:

- an injury to the goalkeeper
- when the goalkeeper and an outfield player collide with each other and require immediate treatment
- when there is a serious injury, for example, a player has swallowed his tongue, is suffering from concussion or has broken his leg, etc

