

Futsal Laws of the Game

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 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 female Futsal players, for veteran footballers (over 35 years) and for players with disabilities.

Any or all of the following modifications are permissible:

- size of the field of play;
- 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 modifications are only allowed with the consent of the International Football Association Board.

Male and Female

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

CONTENTS

Law	Page
1 The pitch	8
Dimensions	
International matches	
Pitch markings	
The penalty area	
The penalty mark	
The second penalty mark	
The corner arc	
Substitution zones	
Goals	
Safety	
Surface of the pitch	
2 The ball	15
Properties and measurements	
Replacement of a defective ball	
3 The number of players	18
Players	
Substitution procedure	
Infringements/Sanctions	
4 The players' equipment	21
Safety	
Basic equipment	
Jersey or shirt	
Shinguards	
Goalkeepers	
Infringements/Sanctions	

Law	Page
5 The referee	23
The authority of the referee	
Powers and duties	
Decisions of the referee	
6 The second referee	25
Powers and duties	
7 The timekeeper and the third referee	27
Duties	
The timekeeper	
The third referee	
8 The duration of the match	30
Periods of play	
Time-out	
Half-time interval	
9 The start and restart of play	32
Preliminaries	
Kick-off	
Procedure	
Infringements/Sanctions	
Dropped ball	
Procedure	
Infringements/Sanctions	
10 The ball in and out of play	35
Ball out of play	
Ball in play	

CONTENTS

Law	Page
11 The method of scoring	36
Goal scored	
Winning team	
Competition rules	
12 Fouls and misconduct	37
Direct free kick	
Penalty kick	
Indirect free kick	
Disciplinary sanctions	
Cautionable offences	
Sending-off offences	
13 Free kicks	41
Types of free kicks	
The direct free kick	
The indirect free kick	
Position of free kick	
Infringements/Sanctions	
Signals	
14 Accumulated fouls	43
Accumulated fouls	
Position of free kick	
Procedure (for the sixth and any subsequent accumulated fouls)	
Infringements/Sanctions	

Law	Page
15 The penalty kick	47
The penalty kick	
Position of the ball and the players	
Procedure	
Infringements/Sanctions	
16 The kick-in	49
The kick-in	
Position of the ball and the players	
Procedure	
Infringements/Sanctions	
17 The goal clearance	51
The goal clearance	
Procedure	
Infringements/Sanctions	
18 The corner kick	53
The corner kick	
Procedure	
Infringements/Sanctions	
Procedures to determine the winner of a match	55
Procedures to determine the winner of a match	
Extra time	
Kicks from the penalty mark	
Referee signals	57

LAW 1 – THE PITCH

Dimensions

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

Dimensions

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

International matches

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

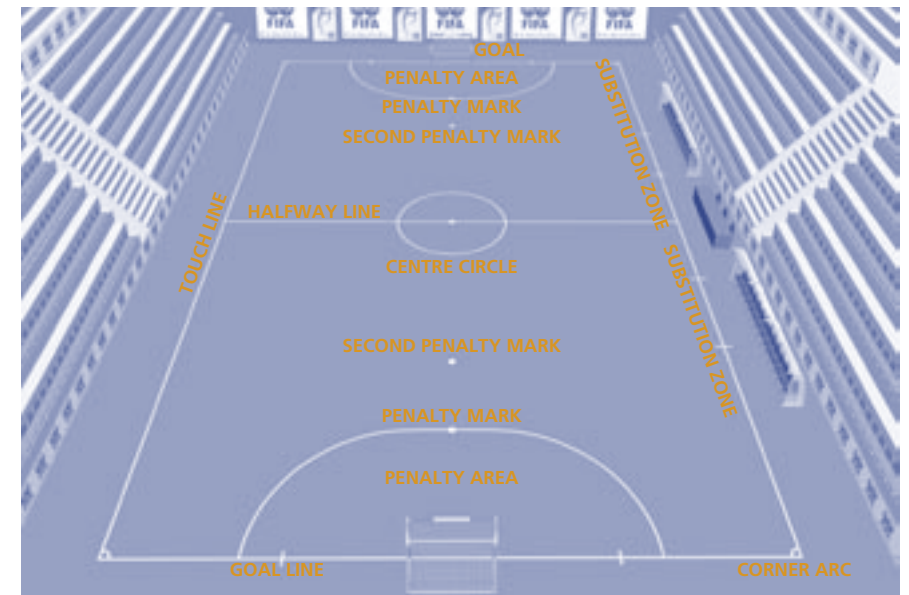
Pitch markings

The pitch is marked with lines, which 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 are 8 cm wide.

The pitch is divided into two halves by the halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3 m is marked around it.

The pitch and appurtenances are shown in the following illustration:



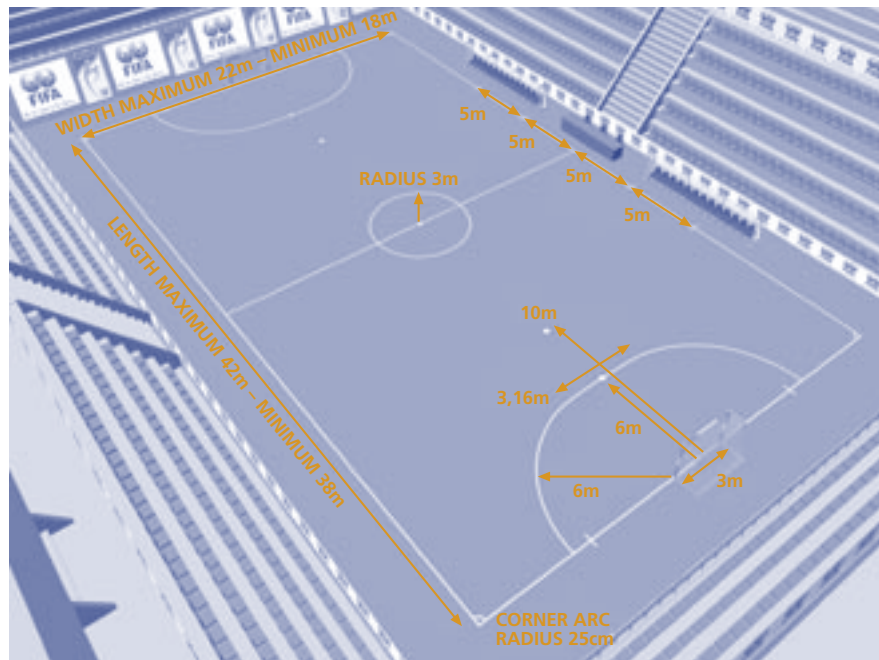
LAW 1 – THE PITCH

The penalty area

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

Quarter circles, with a 6-metre radius, are drawn centred on the outside of each goalpost. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goalpost. The upper part of each quarter circle is joined by a 3.16-metre 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

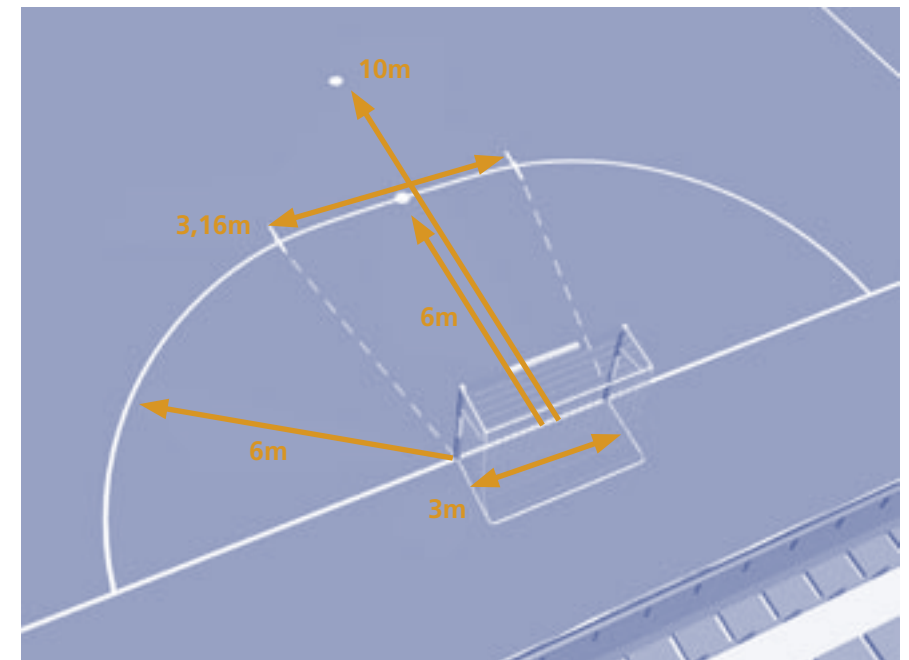
A penalty mark is drawn 6 m from the midpoint between the goalposts and equidistant from them.

The second penalty mark

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

The corner arc

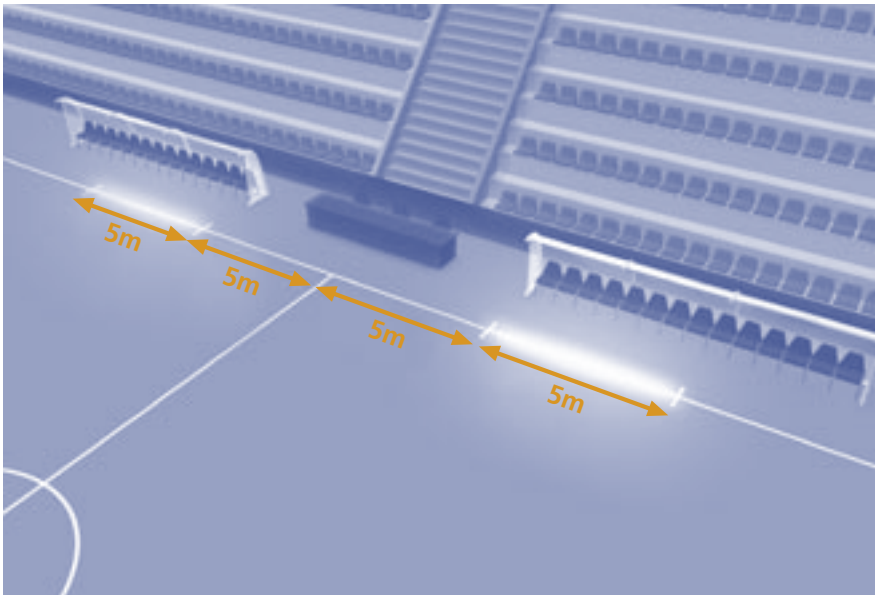
A quarter circle with a radius of 25 cm from each corner is drawn inside the pitch.



Substitution zones

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

- The substitution zones are situated directly in front of the teams' benches and are 5 m in length. They are marked on each side by a line, at right angles to the touch line, 8 cm wide and 80 cm in length, 40 cm of which is drawn inside the pitch and 40 cm outside the pitch.
- There is a distance of 5 m between the closest end of each substitution zone and the intersection of the halfway line and the touch line. This free space, directly in front of the timekeeper's table, is to be kept clear.



Goals

Goals must be placed on the centre of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

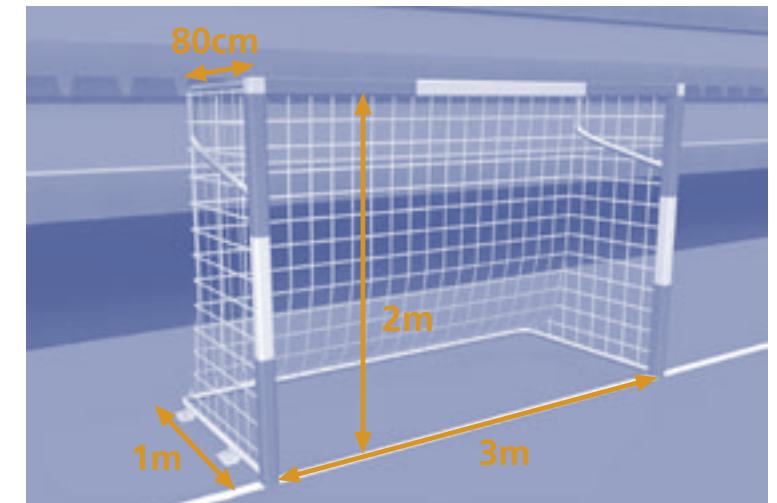
The distance (inside measurement) between the posts is 3 m and the distance from the lower edge of the crossbar to the ground is 2 m.

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

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

Safety

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



Surface of the pitch

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

Decisions

- 1 In the event that the goal lines measure between 15 m and 16 m, the radius of the quarter circle measures only 4 m. In this case, the penalty mark is no longer situated on the line defining the penalty area but remains at a distance of 6 m from the midpoint between the goalposts and equidistant from them.*
- 2 The use of natural turf, artificial turf or soil is permitted for matches played in domestic competitions, but not for international fixtures.*
- 3 A mark may 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 is 8 cm.*
- 4 The teams' benches are situated behind the touch line directly next to the free space in front of the timekeeper's table.*

Properties and measurements

The ball is:

- 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 defective during the course of a match:

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

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

- the match is restarted according to the Laws of the Game.

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

Decisions

- 1 *Felt balls are not permitted for international matches.*
- 2 *The ball may not bounce less than 50 cm nor more than 65 cm on the first rebound when dropped from a height of 2 m.*

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

In FIFA competition matches, and in competition matches organised under the auspices of the confederations, acceptance of a football for use 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, different for each category and additional to the minimum specifications stipulated in Law 2. The list of the additional requirements specific to each of the respective categories is to be issued by FIFA. The institutes conducting the tests are selected by FIFA.

Association competitions may require the use of balls bearing any one of these three designations. In all other matches, the ball used must fulfil the requirements of Law 2.

In the event that an association imposes the use of balls bearing the "FIFA APPROVED" or the "FIFA INSPECTED" logos for its own competitions, that association must also permit the use of balls bearing the royalty-free "International Matchball Standard" reference.

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.

Players

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

Substitution procedure

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

The maximum number of substitutes permitted is seven.

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

A substitution is made when the ball is in or out of play and the following conditions are to be observed:

- The player leaving the pitch must do so from his own team's substitution zone.
- The player entering the pitch must also do so from his own substitution zone but not until the player leaving the pitch has passed completely over the touch line.
- A substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- The substitution is completed when the substitute enters the pitch, from which moment he becomes 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:

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

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

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



Decisions

- 1 *At the start of a match, each team must 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 must be abandoned.*

Safety

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

Basic equipment

The basic compulsory equipment of a player is:

- a jersey or shirt;
- shorts – if thermal undershorts are worn, 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.

Jersey or shirt

- Numbers between 1 and 15 must appear on the back of the shirts.
- The colours of the numbers must contrast clearly with the colours of the jersey.

For international matches, numbers must also appear on the front of the equipment in a smaller size.

Shinguards

- must be entirely covered by the socks;
- must be made of a suitable material (rubber, plastic or similar substances);
- must 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, the goalkeeper’s jersey worn by the player must be marked on the back with the player’s own number.

Infringements/Sanctions

For any infringement of this Law:

- the player at fault is instructed by the referee to leave the pitch to correct his equipment or to obtain any missing item of equipment. The player may not return to the pitch without first reporting to one of the referees, who then checks that the player’s equipment is now correct.

The authority of the referee

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

Powers and duties

The referee:

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

LAW 5 – THE REFEREE



Decisions of the referee

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

Decisions

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

LAW 6 – THE SECOND REFEREE

Powers and duties

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

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

The second referee also:

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

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



Decision

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

Duties

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

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

The timekeeper

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



The third referee

The third referee assists the timekeeper. He:

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

In the event of undue interference by the timekeeper or the third referee, the referee will relieve either of 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 clock (chronometer) used must incorporate all the necessary functions (precise timekeeping, a device to time the two-minute punishment period for four players simultaneously and to monitor the accumulation of fouls by each team during each half of the match).

Periods of play

The match lasts two equal periods of 20 minutes. The timekeeping is undertaken by a timekeeper whose duties are defined in Law 7. The duration of either half may be prolonged to enable a penalty kick to be taken.

Time-out

The teams are entitled to request a one-minute time-out in each half. The following conditions apply for a time-out:

- The team coaches 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.



sion 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 referee.
- When a time-out is granted, the players must remain on the pitch. If they wish to receive instructions from a team official, this may only be done at the touch line at the level of the team bench. The official issuing the instructions may not enter the pitch.
- A team that does not request a time-out in the first half of the match is still entitled to only one time-out during the second half.

Half-time interval

The half-time interval must not exceed 15 minutes.

Decisions

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

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

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
The other team takes the kick-off to start the match.
The team that wins the toss takes the kick-off to start the second half of the match.
At the start of the second half of the match, the teams change ends and attack the opposite goals.

Kick-off

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

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

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

Procedure

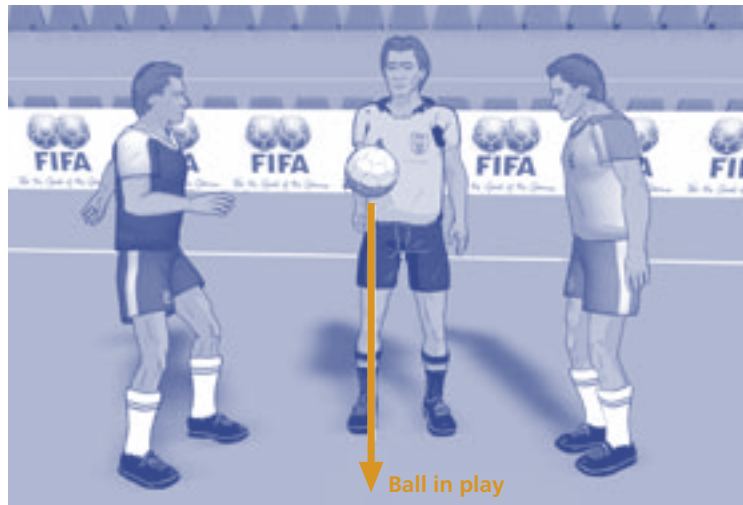
- All players are in their own half of the field.
- The opponents of the team taking the kick-off are at least 3 m from the ball until it is in play.
- The ball is stationary on the centre mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves forward.
- The kicker may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

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

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. However, if this offence is committed by a player in his opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

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



Play restarts when the ball touches the ground.

Dropped ball

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

Procedure

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

Infringements/Sanctions

The ball is dropped again:
 if it is touched by a player before it makes contact with the ground;
 if the ball leaves the pitch after it makes contact with the ground, without a player touching it.

Ball out of play

The ball is out of play when:

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

Ball in play

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

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



Decision

When a match is played on an indoor pitch and the ball hits the ceiling, the game is restarted with a kick-in, awarded to the opponents of the team that last touched the ball. The kick-in is taken from a point on the touch line nearest to the place below which the ball hit the ceiling.

Goal scored

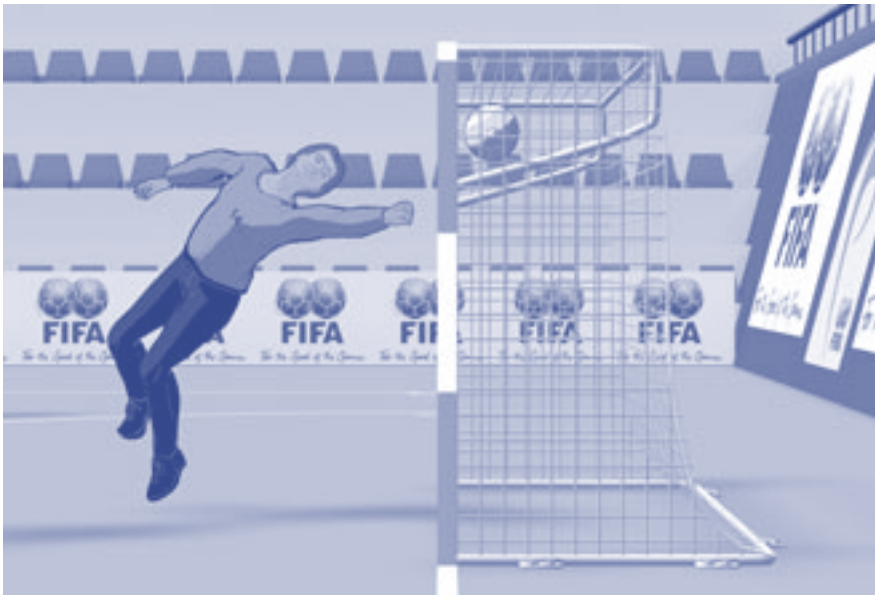
Unless otherwise provided for by these Laws, a goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.

Winning team

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

Competition rules

For matches ending in a draw, competition rules may state provisions involving extra time or kicks from the penalty mark to determine the winner of a match.



Fouls and misconduct are penalised as follows:

Direct free kick

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

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

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

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

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

The above-mentioned offences are accumulated fouls.

Penalty kick

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

Indirect free kick

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

- after releasing the ball from his possession, he receives it back from a team-mate without the ball first having passed beyond the halfway line or without it having been played or touched by an opponent;
- if he touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate;
- if he touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate;
- if he touches or controls the ball with his hands or feet in his own half for more than four seconds.

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

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

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

Disciplinary sanctions

Cautionable offences

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

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

Sending-off offences

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

- he is guilty of serious foul play;
- he is guilty of violent conduct;
- he spits at an opponent or any other person;
- he denies the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (with the exception of a goalkeeper within his own penalty area);
- he denies 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;
- he uses offensive, insulting or abusive language;
- he receives a second caution in the same match.

Decisions

A player who has been sent off may not re-enter the game in progress, nor may he sit on the substitutes' bench. A substitute player may enter the pitch two complete minutes after a team-mate has been sent off, unless a goal is scored before the two minutes have elapsed, and provided he has the authorisation of the timekeeper. In this case the following 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 by a fifth player;*
- *if both teams are playing with 4 players and a goal is scored, both teams remain with the same number of players;*
- *if there are 5 players playing against 3, or 4 against 3 and the team with the greater number of players scores a goal, the team with 3 players may be increased by one more player only;*
- *if both teams are playing with 3 players and a goal is scored, both teams remain with the same number of players;*
- *if the team scoring the goal is the one with fewer players, the game continues without changing the number of players.*

Types of free kick

Free kicks are either direct or indirect.

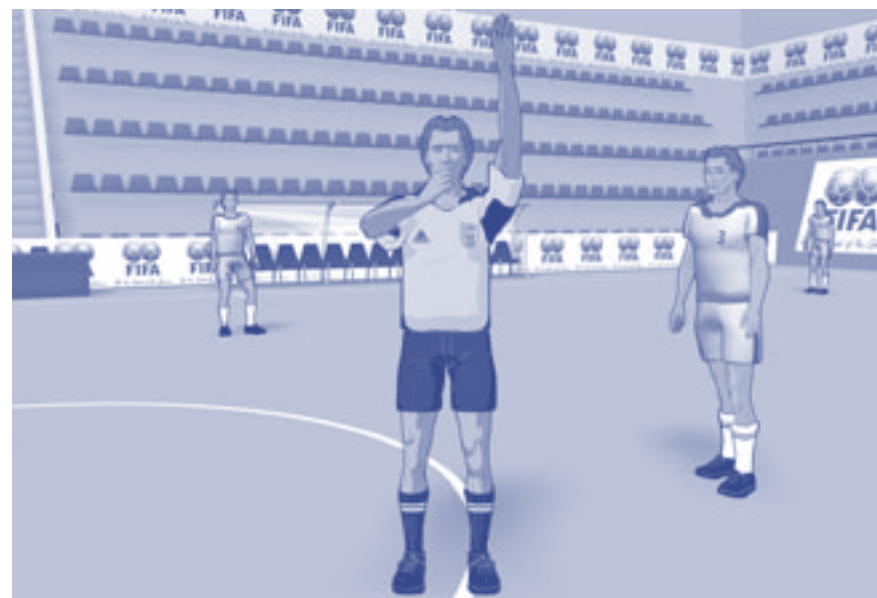
For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The direct free kick

If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.

The indirect free kick

A goal may be scored only if the ball subsequently touches another player before it enters the goal.



Position of free kick

- All opponents must be at least 5 m from the ball until it is in play.
- The ball is in play after it has been kicked or touched.

Infringements/Sanctions

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

- the kick is retaken.

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

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

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

- an indirect free kick is awarded to the opposing team.

Signals

Direct free kick:

- The referee keeps one arm horizontal, pointing in the direction the kick has to be taken. In the event the foul counts as an accumulated foul, the referee points to the ground with the index finger of the other arm to let the third referee, or any game official at the table, know that it counts as an accumulated foul.

Indirect free kick:

- The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Accumulated fouls

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

Position of free kick

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

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

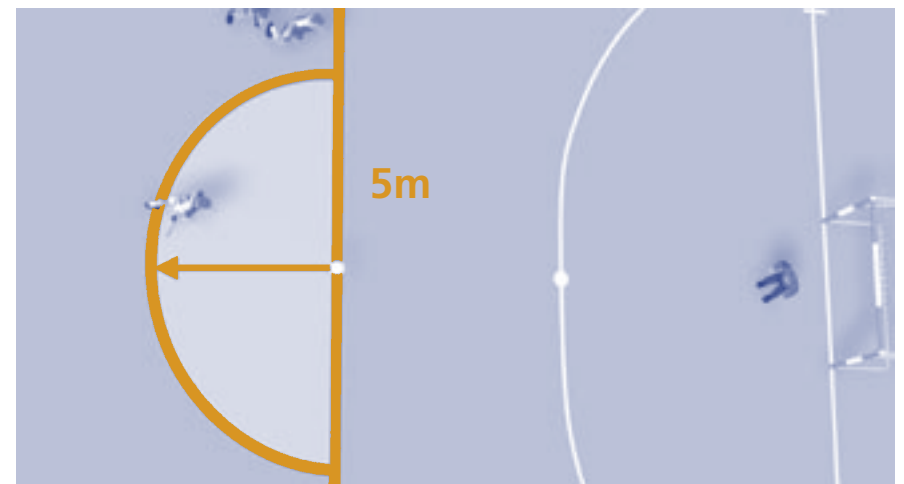


Beginning with the sixth accumulated foul recorded for either team in each half:

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

Procedure (for the sixth and any subsequent accumulated fouls)

- The player taking the free kick must kick the ball with the intention of scoring a goal and may not pass the ball to another player.
- Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, or has rebounded from the goalpost or crossbar, or has left the pitch.
- If a player commits the sixth foul of his team in the opposing team's half or in his own half in front of an imaginary line parallel to the halfway line and passing through the second penalty mark at 10 m from the goal line, the free kick is taken from this second penalty mark. The second penalty mark is described in Law 1. The free kick is to be taken in compliance with the provisions stipulated under "Position of free kick".
- If a player commits the sixth foul of his team in his own half of the pitch between the 10 m line and the goal line, the team awarded the free kick may choose whether to take it from the second penalty mark or from the place where the infringement occurred.
- Additional time must be allowed for a free kick to be taken at the end of each half or at the end of each period of extra time.
- If the game goes into extra time, all the fouls that have accrued from the second half of the game continue to accumulate into extra time.



Infringements/Sanctions

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

- The kick is retaken, but only if a goal is not scored.
- The kick is not retaken if a goal is scored.

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

- The kick is retaken if a goal is scored.
- The kick is not retaken if a goal is not scored.

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

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

ment occurred.

The penalty kick

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

A goal may be scored directly from a penalty kick.

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

Position of the ball and the players

The ball:

- is placed on the penalty mark.

The player taking the penalty kick:

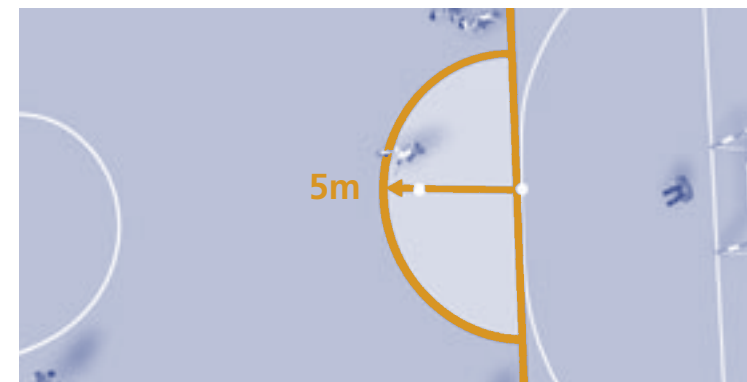
- is properly identified.

The defending goalkeeper:

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

The players other than the kicker are located:

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



Procedure

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

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

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

Infringements/Sanctions

If a player of the defending team infringes this Law:

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

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

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

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

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

The kick-in

A kick-in is a method of restarting play.

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

A kick-in is awarded:

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

Position of the ball and the players

The ball:

- must be stationary on the touch line;
- may be kicked back into play in any direction.

The player taking the kick-in:

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

The players of the defending team:

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

Procedure

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

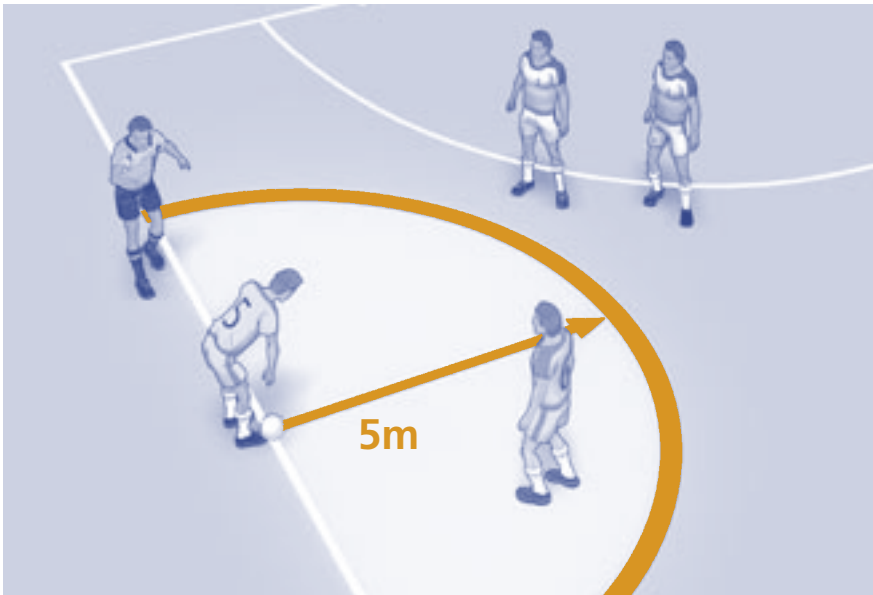
Infringements/Sanctions

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

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

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

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



The goal clearance

A goal clearance is a method of restarting play.

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

A goal clearance is awarded when:

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

Procedure

- The ball is thrown from any point within the penalty area by the goalkeeper of the defending team.
- Opponents must 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 played by an opponent or crossed the halfway line.
- The ball is in play when it is thrown directly beyond the penalty area.

Infringements/Sanctions

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

- the goal clearance is retaken.

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

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

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

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

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

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

The corner kick

A corner kick is a method of restarting play.

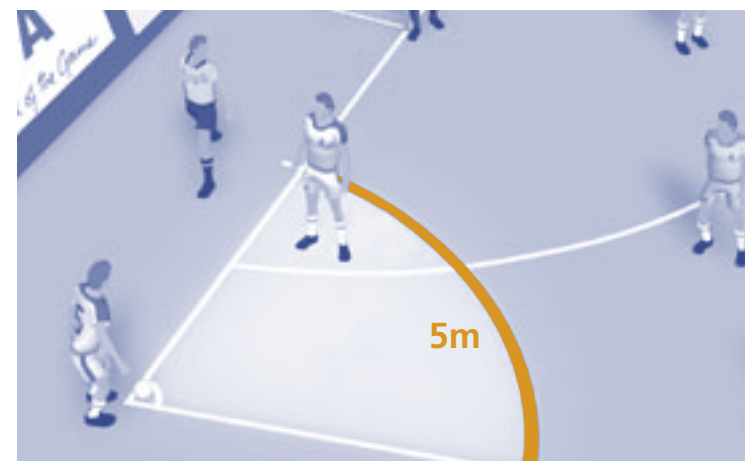
A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

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

Procedure

- The ball is placed precisely inside the corner arc at the nearest corner.
- Opponents remain at least 5 m from the ball until it is in play.
- The ball is kicked by a player of the attacking team.
- The ball is in play after it has been kicked or touched.
- The kicker may not play the ball a second time until it has touched another player.



Infringements/Sanctions

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

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

For any other infringement:

- The corner kick is retaken.

Procedures to determine the winner of a match

Extra time and taking kicks from the penalty mark are methods of determining the winning team where competition regulations require there to be a winning team after a match has been drawn.

Extra time

Extra time consists of two equal periods of five minutes. If no goals are scored during the two periods of extra time, the match is decided by kicks taken from the penalty mark.

Kicks from the penalty mark

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch.
- The goalkeeper whose team-mate is taking the penalty must remain on the field of play, outside the penalty area in which the kicks are being taken, and 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 apply when kicks from the penalty mark are being taken.
- When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with those of their opponents and inform the referee of the name of and number of each player excluded. The team captain is responsible for ensuring that this is implemented.
- Before the start of the kicks from the penalty mark, the referee must ensure that only the same number of players from each team remain in the opposite half of the pitch; these players will take the penalty kicks.



Indirect free kick



Four seconds count



Fifth accumulated foul



Start and restart of the game (kick-off)



Advantage



Caution



Sending-off



Direct free kick



Time-out

