



# Rule Book of FUTSAL

schools, community centres and  
international matches

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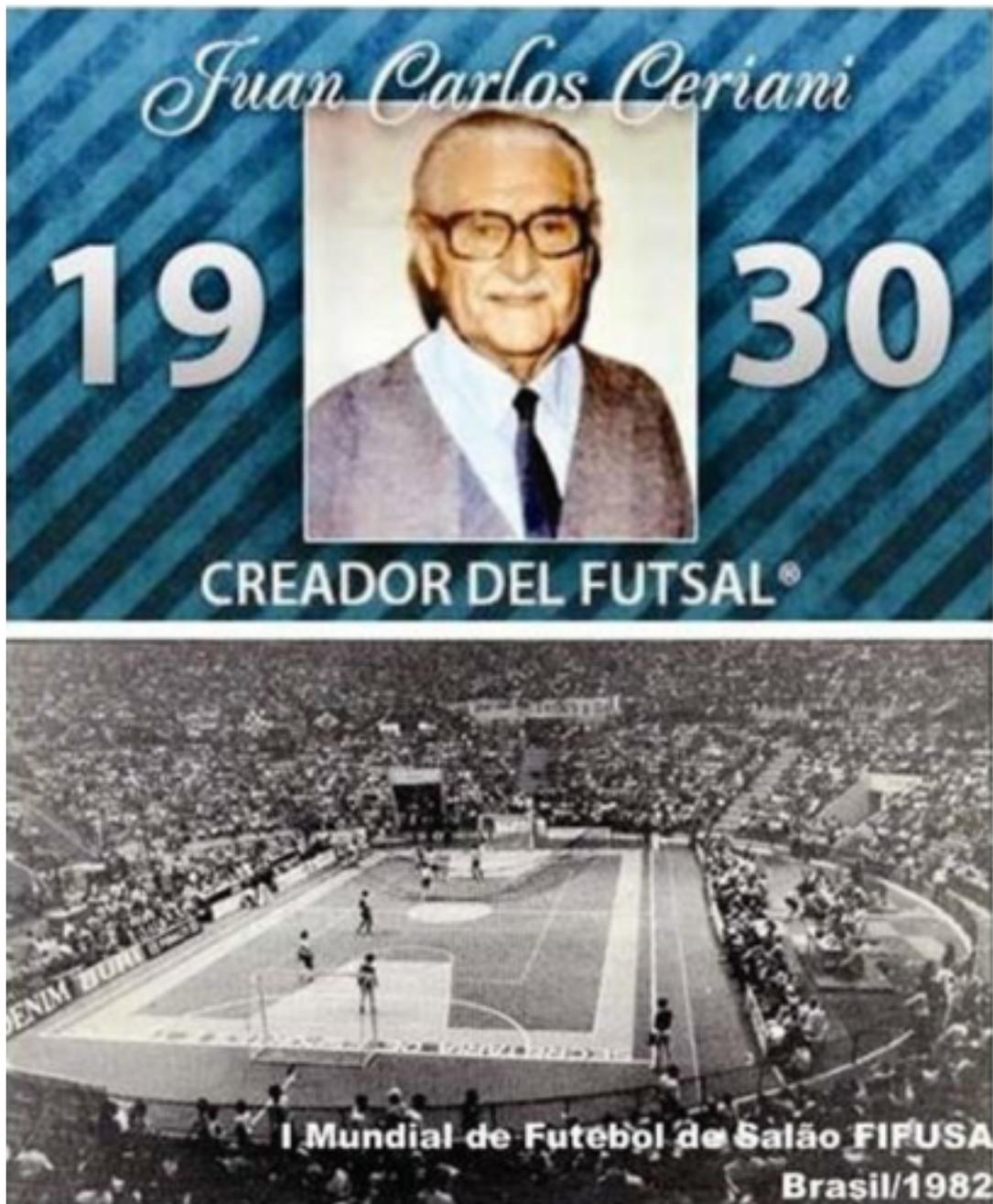


*FUTBOL DE SALON, INDOOR SOCCER, FOOTBALL EN SALLE*

[www.amfutsalcanada.com](http://www.amfutsalcanada.com)

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# RULE 1 - THE PLAYING COURT

## **Dimensions**

The playing court will be rectangular and it will be longer than wider

Length: Minimum 28 meters, Maximum 40 meters

Width: Minimum 16 meters, Maximum 20 meters

## **International Games**

Length: Minimum 36 meters, Maximum 40 meters

Width: Minimum 18 meters, Maximum 20 meters

## **Markings**

1. The playing court will be marked with lines; these lines will belong to the areas they mark.
2. The two longer lines will be called sidelines and the two shorter lines will be called goal lines. All lines will be 8 centimetres wide.
3. The playing court will be divided in two halves by a line called the centre line.
4. The center of the playing court will be marked with a 10-centimetres diameter solid circle placed at the center of the centre line, surrounded by a circle of a 3 meters radius.
5. The playing court will be completely surrounded by a 1-meter wide area, free of any obstacles.

## **The Penalty Area**

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

A 6-meter radius will be marked from the outer side of each goalpost and both of them will be perpendicular to the goal line; at the end of these lines, a quadrant will be drawn towards the nearest side, having a radius of six meters each measured from the outer part of the goalpost. The upper part of each quadrant will join together through a three meter and sixteen centimetre long line, parallel to the goal line between the goalposts.

## **The Penalty Mark**

A 10-centimetres diameter solid circle will be drawn at a distance of 6 meters from the goal line and equidistant to the goal posts.

## **The Second Penalty Mark**

A 10-centimetres diameter solid circle will be drawn at a distance of 9 meters from the goal line and equidistant to the goal posts.

## **The Substitution Area**

It is the area on the sidelines placed in front of each team's technical area; it will be used to get in or out of the playing court. It will be 3 meters long and it will be marked at both ends with two perpendicular lines 80 centimetres long (40 centimetres long for the inside half and 40 centimetres long for the outside half) and 8 centimetres wide. The area in front of the timekeeper's table, 3 meters long to each side from the midfield line, will remain free.

## **The Goals**

The goals will be placed at the center of each goal line. The goal will consist of two vertical posts (goal posts), made of wood or metal and of a square or circular shape, equidistant to the goal line corners and joined together at the end of each post by a similar horizontal pole (crossbar). The distance between the posts will be 3 meters and the distance from the lower side of the crossbar to the floor will be 2 meters. The goal posts and the crossbar will have the same width (8 centimetres). If the goal posts and the crossbar are round, they will have the same diameter (8 centimetres). The nets will be made out of hemp, jute or nylon and will be hooked up to the back of the posts and the crossbar, while the lower end will be hooked to the floor with any hooking device. The depth of the goal from the inside part of the posts and facing the playing court will be at least 80 centimetres at the top part and 100 centimetres at the floor.

## **Security**

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

## **The Playing Area**

The playing area must be smooth and flat; the use of wood, synthetic or lime stone material is recommended. Asphalt or concrete should be avoided.

## **Decisions:**

### *Decisions 1:*

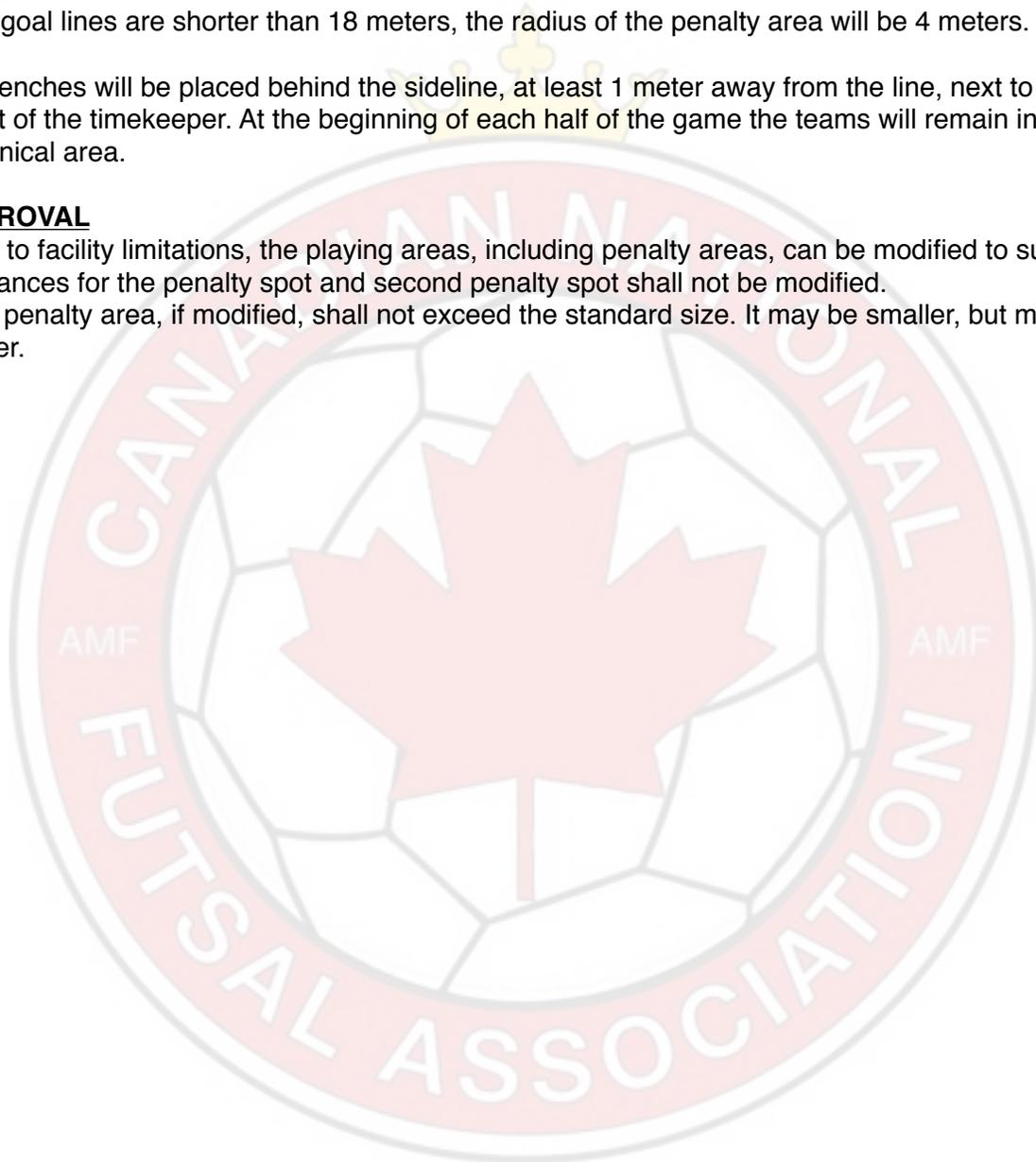
In case the goal lines are shorter than 18 meters, the radius of the penalty area will be 4 meters.

### *Decision 2:*

The team benches will be placed behind the sideline, at least 1 meter away from the line, next to the free area in front of the timekeeper. At the beginning of each half of the game the teams will remain in their own team's technical area.

## **CNFA APPROVAL**

1. Due to facility limitations, the playing areas, including penalty areas, can be modified to suite. Distances for the penalty spot and second penalty spot shall not be modified.
2. The penalty area, if modified, shall not exceed the standard size. It may be smaller, but must not be larger.



## **RULE 2 - THE BALL**

### **The Ball**

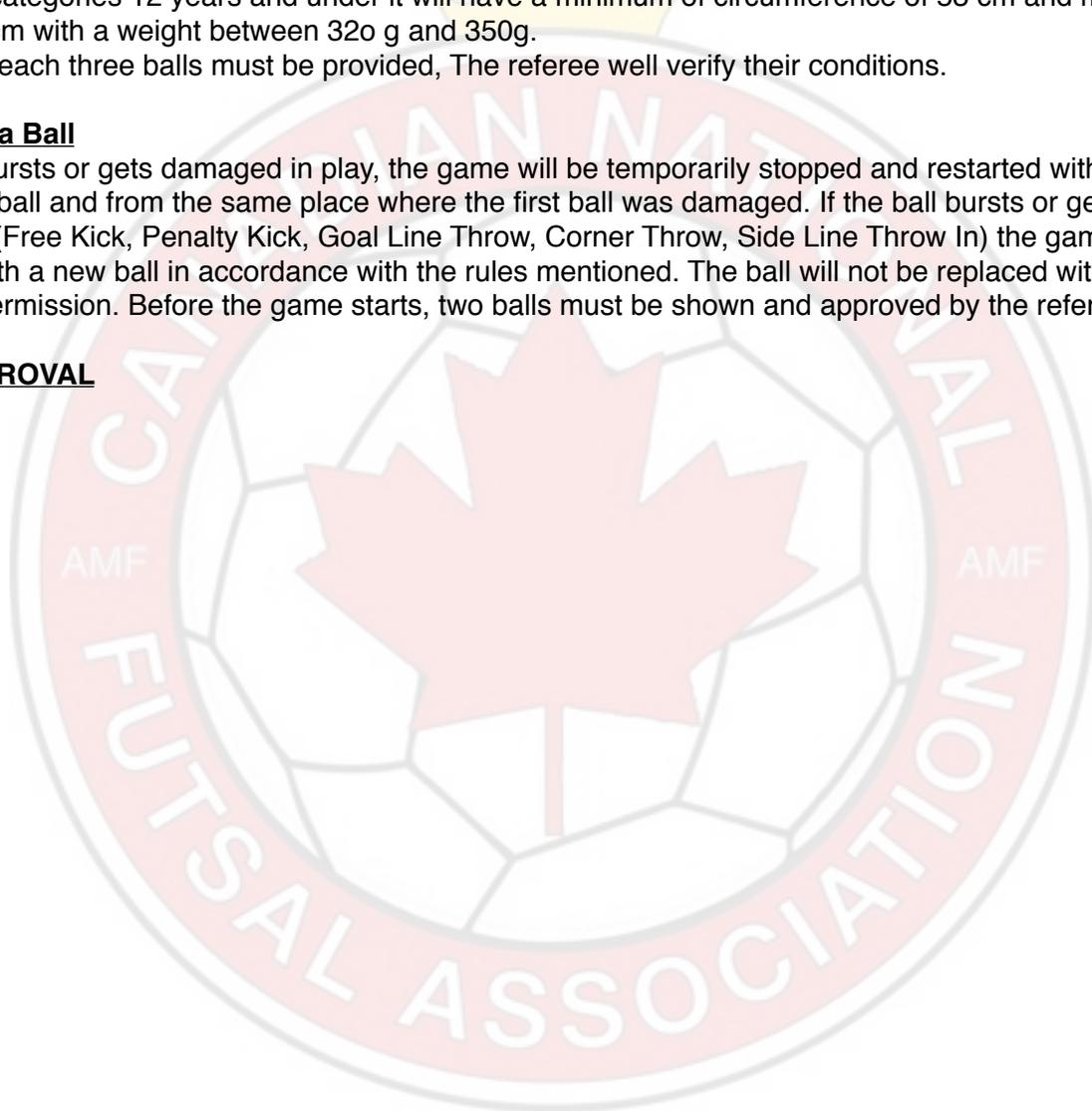
1. It will be spherical.
2. It will be made out of leather or other suitable material.
3. It will have a minimum circumference of 60 centimetres (cm) and a maximum circumference of 62 centimetres.
4. It will weigh 430 grams and 450 grams at the beginning of the game. The following specifics should be considered
  - I. The ball should not bounce more than 2 metres high with a calibration of 9 pounds.
  - II. For female and male categories from the age of 13 and 16, the ball will have a minimum circumference of 58 cm and a maximum of 60 cm with a weight of between 400 and 430g.
5. for categories 12 years and under it will have a minimum of circumference of 53 cm and maximum of 55 cm with a weight between 320 g and 350g.
6. For each three balls must be provided, The referee will verify their conditions.

### **Replacing a Ball**

If the ball bursts or gets damaged in play, the game will be temporarily stopped and restarted with a drop ball with a new ball and from the same place where the first ball was damaged. If the ball bursts or gets damaged out of play (Free Kick, Penalty Kick, Goal Line Throw, Corner Throw, Side Line Throw In) the game will continue with a new ball in accordance with the rules mentioned. The ball will not be replaced without the referee's permission. Before the game starts, two balls must be shown and approved by the referee.

### **CNFA APPROVAL**

None



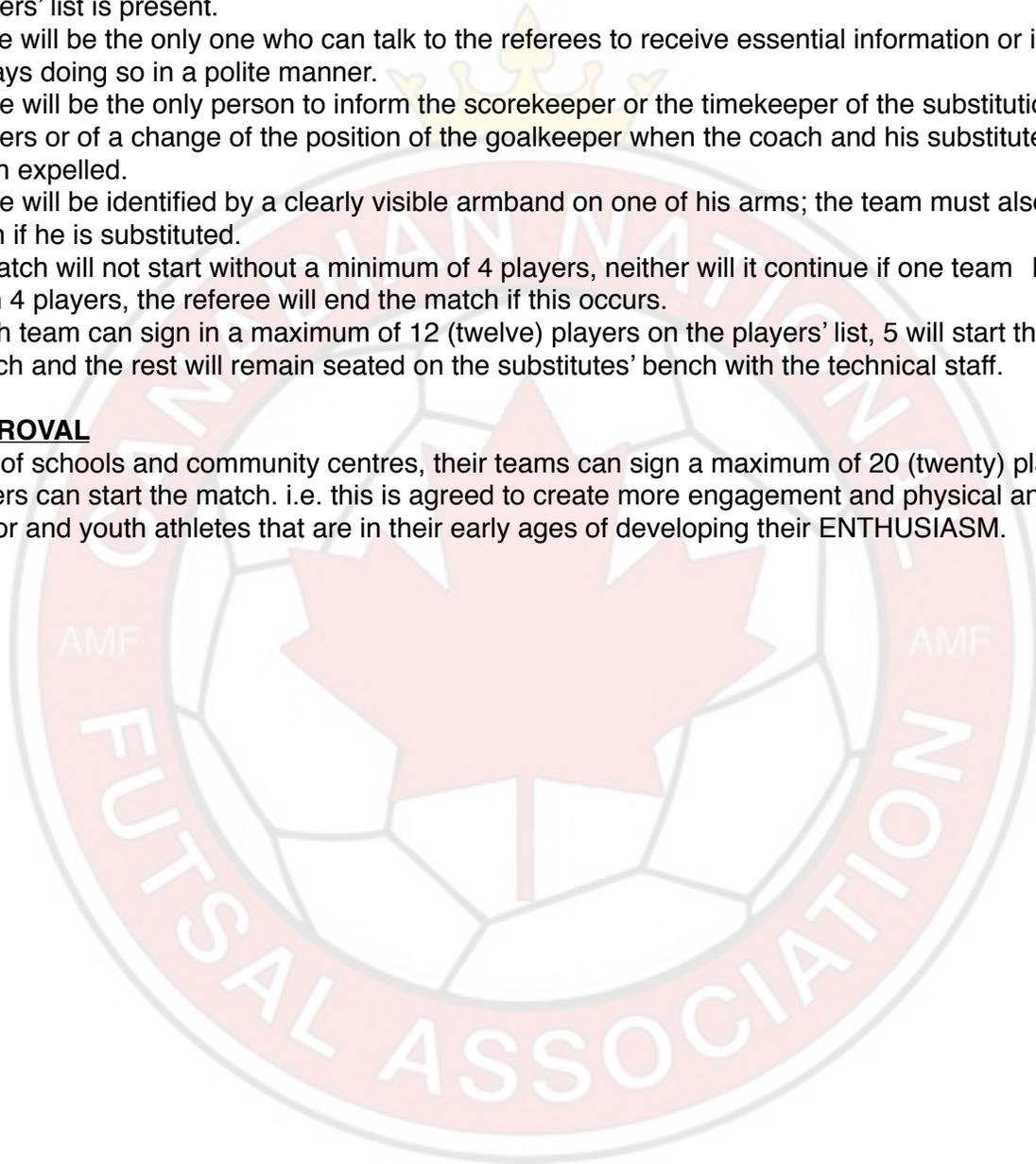
## **RULE 3 - NUMBER OF PLAYERS**

The number of players will be as the following:

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

### **CNFA APPROVAL**

In the case of schools and community centres, their teams can sign a maximum of 20 (twenty) players and only 5 players can start the match. i.e. this is agreed to create more engagement and physical anticipation among junior and youth athletes that are in their early ages of developing their ENTHUSIASM.



## **RULE 4 - PLAYER'S EQUIPMENT**

The player's equipment will be as follows:

1. The uniform will be a shirt with either short or long sleeves, shorts, socks, shoes made of soft leather or material with flat soles covered with rubber. Shin guards can be used, but must be completely covered by the socks and must be made out of an appropriate material (plastic, rubber or similar material) and must provide a reasonable degree of protection. If thermal underpants are used, they must have the predominant colour of the shorts.
2. The goalkeeper must wear a uniform, which has a different colour from the rest of the players. The goalkeeper will be allowed to use long pants with no pockets or zippers. He will not be permitted to use objects that might be a danger to him or others, including any kind of accessories.
3. The players' shirts must have numbers on the back, with numbers from 1 (one) to 99 (ninety nine), the numbers having a maximum height of 20 centimetres and a minimum height of 15 centimetres. The colour used for the shirt must be clearly different from the colour of the number. The use of the same numbers for the same team shall be avoided. It will be also obligatory to use numbers between 10 and 12 centimetres on the front part of the shirt.
4. The use of dangerous or inappropriate objects shall be prohibited; if in the referee's opinion a player is not following these rules after being warned, the player could be subject to a caution.
5. If a player is not using a proper uniform according to this rule, he will be removed temporarily from the playing court. Once his uniform is in accordance with normal conditions he will be able to enter the playing court again, while the ball is out of play.

### **Referee's, Timekeeper's and Scorekeeper's Uniforms**

1. The officials must wear identical clothes to every game and taking in consideration the following characteristics: shirts with short or long sleeves of a certain colour, with the collar and cuffs having a different colour; long white pants, white belt, white socks and shoes. The national associations will be able to adopt special designs to be used in national and international competitions, authorized by the AMF (FORMERLY FIFUSA). ( THE WORLD ASSOCIATION OF FUTSAL)
2. The timekeeper and scorekeeper's shirts will be grey or in special cases, similar to the referee's while the rest of the uniform and shoes remain white.
3. When a team has shirts that may be mistaken with the referee's shirt, the referee must change his shirt. He can use one that is similar to the timekeeper or scorekeeper's shirt. The rest of the uniform remains the same as mentioned before.
4. The referees must have on the upper left hand side of the front of their shirts, his/her association's insignia. The AMF or Continental Associations' referees must have their institution's insignia.
5. During winter and summer seasons in places with extreme weather conditions, the referee, the timekeeper and scorekeeper will be able to wear a uniform in accordance with the temperature while keeping the basic original design.

### **The Technical Staff Members**

The AMF stated that anyone who is in the technical area, that is not a player, must wear a shirt and tie during hot weather seasons and shirt, tie and jacket during cold weather seasons. Any other garment must follow the spirit of this rule: use of sportswear. The referee is authorized to remove any person from the technical area who is not dressed in accordance with this rule and he is also authorized to stop the game until his orders are followed.

### **CNFA APPROVAL.**

None

## **RULE 5 - SUBSTITUTION OF PLAYERS**

Substitution of Players shall be as the following:

1. Each team can make limitless player substitutions during stoppage of play, after notifying the scorekeeper, without delay or taking any other action.
2. A player who was previously substituted will be able to enter the game again through another substitution.
3. A player who was expelled may be substituted, but the player cannot remain in the technical area.
4. A change of positions between the goalkeeper and another player will not be considered a substitution. This action will take place when the ball is out of play, previously notifying the referee.
5. A change in position between the goalkeeper and another player will not be allowed during a penalty kick unless the goalkeeper is seriously injured. The referee and a medical doctor must verify this.
6. The substitute player will enter the game previously notifying the scorekeeper of this action and he must wait until the ball is out of play before entering the game. He will not be able to enter the game until the player who is being substituted is completely out of the playing area.
7. In the case of an injured player, the game will be stopped for a maximum time of 15 seconds, if it takes longer than 15 seconds, the referee will order the substitution of the player.
8. Substitution will only take place when the ball is out of play, the substitute will enter the playing area through the substitution area, except for those players who are being substituted due to an injury.
9. If the player who is being substituted is the team captain, he must name a new captain, and inform the referee and the scorekeeper of this. He will give the captain's armband to the player who will be responsible for this position on the playing field.
10. In accordance with rule 3, the substitutes' bench within the technical area is meant for technical staff members and the substitutes. There will be a maximum of 7 players who may enter the match, and never more than 5 technical staff members all of them duly identified.
11. The referee's duties will start at the very moment when he enters the playing court; he is permitted to warn any player or technical staff member acting in an indecent manner or even caution them depending on their misconduct. Any player or technical staff member dismissed before the match starts may be replaced.

### **Decisions**

*Decision 1:*

If what is described in point 4 occurs, both players will keep their original number

*Decision 2:*

If what is described in point 4 is not followed, the player must be cautioned.

### **CNFA APPROVAL**

Substitutions can be made on the fly except for the goalkeeper. Goalkeeper substitutions must be made during a stoppage and the referee must be notified.

## RULE 6 - THE GAME

The Game shall be as the following:

1. The game will last 40 (forty) minutes, timed by clock, divided into 2 (two) equal periods of 20 (twenty) minutes each and a 15 (ten) minute break between each period. These game times and breaks will be in effect for youth over the age of 16, adults, seniors and women. For boys and girls under 16 years of age, the duration of the game will be 30 (thirty) minutes timed by clock divided into 2 (two) periods of 15 (fifteen) minutes each with the same 10 (ten) minute break between each period.
2. The duration of any of the two periods will be extended to permit the execution of a penalty kick or double penalty kick without the possibility of kicking the ball a second time after the penalty kick has been made. The playing time will also be extended if the ball has been kicked towards one of the goals. The period ends when the ball goes directly into the goal and a goal is scored.
3. The request for time out will be given by the following priority:
  - a. to the official delegate or coach, who will be able to request it to the scorekeeper
  - b. the captain who will request it to the referee.
4. The teams will have the right to ask for 1 (one) minute time out in each of the periods, in accordance with the following rules:
  - a. the team coaches are authorized to ask the scorekeeper for 1 (one) minute time out.
  - b. the scorekeeper will give time out when the ball is out of the play, using a whistle or an acoustic signal different from the one used by the referees.
5. The coach who is authorized to give instructions to his players is not permitted to enter the field, although the players can leave the field to receive them, only during the time given and in the technical area.
6. If a team does not ask for the time out it is entitled to in the first period, it will still have only 1 (one) minute time out in the second period.
7. Regarding the request for time out, in case of overtime, this will be considered as continuation of the regulation second period of the game.
8. The coach will be permitted to talk and direct its players during the game either sitting down or standing occasionally, without constantly standing, as long as it is done discreetly and without disrupting the game. In these circumstances the coach cannot pass the marked area nor interfere, or bother the work of the referees, scorekeeper, and/or timekeeper.
9. The coach who is expelled may be substituted by another member of the technical staff from the same team, who would be duly accredited (technical assistant or trainer).
10. If for any reason a team does not have a coach, and time out is requested, the players from that team will not be permitted to come to the bench to receive instructions, they must remain in the central circle of the field receiving the instructions from the captain of the team. The referee in that case can only authorize the doctor or masseuse to enter the field to assist the players.
11. In case there is a delay in the substitutions and having used up the time out permitted, the person who caused it will be disciplined for the delay.
12. Each team will have up to 10 seconds to pass the ball across the centre line of the field, if the ball was not previously touched by a member of the opposing team.
13. For Schools, Community centre programs, plus children 13 years and under, the team will have up to 15 seconds to pass the ball across the centre line of the field if the ball was not previously touched by a member of the opposing team.

### **Time Allowance Due to Accidents**

The times the game is stopped will be reduced from the clock by stopping the chronometer in case of: warnings and disciplinary measures to players and coaches, time out for instructions including those from the referee, accidents, injuries, or any other event stopping the game determined by the referee.

1. If during the game an accident occurs or a player is hurt, the referees will continue the game until the play has finished. In case the game is stopped to get medical assistance due to the seriousness of the injuries the game will continue with a drop ball.
2. In case a player is hurt and needs to have special attention, it is not permitted to do so in the field, having

3. The referees will have the authority to request time out as many times as it is necessary, but they can only make the decision justifiably when the ball and the game have stopped due to actions taken by the referees themselves.
4. If a simulated injury occurs or any other attempt to willfully delay the game to gain time, the referees will continue the game giving disciplinary sanctions to the violator.
5. The game will not be stopped to fix the player's equipment; this will be done outside the field at a moment the game is stopped by other events.

**CNFA APPROVAL**

1. Leagues and competition organizers may negotiate time related factors in accordance to their members request.



## **RULE 7 - THE START AND RESTART OF THE GAME**

The start and restart of the game shall be as the following:

1. Before the game starts, the referee will toss a coin between the captains of the teams to decide which team will choose their side of the field and the one who will make the kick-off to commence the game.
2. The game will start by order of the referee, by a player of the team determined by the coin toss, who will put the ball forwards towards the opposite side of the court.
3. At the beginning of the game each team will occupy their half of the court; the players who are the opposing team from the one that made the kick-off should be no less than 3 meters from the ball until the ball is in play or it has traveled its entire circumference.
4. The player who makes the kick-off cannot be ahead of the ball nor repeat his contact with the ball until the ball has been touched by another player. Breaking this rule will lead to repeating the kick-off and a disciplinary sanction for the player.
5. After a goal is scored, the game will continue in the same manner by a player of the opposing team.
6. After the regulation break the teams will change court sides, they will go to the side of the court that in the first period was occupied by the opposing team, and the kick will be made by the team that did not start the game.
7. In case of overtime, a new coin toss will be made just like the one at the beginning of a game.
8. After any interruption of the game, and the ball being in the field, due to exceptional reasons not mentioned in these Rules, the referee will continue the game by dropping the ball in the same spot where the ball was when the play was interrupted. No player may be situated less than 1 meter from the point where the ball is dropped to the floor. If these rules are not followed the referee will repeat the action.
9. The ball will be out if:
  - a. it passes completely a sideline or a goal line, be it in the air or on the floor.
  - b. the game stops by order of the referee.
  - c. it hits the ceiling.
10. The ball will be in the game at all times including if:
  - a. it bounces back from the goalposts or the crossbar and it stays in the court.
  - b. it bounces off any of the referees inside the court.
11. The information regarding the time left till the end of the game in any of the periods should be requested to the timekeeper by the official delegate or coach from each team only at the moment in which the ball is not in play. In case the technical staff is absent, the captain of the referees will do it under the same circumstances.

### **Decisions**

#### *Decision 1:*

If the game is played under roof and the ball thrown by a player accidentally hits the ceiling or any other obstacle on the court, the game will continue with a throw in made by a player of the opposite team to the closest sideline from where the event occurred.

### **CNFA APPROVAL**

1. A goal cannot be scored directly from a throw in.

## **RULE 8 - METHODS OF SCORING**

The Method of Scoring shall be as the following:

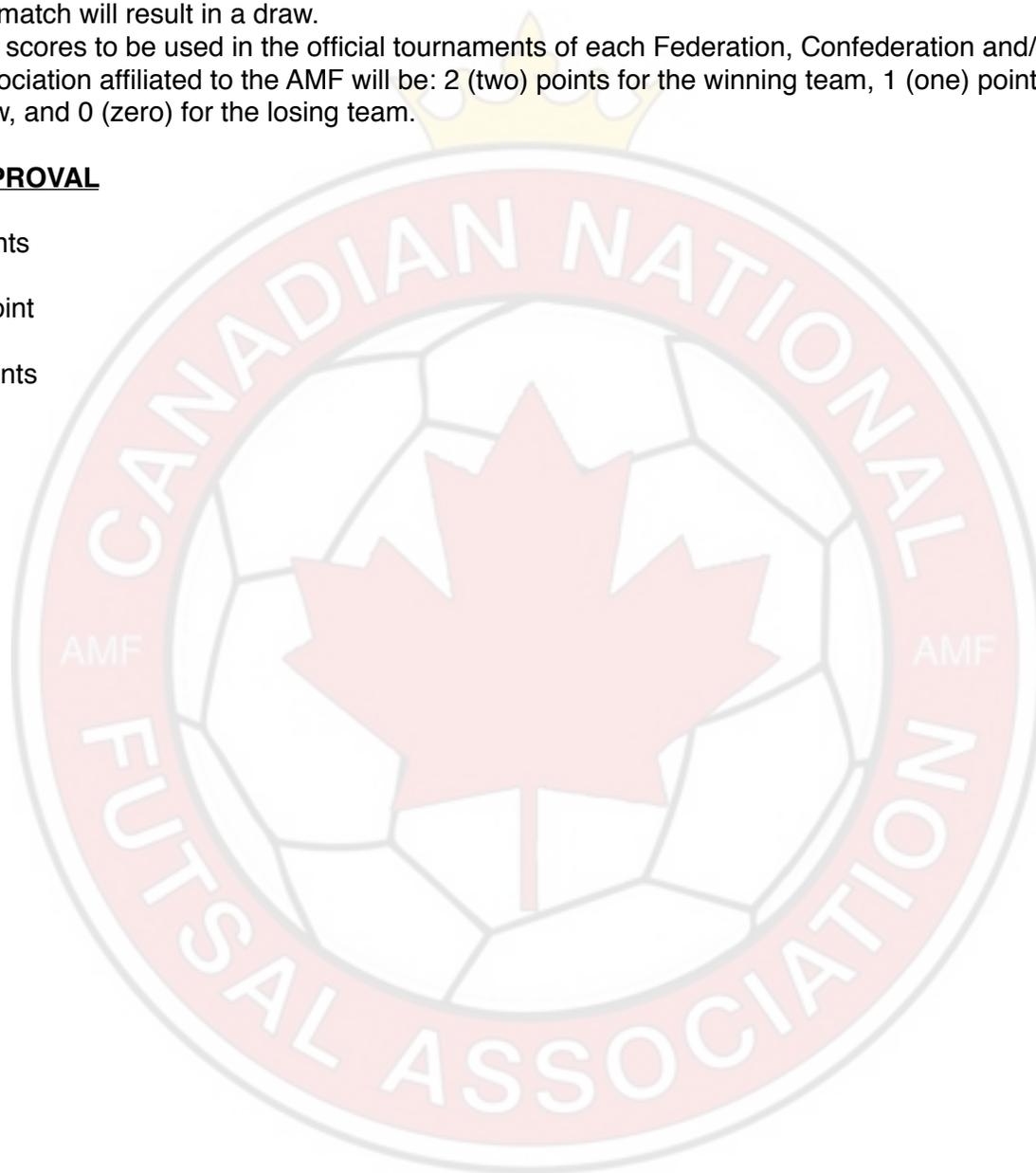
1. A goal is scored when the ball has entirely crossed the goal line between the goalposts and below the crossbar as long as it has not been carried, thrown or hit intentionally by the hand or arm of any player of the opposing team, including the goalkeeper, and as long as the team has not incurred prior violations of any of these rules.
2. The team that has scored the most number of goals during the match will be the winner.
3. If both teams should have the same number of goals or if no goal was scored by either of the teams, the match will result in a draw.
4. The scores to be used in the official tournaments of each Federation, Confederation and/or Association affiliated to the AMF will be: 2 (two) points for the winning team, 1 (one) point in case of a draw, and 0 (zero) for the losing team.

### **CNFA APPROVAL**

win = 2 points

draw = 1 point

loss = 0 points



## RULE 9 - FOULS

The fouls defined in this rule are divided into:

### **PERSONAL FOULS and TECHNICAL FOULS**

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

#### **PERSONAL FOULS**

All personal fouls are accumulative and will be penalized as follows:

The opposing team will be given this direct free kick when a player causes one of the following fouls, in such a manner that the referee judged it reckless, dangerous or made with excessive force:

#### **Direct Free Kick**

1. Kicks or intends to kick a player of the opposing team.
2. Places himself in the way deliberately so as to make the opposing player trip, be it by means of the legs or by stopping in front of or behind the opposing player.
3. Jump on, or throw himself upon an opposing player.
4. Charges the opposing player from behind, unless the opposing player is blocking or obstructing the way.
5. Charges the opponent in a violent or aggressive manner.
6. Harms or attempts to harm, spit on or assaults an opponent.
7. Holds the opponent by grabbing him by the hand or obstructing the player's action with any part of the arm or legs.
8. Pushes the opponent with the hands or arms.
9. Blocks the ball from the opponent, by placing the foot directly upwards with one or both soles of the feet, either frontally or laterally, to obstruct the path of the player.
10. Touches, deflects, holds or projects the ball with the hand or arm intentionally, except for the goalkeeper within the limits of his own penalty area.
11. Prevents or stops the goalkeeper's free movement within the limits of his penalty area.
12. Involvement of the goalkeeper beyond the centre line, defining the goalkeeper's participation as the exact moment and place where he touches the ball, an opposing player, participation of any blocking action or possibility of an action to stop the advance of the opposing team's play.
13. Aggressively blocks the way between the ball and an opposing player to stop his normal movement and to intentionally obstruct the vision of the opponent to hinder progress of his play.

#### **Penalty Kick**

A penalty kick will be given if a player made the above-mentioned fouls within the limits of their own penalty area, regardless of the position of the ball and as long as it is in play.

#### **TECHNICAL FOULS**

The following events will be sanctioned with a sideline throw in from a place closest to the area where the foul occurred.

1. The goalkeeper who delays putting the ball back into play more than five seconds, once it has been thoroughly controlled and it is in condition to be put into play.
2. The player who steps on or restrains the ball to be motionless with the feet against the floor during more than five seconds preventing it from being used to play freely.
3. The player that will bar a move restraining or pinching the ball with the feet, leg or with the body, against the floor preventing it be used to play freely, except for the goalkeeper, being on the floor in his own area to defend his goal.
4. The player who had kicked a direct free kick, a penalty kick, a double penalty kick, a kick-off or who had kicked a shot directly from such restarts, such that it ended up bouncing off from the goalposts or from the crossbar, or that it touched and bounced off a referee accidentally, cannot touch the ball a second time before another player has done so.
5. The player which delays the motion of the ball for more than five seconds when executing any direct free kicks, goal line throws, penalty kicks, kick-offs, sideline throw-ins or corner throws, from the moment that the referee ordered its execution.

6. A player who is not properly dressed touches the ball in motion.
7. The player who uses expressions or movements of the arms to attempt to distract or trick the opponent acting as a member of his team, or who pretends to retain the ball with his hands in order to delay restoring the ball in the game thereby having advantage from this delay.
8. The goalkeeper who catches a ball with one or both hands within the limits of the penalty area, passed by a team player when restarting or continuing a play (except when it is a side line throw-in or a corner throw).
9. If a goalkeeper intentionally lets go of the ball or places the ball on the floor, either stationary or in motion, it will be considered a ball in play, free to be disputed or kicked by any player, but the goalkeeper cannot play with their feet.
10. The team that delays more than 10 (ten) seconds in restoring the movement of the ball.
11. The goalkeeper that throws a ball across the centre line, without having the ball touched the goalkeeper's half area first or any player located inside it.

### **APPLYING THE RULE OF ADVANTAGE**

In the event of this violation if the ball remained in the opposing player's possession in any place within the court, the referees will allow the game to continue without any further consequence.

### **DISCIPLINARY SANCTIONS**

*Violations which merit a caution:*

A player will necessarily be warned and will be shown a yellow card if he commits one of the following fouls:

1. Persists in breaking these rules.
2. Shows disagreement with the referee's decisions, be it with words or by gestures.
3. Displays a non-sportsmanship conduct.
4. Deliberately leaves the court without permission of the referee.
5. Deliberately delays restarting the play.
6. Does not respect the required distance for a goal line throw, a sideline throw-in, a corner throw, a direct free kick or a drop ball.
7. Enters or returns to the court without permission of the referee, or contradicts the ruling of player substitution.
8. Intentionally touches the ball with his hand or arm, except for the goalkeeper within his own penalty area.
9. The goalkeeper's intervention beyond his half of the court.

**The members of the technical staff will be warned in the same manner as indicated before if:**

1. Entering the court, to instruct or to warn players, including assistants, without permission of the referee.
2. Addressing the following people inappropriately: referees, scorekeepers and/or timekeepers, opposing team players or the public.
3. Openly suggests illegal or non-sportsmanship play.
4. Dressing inappropriately, according to this rule.

### Note

**Team Officials will have the following tasks:**

1. Prepare and present the records with all the appropriate documentation.
2. Be the technical and administrative link between the bench and the control table.
3. Any other action may be sanctioned in accordance with these rules.

*Violations which merit an ejection:*

The removal will be subjected to a referee's report. The causes and circumstances will be stated in an impartial presentation of the facts, avoiding personal opinions.

A player may be removed and be issued a **Red Card** if:

1. The player is found guilty of playing roughly and in a violent manner.
2. Spits on a player of the opposing team or any other person.
3. Uses foul, abusive and/or obscene language and/or gestures.

## **Decisions**

### *Decision 1:*

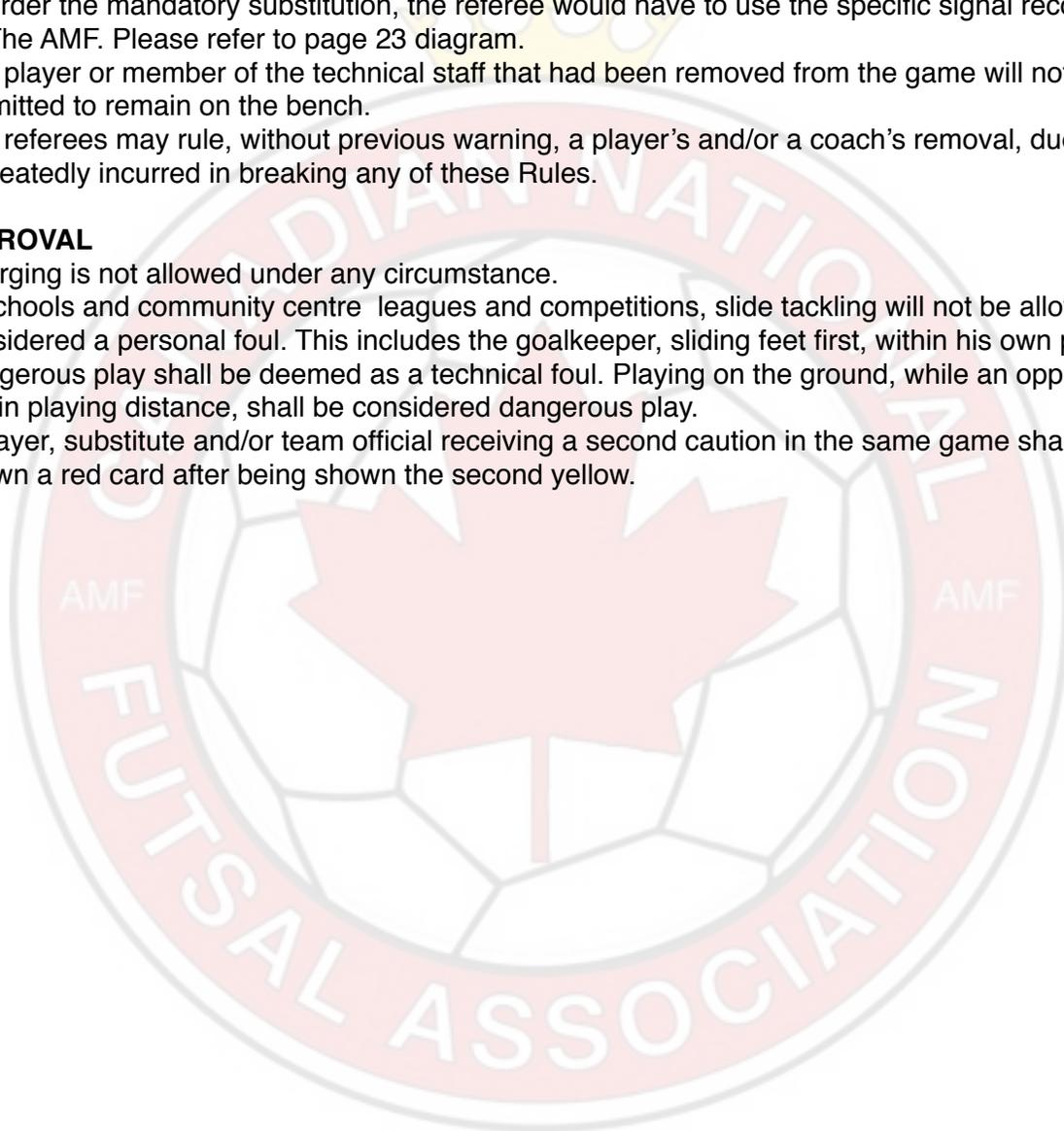
If the game stopped because of the removal of a player that incurred in any of the infractions indicated in point 3 without having violated any of the other rules, the game will restart with a throw by the opposing team from the place closest to where the violation had occurred.

## **COMPLEMENTARY RULINGS**

1. The player who accumulated five personal fouls shall be substituted, while being unable to return to the game and will not be permitted to remain at the bench.
2. The player, who receives a second caution in the same game, must be substituted by another player and will not be permitted to remain at the bench.
3. To order the mandatory substitution, the referee would have to use the specific signal recommended by The AMF. Please refer to page 23 diagram.
4. The player or member of the technical staff that had been removed from the game will not be permitted to remain on the bench.
5. The referees may rule, without previous warning, a player's and/or a coach's removal, due to having Repeatedly incurred in breaking any of these Rules.

## **CNFA APPROVAL**

1. Charging is not allowed under any circumstance.
2. In schools and community centre leagues and competitions, slide tackling will not be allowed and is considered a personal foul. This includes the goalkeeper, sliding feet first, within his own penalty area.
3. Dangerous play shall be deemed as a technical foul. Playing on the ground, while an opponent is within playing distance, shall be considered dangerous play.
4. A player, substitute and/or team official receiving a second caution in the same game shall also be shown a red card after being shown the second yellow.



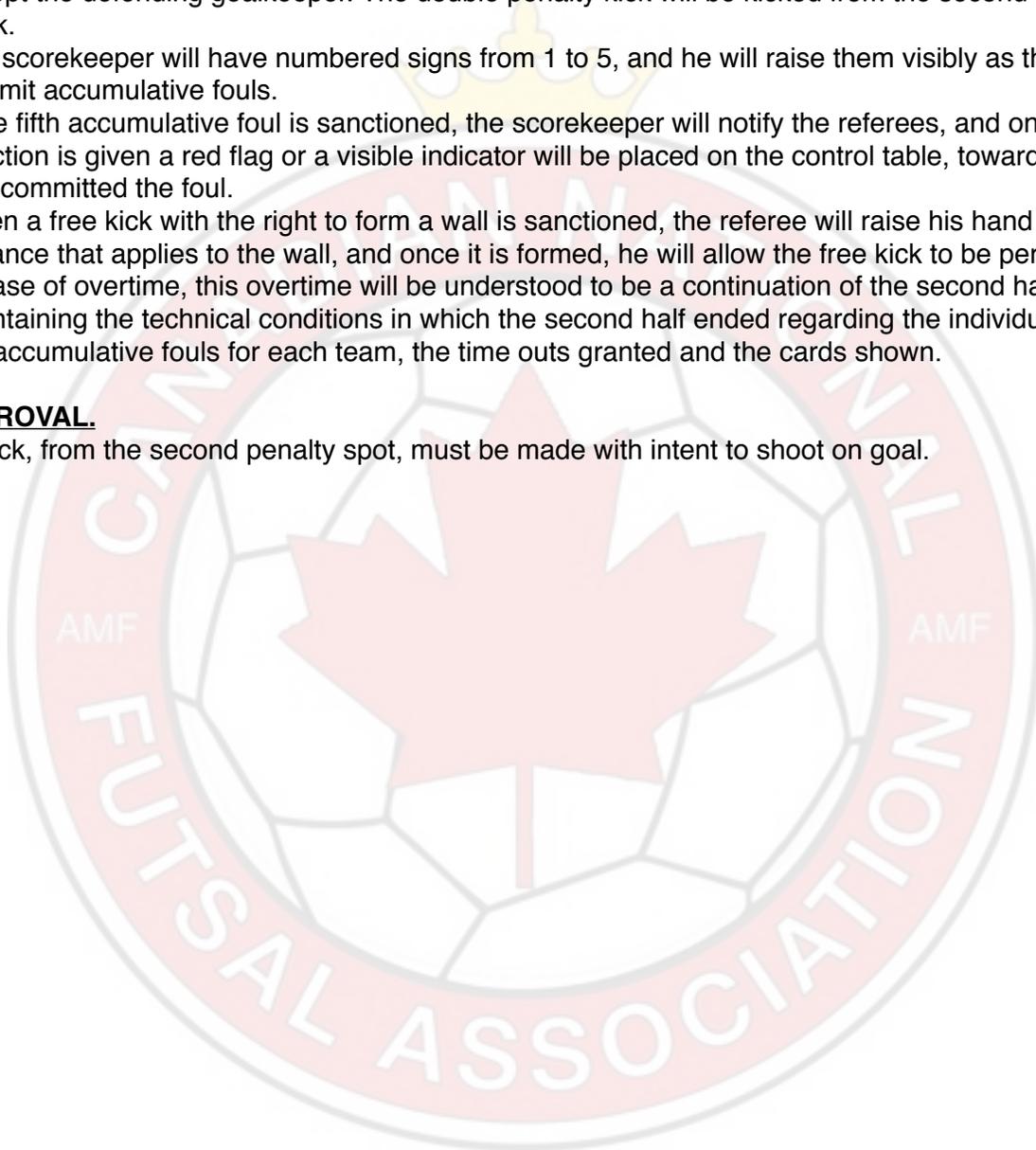
## **RULE 10 - ACCUMULATIVE FOULS AND FREE KICKS**

The accumulative fouls listed in in Rule 9 are all personal fouls:

1. During a free kick all team members from the opposing team must be at least 3 meters from the ball until the ball is in play, and they will also neither obstruct nor interrupt the player that will kick the ball.
2. Each team will be permitted to have 5 accumulative fouls, in each half of the match, without losing their right to form a wall with players, when the opposing team is given a free kick.
3. From the sixth accumulative foul on, personal fouls will be sanctioned with double penalty kick. It will not be permitted to form a wall, nor will it be allowed to have a player between the goal and the ball, except the defending goalkeeper. The double penalty kick will be kicked from the second penalty mark.
4. The scorekeeper will have numbered signs from 1 to 5, and he will raise them visibly as the teams commit accumulative fouls.
5. If the fifth accumulative foul is sanctioned, the scorekeeper will notify the referees, and once the sanction is given a red flag or a visible indicator will be placed on the control table, towards the team that committed the foul.
6. When a free kick with the right to form a wall is sanctioned, the referee will raise his hand to show the distance that applies to the wall, and once it is formed, he will allow the free kick to be performed.
7. In case of overtime, this overtime will be understood to be a continuation of the second half, maintaining the technical conditions in which the second half ended regarding the individual fouls, and the accumulative fouls for each team, the time outs granted and the cards shown.

### **CNFA APPROVAL.**

A penalty kick, from the second penalty spot, must be made with intent to shoot on goal.



## **RULE 11 - THE PENALTY KICK**

The Penalty Kick shall be as the following:

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

### Procedure

The player taking the penalty or double penalty kicks the ball forward, and he does not play the ball a second time until it has been touched by another player; the goalkeeper must remain on his goal line. 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, a goal will be awarded if: the ball touches one or both goal posts, or the crossbar or the goalkeeper before passing between the goal posts into the net.

### Infringements/Sanctions

1. If a defending player infringes this rule, if no goal is scored, a free kick will be performed again; but if a goal was scored, no free kick will be performed.
2. If an attacking player infringes this rule and a goal is scored, the kick will be performed again, but if no goal is scored, the kick will not be retaken.
3. If an attacking player infringes the rule while the ball is already being played, a sideline throw-in will be given from the closest site where the fault happened.

### **CNFA APPROVAL**

A penalty kick must be made with intent to shoot on goal.

## **RULE 12 - GOAL LINE THROW**

The Goal Line Throw shall be as the following:

1. It is one way to start the game again, once the ball has gone past the goal line either by air or floor, after having touched an opposing team member and no goal was scored, according to rule 8.
2. It will be performed only by the goalkeeper who will make it by throwing the ball with his hands and it will be repeated if the ball does not leave the penalty area.
3. If the ball is thrown directly across the centre line, the rule No. 9 will be applied.
4. A goal cannot be scored directly with a goal line throw, unless the ball touches one of the players (with the exception of the goalkeeper).
5. The opposing team's players of the team making the goal line throw must remain out of the penalty area.

### **CNFA APPROVAL**

None



## **RULE 13 - THROWS**

Throw-ins will be made to restart the game when the ball goes out of the court.

### **Throw-Ins**

Will be made when the ball goes out across any of the sidelines.

#### Procedure

1. The player who throws the ball, (with the exception of the goalkeeper) will stay outside of the side line at the same point from where the ball left the court, with both feet, joined or apart, perpendicular to the line towards the court, without losing contact with the floor.
2. The ball will be thrown with both hands, with the movement beginning from behind the head and making an arch above the head towards the playing court.
3. The ball will be in play from the moment that it leaves the hands of the thrower.
4. No goals can be scored directly from a throw in, even if the ball touches the goalkeeper.
5. If the thrower doesn't comply with these procedures, the referee will order a new throw in by the opposing team.

### **Corner throw**

It will be made when the ball leaves the court across the same team's goal line outside the goalposts pushed or touched by one of the players defending the goal.

#### Procedure

1. It will be performed by an opposing team member from the corner at the same side of the goal the ball left the court.
2. If the ball left the court above the crossbar of the goal, the referee will decide the side of the goal from which the corner throw will be taken.
3. It will be made in the same way as the side line throw-ins, with the exception of the feet of the thrower, that will be located at the right angle formed by the goal line with the side line, meeting at the corresponding corner, both feet out of the playing court, but otherwise subject to the same limitations as the side throw in.
4. If the thrower doesn't comply with these procedures, the referee will order throw in to the opposing team.

### **Goalkeeper throw**

It will be any act of returning or replacing the ball by the goalkeeper, with the hands, after having completely secured and controlled it.

#### Procedure

1. It will be done with the hands exclusively. The throw cannot be executed by placing the ball directly to his feet. The goalkeeper will have five seconds to put the ball into play again.
2. The goalkeeper can use the feet to kick the ball during the game to anticipate or kick back or clear the ball.
3. The goalkeeper's throw will be under rules 9 and 12. A goal can be scored if the ball touches one of the players, with the exception of the opposing team's goalkeeper.

Every player who throws the ball will have five seconds to throw, starting from the moment the ball is ready to be thrown or the referee gives the order to do so

### **CNFA APPROVAL**

None

## **RULE 14 - THE REFEREE, SECOND REFEREE, SCOREKEEPER AND TIMEKEEPER**

### **The Referee's Authority**

Each game will be controlled by two referees, who will have the same authority to enforce these rules of the game that have been mentioned, from the moment they enter the playing court until they leave it.

### **Referee:**

1. Will enforce the Rules of the Game.
2. Will permit the ball to remain in play if the opposing team of the one that has committed a foul has an advantage, and he will sanction the foul if there is no such advantage.
3. Will take note and inform the proper authorities of all situations occurred before, during and after the match, and also, of the sanctions given to players or technical staff members of each team.
4. Will be the timekeeper if the timekeeper is not present.
5. Will interrupt, stop or end the game in case these rules are infringed or because of any type of external interference.
6. Will take disciplinary measures against the person that commits fouls suitable for expelling or sanctions.
7. Will not allow unauthorized persons to enter the playing court.
8. Will stop the match if he believes a player has suffered a serious injury and will order to take the player out of the playing court to restart the game. If the referee believes the player does not have a serious injury he will permit the game to continue until the ball is out of play.
9. Will make sure that the ball has the specific characteristics mentioned in rule 2.
10. Will end the match without granting a goal if the end of the game is announced through a whistle or an acoustic signal before the ball has passed across the goal line, as specified in rule 14 (the timekeeper and the scorekeeper).

The referee's decisions will be final.

### **Decisions**

#### *Decision 1*

If the referee and the second referee point out a foul simultaneously and there is no agreement about which team committed the foul, the referee's decision will prevail.

#### *Decision 2*

The referee and the second referee will be able to enforce a sanction or an expulsion, but if they do not agree, the referee's decision will prevail.

### **The Second Referee**

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

1. He will help the referee to enforce the rules of the game.
2. He will have a discretionary power to stop the game when the rules are infringed upon.
3. He will be in charge of controlling the correct substitutions of players.

### **The Timekeeper and Scorekeeper**

Timekeeper and/or scorekeeper will be appointed to sit outside the playing court at the centre line of the court and at the same side as the substitution area. The timekeeper and scorekeeper will have a chronometer and the necessary records to keep control of the actions of the game. These records will be provided by the organizers.

### **The Timekeeper**

1. He will keep control of the time of the game according to this rule and to will also do the following:
2. He will start the chronometer after the referee gives the order to start the game
3. He will stop the chronometer when the ball is out of play
4. He will start the chronometer again when the referee gives the signal for a goal line throw, or a side line throw-in, or a corner throw, a free kick from the penalty mark or second penalty mark, a time out, or a restarting with a drop ball.
5. He will keep control of the minute time-out.
6. He will announce by a whistle or an acoustic signal, different from the referee's, the end of the first half, or end of the game, or overtime, or the end of the timeout.

### **The Scorekeeper**

1. He will assist the timekeeper.
2. He will keep a record of each team's first five accumulative fouls as well as other fouls, as pointed out by the referees in every period of the game.
3. He will let the referee know the number of the player who committed the fourth personal foul.
4. He will keep record of the interruptions of the game and the reasons for them
5. He will register the number of the players who scored the goals legally approved by the referee and the final score of the game.
6. He will keep record of the numbers and names of the players warned or expelled.
7. He will register the beginning and he end of each period of the game.

### **Decisions**

#### *Decision 1*

In case the referee gets injured, he will be substituted by the second referee who will in turn be substituted by the scorekeeper.

#### *Decision 2*

In international games the participation of a timekeeper and a scorekeeper is mandatory.

### **Complementary Rulings**

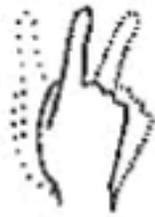
1. The national organization can decide on the participation or non-participation of two referees in the lower age divisions. In this case one person can take over the referee's role following these rules completely and giving the responsibilities of the timekeeper to one person
2. In international games, the use of an electronic score board is mandatory.

### **CNFA APPROVAL**

None

## The Referee's Signals

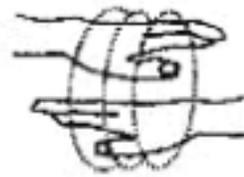
They are signals and gestures of interpretation, information and help. During a match their proper use facilitates the communication among referees, the players, the teams, the control table and also for the better understanding of the spectators (see diagram below).



**Invalid**



**Direct throw over  
Half way line**



**Substitution**



**Stoppage of the  
Clock**



**Accumulativa Foul**



**4 Fouls**



**5 Fouls  
or  
5 Seconds**



**Indication of  
Direction**



**Timeout**



**Sixth Foul**



**\*Yellow Card  
WARNING**

**\*Red Card  
SENDING OFF**



**End of 1st  
Or 2nd half**

## **Procedures to Determine the Winner of a Match**

Extra time and taking of kicks from the penalty mark are both methods determining the winning team where competition regulations require there be a winning team after a match has been drawn. Extra time consists of two equal periods of 5 (five) minutes. If the score is tied after the full two periods of extra time, the match is decided by kicks taken from the penalty mark.

### **Procedure**

1. The referee chooses the goal at which the kicks will be taken.
2. The referee tosses a coin and the team whose captain wins the toss chooses whether to take the first or second kick.
3. The referee and scorekeeper keeps a record of the kicks being taken.
4. In principle, each team takes three (3) kicks, depending on the circumstances described hereafter.
5. The kicks are taken alternately.
6. If, after both teams have taken three kicks, both have scored the same number of goals or have not scored any goals, kicks continue to be taken in the same order, until one team has scored one goal more than the other from the same number of kicks.
7. All players and substitutes are eligible to take a penalty kick. The players who did not attempt any of the first three (3) kicks take these additional kicks. After they have each taken a kick, the players who initiated the taking of kicks continue the penalty kicks.
8. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
9. Any player who has been sent off may not take part in the kicks from the penalty mark.
10. Only the eligible players and game officials are permitted to remain on the playing court when kicks from the penalty mark are taken.
11. All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half to that where the kicks are being taken. The second referee controls this area of the playing court and the players who are situated there.
12. The goalkeeper, whose teammate is taking the kick from the penalty mark, must remain on the pitch, outside the penalty area in which the kicks are being taken, and on the goal line where it meets the penalty area line.
13. When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the scorekeeper of the name and number of each player excluded. The team captain has this responsibility.
14. Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain on the court and they shall take the kicks.

### **CNFA APPROVAL**

1. Depending on the league and/or competition, the extra time may not be played and the game will go directly to kicks from the penalty mark to determine the winner.
2. In the event that there is no official scorekeeper, the main referee shall assume his responsibilities for the procedures involved with kicks from the penalty mark to determine a winner.



