



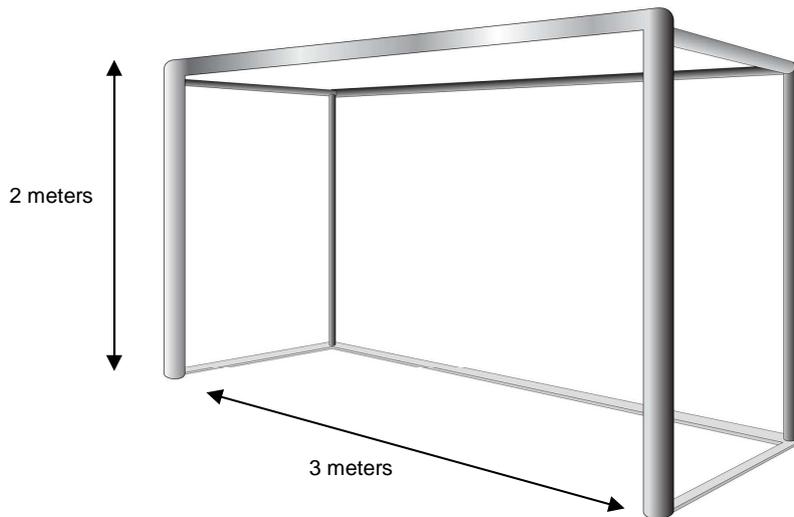
FUTSAL LAWS OF THE GAME 2013 / 2014

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MARKINGS

1. The playing area will be demarcated with lines; these lines will belong to the areas they demarcate.
2. The two longer demarcation lines will be called side lines and the two shorter lines will be called goal lines. All lines will be 8 centimetres wide.
3. The field of play will be divided in two halves by a line called the mid-field line.
4. The centre of the field of play will be demarcated with a 10 centimetre diameter mark placed at the centre of the mid-field line, surrounded by a circle of a 3 meters radius.
5. The playing area will be surrounded by a 1 meter wide area, free of obstacles.

THE PENALTY AREA

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

An imaginary 6 m. line will be demarcated 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 centimetre diameter mark will be drawn at a distance of 6 meters from the goal line and equidistant to the goalposts.

THE SECOND PENALTY MARK

A 10 centimetre diameter mark will be drawn at a distance of 9 meters from the goal line and equidistant to the goalposts.

THE SUBSTITUTION AREA

It is the area on the side lines placed in front of each team's technical area, it will be used to get in or out of the field of play. It will be 3 meters long and it will be demarcated at both ends with two perpendicular lines 80 centimetres long (40 centimetres long for the inside half and 40 centimetres long for the outside half) and 8 centimetres wide.

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

THE GOALS

The goals will be placed at the centre of each goal line. The goal will consist of two vertical posts (goalposts), made of wood or metal and with a square or circular shape, equidistant to the goal line corners and joined together at the end of each post by a similar horizontal pole (crossbar).

The distance between the posts will be 3 meters and the distance from the lower side of the crossbar to the floor will be 2 meters.

The goalposts and the crossbar will have the same width (8 centimetres). If the goalposts and the crossbar are circles, 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 poles and the crossbeam, 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 poles and facing the playing field will be at least 80 centimetres at the top part and 100 cm 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, free from ruggedness, and not rough; the use of wood, synthetic or lime material is recommended. The use of tar or concrete should be avoided.

DECISIONS**Decision 1:**

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

Decision 2:

The team benches will be placed behind the side lines, at least 1 meter away from each side line, next to the free area in front of the timekeeper.

At the beginning of each half of the game the teams will remain in their own team's technical area.

THE BALL

- It will be spherical.
- It will be made out of leather or other suitable material.
- It will have a minimum circumference of 58 centimetres and a maximum circumference of 62 centimetres.
- the following specifications will be considered, the aerodynamic condition: 9 pounds calibrated. When dropping the ball at 2 meters high, the first bound will not exceed the 35 centimetres. And in the second bound will not exceed 6 centimetres.
- It will weight from 440 to 450 grams with a circumference of 58 to 62 centimetres for major categories and a weight of 320 to 350 grams with a circumference of 53 to 55 centimetres for the minor and female categories.

REPLACING A BALL

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

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

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

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

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. The captain will represent the team, and he/she will be responsible for the players' behaviour before, during and after the match.
 - b. The captain will sign the players' list at the beginning of the match, guaranteeing that everyone in the players' list is present.
 - c. The captain 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. The captain will be the only person to inform the annotator or the timekeeper of the substitutions of players or of a change of the position of the goalkeeper when the coach and his/her substitutes have been expelled.
 - e. The captain will be identified by a clearly visible bracelet in one of his arms; he/she must also appoint a new captain if he/she 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 in the players' list, 5 will start the match and the rest will remain seated on the substitutes' bench with the technical staff.

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

REFEREE'S, TIMEKEEPER'S AND ANNOTATOR'S UNIFORMS

1. The garments must have a uniformity at every game and taking in consideration the following characteristics: t-shirts with short or long sleeves of a certain colour, with the neck and wrist having a different colour; long white pants, black belt, white colored socks and shoes. The national associations will be able to adopt special designs to be used in national and international competitions, authorized by the World Futsal Association.
2. The timekeeper's and annotator's t-shirts will be gray or, in special cases, similar to the referee's while the rest of the uniform and shoes remain white.
3. When a team has t-shirts that may be mistaken with the referee's t-shirt, the referee must change his/her t-shirt. He/she can use one that is similar to the timekeeper's or annotator's t-shirt. The rest of the uniform remains the same as mentioned before.

4. The referees must have on the upper left hand side of the front of their t-shirts, his/her association's insignia. The WFA or Associations Continentals referees must have their institution's insignia.
5. During winter and summer seasons in places with extreme weather conditions, the referee, the timekeeper and the annotator will be able to wear a uniform in accordance to the temperature while keeping the basic original design.

THE TECHNICAL STAFF MEMBERS

The WFA states 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 will follow the tone this rule sets: using sportswear.

The referee is authorized to send away any person within the technical area who is not dressed in accordance to this rule and he/her is also authorized to stop the game until his/her orders are followed.

1. Each player will be able to substitute any other without a maximum number of substitutions. The substitutions will take place when the ball is out of play, previously notifying the annotator, 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. This must be verified by the referee and a medical doctor.
6. The substitute player will enter the game previously notifying the annotator of this action and he/she must wait until the ball is out play before entering the game. He/she 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 injured players, 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/she must name a new captain, and inform the referee and the annotator of this. He/she will give the captain's bracelet to the new captain within the playing area.
10. In accordance to rule 3, in the substitutes' bench within the technical area 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. Considering that the referee's duties will start at the very moment the referee enters the field of play, he/she is permitted to warn any player or technical staff member acting in an indecorous manner or even sanction 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 sanctioned.

1. The game will last 40 (forty) minutes by clock of real game time, divided into 2 (two) equal periods of 20 (twenty) minutes each and a 10 (ten) minute break between each period. These game times and breaks will be in effect for the categories of: youth, adults, seniors and feminine (over the age of 16).

In the categories of under 16 years of age for men and women, the duration of the game will be 30 (thirty) minutes by clock divided into 2 (two) periods of 15 (fifteen) minutes each with the same 10 (ten) minutes 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.
3. The request for time will be given by the following priority: to the official delegate or coach, who will be able to request it to the annotator. The captain who will request it to the referee.
4. The teams will have the right to ask for 1 (one) minute of dead time in each of the periods, in accordance to the following rules: the team coaches are authorized to ask for 1 (one) minute of dead time to the annotator.

The annotator will give dead time when the ball is out of the game, using a whistle or an acoustic signal different from the one used by the referees.

5. The authority the coach has to give instructions to the players, does not permit him 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 dead time it is entitled to in the first period, it will still have only 1 (one) minute of dead time in the second period.
7. Regarding the request for dead time, in case of playing extensions or overtime, this will be considered as a 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, annotator, and/or timekeeper.
9. The coach who is expelled may be substituted by another member of the technical group from the same team, who should be duly accredited (technical assistant or physical trainer).

10. If for any reason a team does not have a coach, and dead time 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 an overtime in the substitutions and having used up the dead time permitted, the person who caused it will be disciplinarily sanctioned for the delay.
12. Each team will have up to 15 seconds to have the ball to cross the central line of the field, if the ball was not previously touched by a member of the opposing team.

TIMEOUTS DUE TO ACCIDENTS

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

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 starting kick to commence the game.
2. The game will start by order of the referee, by a player of the team determined by the coin toss, who will put the ball in movement towards the opposite side of the field.
3. At the beginning of the game each team will occupy half of the play field; the players who are in the opposite team from the one that made the initial kick should be no less than 3 meters from the ball until the ball is in play or it has travelled a distance equal to the longitude of its circumference.
4. The player who makes the initial kick cannot be ahead of the ball nor repeat his contact with the ball until the ball has been touched by another player. Breaking this rule will lead to repeating the initial kick and a disciplinary sanction for the player.
5. After the goal, the game will continue in the same manner by a player of the opposing team.
6. After the regulation break the teams will change field sides, they will go to the side of the field that in the first period was occupied by the opposing team, and the kick will be made by the team that did not start the game.
7. In case of overtime, a new coin toss will be made just like the one at the beginning of a game.
8. After any interruption of the game, and the ball being in the field, due to exceptional reasons not mentioned in these Laws, the referee will instruct the continuation of the game through a dropped ball in the same spot where the ball was when the play was interrupted. No player may be situated no less than 1 m. from the contact point of the ball from the floor. If these rules are not followed the referee will repeat the action.
9. The ball will be out if:

It passes completely a sideline or a goal line, be it by air or floor. The game stops by order of the referee. It hits the ceiling.
10. The ball will be in the game at all times including if: it bounces back from the goalposts or the crossbar and it stays in the field. it bounces off any of the referees inside the field.

Decision:

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

11. The information regarding the time left till the end of the game in any of the periods should be requested to the timekeeper by the official delegate or coach from each team only at the moment in which the ball is not in the game. In case the technical group is absent, the captain of the referees will do it under the same circumstances.

It is considered a goal when the ball has entirely crossed the goal line at the end of the limits of the goal area, between the goalposts and below the crossbar as long as it has not been carried, projected or hit intentionally by the hand or arm of any player of the opposing team, including the goalkeeper, and as long as the team has not incurred in prior violations of any of these rules.

The team that has made the most number of goals during the match will be the winner.

If both teams should have the same number of goals or if no goal was made by either of the teams, the match will result in a draw.

The Scores to be used in the official tournaments of each Federation, Confederation and/or Association affiliated to the World Futsal Association will be:

2 (two) points for the winning team;
1 (one) point in case of a draw and,
0 (zero) for the losing team.

If the result in the match is a draw, extra time and penalty kicks will be the method of determining the winning team.

Extra time consists of two equal periods of 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.

The violations defined in this rule are divided into:**TECHNICAL VIOLATIONS**

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

Personal Violations

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

Direct Free Kick

The opposing team (to that of the violator's) 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 imprudent, dangerous or made with excessive force:

1. Kicked or intended to kick a player of the opposing team.
2. Placed himself/herself 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/herself upon an opposing player.
4. To burden the opposing player from behind, unless the opposing player is blocking or obstructing the way.
5. Burden the opponent in a violent or aggressive manner.
6. Harm or attempt to harm, spit on or insult an opponent.
7. Hold the opponent by grabbing him/her by the hand or obstructing the player's action with any part of the arm or legs.
8. Push the opponent with the hands or arms.
9. Struggle for the ball with 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. Touch, deflect, hold or project the ball with the hand or arm intentionally, except for the goalkeeper within the limits of the goal area.
11. Hinder or stop the goalkeeper's free movement within the limits of his goal area.
12. Involvement of the goalkeeper beyond the middle field line, defining the goalkeeper's participation as the exact moment and place where he touches ball, an opposing player, participating of any blocking action or possibility of an action to stop the advance of the opposing team's play.

13. Rudely block the way between the ball and an opposing player to stop his/her normal movement, and to intentionally obstruct the vision of the opponent to hinder progress of his/her play.

Penalty Kick

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

TECHNICAL VIOLATIONS

The following events will be sanctioned with a side line throw from a place closest to the area where the violation 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 hindering 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 hindering 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, an initial kick or who had kicked a shot, such that it ended up bouncing off from the goalposts or from the crossbar, that it touched and bounced off a referee accidentally, cannot touch the ball a second time before another player has done so.
5. The player that delays more than five seconds the motion of the ball when executing any direct free shots, shots from the goal area, penalty shots, initial shots, side throws or corner shots, from the moment that the referee ordered its execution.
6. A player who not properly uniformed touched 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/her team, or who pretends to retain the ball with his/her 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 goal area, thrown by a team player when restarting or continuing a play (except when it is a lateral throw or a corner kick).

9. If a goalkeeper intentionally let go of the ball or positioned the ball on the floor, being the ball still or rolling in motion, it will be considered a ball in play free to be disputed or kicked by any player, but the goalkeeper cannot play it with his feet.
10. The team that delays more than 15 (fifteen) seconds in restoring to motion the ball.
11. The goalkeeper that threw a ball which passed beyond the middle field central line, without having the ball touched the goalkeeper's middle field 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 field, the Referees will allow the game to continue without any further consequence.

DISCIPLINARY SANCTIONS

Violations worth one warning call

A player will necessarily be warned and will be shown a yellow card if incurring in one of the following faults:

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 abandons the field without permission of the referee.
5. Deliberately delays restarting the play.
6. Does not respect the required separation distance for a shot from the goal area, a lateral throw, a corner kick, a direct free shot or a floor ball.
7. Enters or returns to the field without permission of the referee, or contradicts the ruling of player substitution.
8. Intentionally touches the ball.
9. The goalkeeper's intervention beyond his/her middle field.

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

1. Entering the field, to instruct or to rebuke players, or even assistants, without permission of the referee.
2. Addressing the following people inappropriately: referees, annotators and/or timekeepers, opposing team players or the public.
3. Openly suggesting illegal or non-sportsmanship play.
4. Dressing inappropriately, according to this rule.

Note**The Delegates will have the following tasks:**

Prepare and present the records with all the appropriate documentation.

Be the technical and administrative nexus between the bench and the control table.

Any other action may be sanctioned in accordance to these laws.

Punishable Fault With Obligatory Substitution (Blue Card)

The disqualification with Blue Card is right used for the exclusion and elimination of the violator of the games rules, having to being replaced.

This will be applied in the following situations.

1. Double reprimand or recidivism in the reprimand of a same player (second yellow card)
2. Direct Blue card. Action or fact of indiscipline of relevance by gestures, insulting or offensive attitude or words generally. Violent action with the ball in manifestly dangerous game for the integrity of the adversary.

In the accumulation of five personal lack of a player will not be the blue card; in order to indicate the obligatory substitution of this fact the Referee will have to use the specific signal recommended by the WFA.

Violation that merits a removal

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 of violent conduct.
2. Spits on a player of the opposing team or any other person.
3. Uses rude, offensive, and obscene language.

Decision

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 laws, the game will restart by a side throw favoring the opposing team from the place closest to where the violation had occurred.

COMPLEMENTARY RULINGS

The player who accumulated five personal faults will necessarily be substituted, while being unable to return to the game and to remain at the bench as a substitute player.

The player, who receives a second sanction in the same game, must be substituted by another player.

To order the mandatory substitution, the Referee would have to use the specific signal recommended by the AMF. Please refer to the attached diagram.

The player or member of the technical group that had been removed from the game cannot remain at the bench as a substitute player.

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.

There are considered accumulative fouls all the actions typed in Law 9 as 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 or interrupt the player that will kick the ball.
2. Each team will be permitted to have 5 accumulative fouls, in each half of the match, without losing their right to form barriers with players, when the opposing team is given with 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 barrier, 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 annotator 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 annotator 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 barrier is sanctioned, the referee will raise his hand to show the distance that applies to the barrier, 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 in each team, the dead times granted and the cards shown.

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 area, 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 the 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 to the net.

Infringements/Sanctions

If a defending player infringes this law, if no goal was achieved, a free kick will be performed again; but if there was a goal, no free kicks will be performed.

If a player of the team kicking infringes this law and a goal is achieved, the kick will be performed again, but if no goal was achieved, there will be no other kick.

If the player who is kicking infringes the law while the ball is already being played, a lateral pitch will be given from the closest site where the fault happened.

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 achieved, according to law 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 goal area.
3. If the ball is thrown directly to the middle area of the opposing team, the law 9 will be infringed.
4. A goal cannot be achieved directly with a goal line throw, unless the ball touches one of the players (with the exception of the goalkeeper.)
5. The opposing team's players of the team making the goal line throw must remain out of the goal area.

Side line throws will be made to start over the game when the ball goes out of the game field.

Side line throw

Will be made when the ball goes out through any of the side lines

Procedure

1. The player who is to throw the ball, (with the exception of the goalkeeper) will stay out of the side line at the same point through which the ball left the field, with both feet, joined or apart, perpendicular to the line towards the field, 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 game field.
3. The ball will be at play from the moment that it leaves the hands of the thrower.
4. No goals can be made directly from a side line throw, even if the ball touches the goalkeeper.
5. If the thrower doesn't comply with these procedures, the referee will order a new side line throw by the opposing team.

Corner throw

It will be made when the ball leaves the field through 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 through which the ball left the field.
2. If the ball left the field above the crossbar of the goal, the referee will decide the side of the goal from which the corner throw will be made.
3. It will be made in the same way as the lateral throw, 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 game field, but otherwise subject to the same limitations as the side line throw.
4. If the thrower doesn't comply with these procedures, the referee will order the renewal of the game with a goal line throw by 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 can not be produced by passing the ball directly to the feet. The goalkeeper will have five seconds to put the ball to play again.
2. The goalkeeper can use the feet to participate in kicking the ball during the action of the game to anticipate or kick back or clear the ball.
3. The goalkeeper's throw will be under laws 9 and 12. A goal will be validated if the ball touches one of the players, with the exception of the adversary team's goalkeeper.

Decision

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.

THE REFEREE, THE SECOND REFEREE, THE ANNOTATOR AND THE 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 area where the play field is, until they leave it.

The Referee:

1. will enforce the Laws of the Game.
2. will permit the ball to remain in play if the opposing team of the one that has a foul has an advantage, and he will sanction the foul committed 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 laws are infringed or because of any type of external interference
6. will take disciplinary measures against the person that commits fouls suitable for expelling or sanctions.
7. will not allow unauthorized persons to enter the playing area.
8. will pause the match if he believes a player has suffered a serious injury and will order to take the player out of the playing area to restart the game. If the referee believes the player does not have a serious injury he will permit the game to continue until the ball is out of play.
9. will make sure that the ball has the specific characteristics mentioned in law 2.
10. will end the match without granting a goal if the end of the game is announced through a whistle or an acoustic signal before the ball has passed through the goal line, as specified in law 14 (the timekeeper and the annotator)

The referee's decisions will be final

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

The Timekeeper and the Annotator

Timekeeper and / or annotator will be appointed to stay outside the game field at the mid-field line and at the same side of the substitution area. The timekeeper and the annotator 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

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

1. He will start the chronometer after the referee gives the order to start the game.
2. He will stop the chronometer when the ball is out of play.
3. He will start the chronometer again when the referee gives the order for a goal line throw, or a side line throw, or a corner throw, a free kick, a penalty kick from the penalty mark or second penalty mark, a dead time, or restarting with the ball landing on the floor.
4. He will keep control of the minute of dead time.
5. He will announce through the whistle or a 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 dead time minute.

The Annotator**He will assist the timekeeper.**

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

Decision 2:

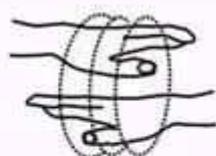
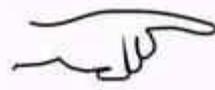
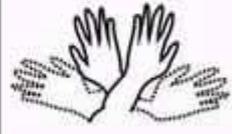
In international games the participation of a timekeeper and an annotator will be mandatory.

COMPLEMENTARY RULINGS

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

The Referee's Signal Codes

They are signals and gestures of interpretation, information and help, necessities to put in practice the referee's technique and to facilitate communication among the referees, the players, the teams, the control table and also for the better understanding of the spectators (see the attached diagram)

 <p>Invalid</p>	 <p>Free Kick with barrier</p>	 <p>Substitution or change</p>
 <p>Stoppage of the cronometer</p>	 <p>accumulative fouls</p>	 <p>4 fouls</p>
 <p>5 fouls or 5 seconds</p>	 <p>direction</p>	 <p>Time Out</p>
 <p>Sixth Foul</p>	 <ul style="list-style-type: none"> • Yellow card, WARNING • Red card, EXPULSION 	 <p>En of 1st or 2nd half.</p>

1^{er} World Championship futsal FIFUSA - Brazil 1982
 1^{er} Championnat du Monde de futsal FIFUSA - Brésil 1982



X^o World Championship futsal AMF - Colombia 2011
 X^o Championnat du Monde de futsal AMF - Colombie 2011



1930-2010 : 80 ans de futsal et de passion pour une Nation – 1930-2010: 80 years of futsal and passion for a Nation



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