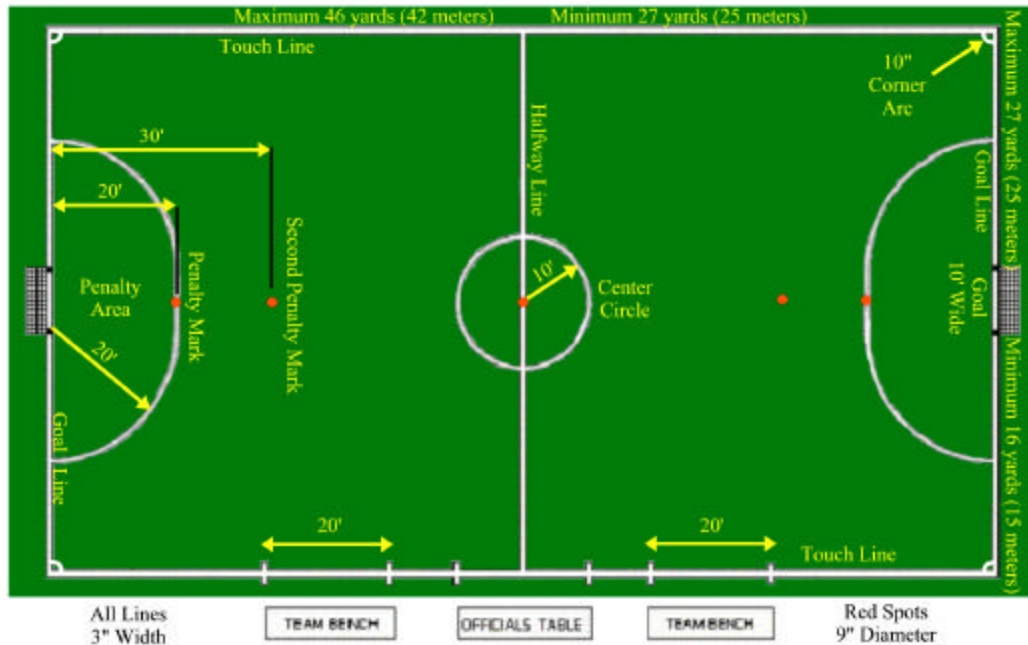


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## LAW 1 – THE PITCH.....



The pitch and appurtenances are shown in the preceding illustration.

**Dimensions:** The pitch must be rectangular. The length of the touchline must be greater than the length of the goal line.

**Markings:** The pitch is marked with lines. These lines belong to the areas of which they are boundaries. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are 3 inches (8 cm) wide. The pitch is divided into two halves by the halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 10 feet (3 m) is marked around it.

**The Penalty Area:** A penalty area is defined at each end of the pitch as follows:

Quarter circles, with a radius of 20 feet (6 m) are drawn centered on the outside of each goalpost. The quarter circles are drawn from the goal line to meet imaginary lines drawn at right angles to the goal line from the outside of the goalpost. The upper part of each quarter circle is joined by a 10 foot 6 inch (3.16

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m) lines running parallel to the goal line between the goalposts. The curved line marking the outer limit of the penalty area is known as the penalty area line.

**Penalty Mark:** A penalty mark is drawn 20 feet (6 m) from the midpoint between the goal posts and equidistant from them.

**Second Penalty Mark:** A second penalty mark is drawn on the pitch 30 feet (10 m) from the midpoint between the goal posts and equidistant from them.

**The Corner Arc:** A quarter circle with a radius of 10 inches (25 cm) from each corner is drawn inside the pitch.

**Substitution Zone:** The substitution zone is situated on the same side of the pitch as the teams' benches and directly in front of them. This is where the players enter and leave the pitch for substitutions.

- The substitution zones are situated directly in front of the teams' benches and are at least 10 feet (5 m) in length. They are marked on each side by a line, at right angles to the touch line, 3 inches wide (8 cm) and 30 inches (80 cm) in length, 15 inches (40 cm) of which is drawn on the inside of the pitch and 15 inches (40 cm) on the outside of the pitch.
- There is a distance of 10 feet (5 m) between the closest end of each substitution zone and in intersection of the halfway line and the touchline. This free space, directly in front of the timekeeper's table, is to be kept clear.

*Decision 3 – A mark may be drawn outside the pitch, 8 feet (5 m) from the corner arc and at right angles to the goal line to ensure that this distance is observed when a corner kick is being taken. The width of this mark is 3 inches (8 cm).*

**Goals:** Goals must be placed on the center of each goal line. They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar. The distance (inside measurement) between the posts is 10 feet (3 m) and the distance from the lower edge of the crossbar to the ground is 6 feet (2 m). Both goal posts and the crossbar have the same width and depth of 3 inches (8 cm). Nets, made of hemp, jute or nylon are attached to the posts and crossbars behind the goals. The lower part is supported by curved bars or some other adequate support. The depth of the goal, described as the distance from the lower edge of the goal posts towards the outside of the pitch, is at least 30 inches (80 cm) at the 40 inches (100 cm) at ground level.

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

*Decision 1 – In the event that the goal lines measure between 15 m and 16 m, the radius of the quarter circle measures only 4 m. In this case, the penalty mark is no longer situated on the line defining the penalty area but remains at a distance of 6 m from the midpoint between the goalposts and equidistant from them.*

*Decision 4 – the teams' benches are situated behind the touch lines directly next to the space beside the timekeeper's table, but no closer than 10 feet.*

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## **LAW 2 – THE BALL**.....

The ball is:

- spherical;
- made of leather or other suitable material;
- of a circumference of not less than 62 cm and not more than 64 cm;
- not less than 400 grams nor more than 440 grams in weight at the start of the match;
- of a pressure equal to 5.9 to 8.5 lbs/sq. inch (0.4-0.6 atmospheres (400-600g/cm<sup>2</sup>) at sea level.

Replacement of a Defective Ball

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

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

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

- the match is restarted according to the laws.

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

### **Decisions:**

- *Decision 1*  
*Felt balls are not permitted for international matches.*
- *Decision 2*  
*The ball may not bounce less than 50 cm nor more than 65 cm on the first rebound when dropped from a height of 2 meters. In competition matches, only balls which meet the minimum technical requirements stipulated in Law 2 are permitted for use.*

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## **LAW 3 – THE NUMBER OF PLAYERS**.....

### **Players:**

A match is played by two teams, each consisting of no more than 5 players, one of whom is the goalkeeper.

### **Substitution Procedure:**

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

The maximum number of substitutes permitted is seven.

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

A substitution is one which is made when the ball is in or out of play and for which the following conditions are observed:

- the player leaving the pitch must do so at his/her own substitution zone.
- the player entering the pitch must also do so at his/her own substitution zone but not until the player leaving the pitch has passed completely over the touchline.
- a substitution is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- the substitution is completed when the substitute enters the pitch, from that moment he/she becomes a player and the player whom he/she is replacing ceases to be a player.

A goalkeeper may change places with any other player.

### **Infringements / Sanctions:**

If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left:

- play is stopped;
- the player being replaced is instructed to leave the pitch;
- the substitute is cautioned and shown the yellow card *and is ordered to leave the pitch to complete the substitution procedure;*

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- play is restarted by an indirect free kick to be taken by the opposing team from the place where the ball was situated when the match was stopped. However, if the ball was inside the penalty area, the indirect free kick is taken from the penalty area line, at the place nearest to the position of the ball when play was stopped.

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

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

### Decisions:

- *Decision 1*

*At the start of a match, each team must have a minimum of five players.*

- *Decision 2*

*If, in the event of players being sent off, fewer than three players (including the goalkeeper) are left in either of the teams, the match must be abandoned.*

- *Decision 3*

*A team official may give tactical instructions to players during a match. However, team officials must not interfere with the movements of the players and referees and they must always behave in an appropriate manner.*

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## **LAW 4 – THE PLAYERS’ EQUIPMENT**.....

### **Safety:**

A player must not use equipment or wear anything which is dangerous to themselves or another player, including any kind of jewelry.

### **Basic Equipment:**

The basic compulsory equipment of a player is:

- a jersey or shirt
- shorts – If thermal under shorts are worn, they are the same main color as the shorts
- socks
- shinguards
- footwear – the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with rubber or similar material. The use of footwear is compulsory
- numbers between 1 and 15 must appear on the back of the shirts.
- the colors of the numbers must contrast clearly with the colors of the jersey.

### **Shinguards:**

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

### **Goalkeepers**

- The goalkeeper is permitted to wear long trousers;
- Each goalkeeper shall wear colors which distinguish him/her from the other players and the referees.
- If a field player replaces a goalkeeper, the goalkeeper’s jersey worn by the player must be marked on the back with the player’s own number.

### **Infringements / Sanctions**

For any infringement of this Law:

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

### *Restart of play*

*If the referees stop play to caution the offending player:*

*Play is restarted with an indirect free kick, to be taken by a player of the opposing side from the place where the ball was located when the referees stopped play.*

### **Decisions:**

- *Decision 1*

*Players must not reveal undershirts that contain slogans or advertising. A player removing his/her jersey to reveal slogans or advertising will be sanctioned by the competition organizer.*

- *Decision 2*

*Jerseys must have sleeves.*

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## **LAW 5 – THE REFEREE**.....

### **The Authority of the Referee**

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

### **Powers and Duties**

The Referee:

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

### **Decisions of the Referee**

The decisions of the referee regarding facts connected with play are final. **The referee and the second referee may only change a decision if they realize that they have made a mistake or if they deem it necessary to do so, provided that play has not restarted or the match terminated.**

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### Decisions:

#### *Decision 1*

- *If the referee and the second referee both signal a foul simultaneously and there is a disagreement as to which team is to be penalized, the referee's decision prevails.*

#### *Decision 2*

- *Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the referee's decision prevails.*

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## **LAW 6 – THE SECOND REFEREE**.....

### **Powers and duties**

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

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

The Second Referee also:

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

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

### ***Decision***

- *For international matches the use of a second referee is compulsory*

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## **LAW 7 – THE TIMEKEEPER AND THE THIRD REFEREE.....**

### **Duties**

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

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

### **The Timekeeper:**

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

### **The Third Referee**

The third referee assists the timekeeper. He/she:

- keeps a record of the first five accumulated fouls committed by each team in each half which have been registered by the referees and signals when the fifth foul is committed by either team;
- keeps a record of stoppages in the match and the reasons for them;

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- takes notes of the numbers of the players who score goals;
- records the names and numbers of any players cautioned or sent off;
- provides any other information relevant to the match.

In the event of undue interference by the timekeeper or the third referee, the referee – will relieve either of them of their duties, arrange for their replacement and report to the appropriate authorities.

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

### **Decisions:**

- *Decision 1*

*For international matches the use of a timekeeper and third referee is compulsory*

- *Decision 2*

*For international matches, the clock used must incorporate all the necessary functions (precise time-keeping, a device to time the two-minute punishment period for four players simultaneously and to monitor the accumulation of fouls by each team during each half of the match).*

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## **LAW 8 – THE DURATION OF THE MATCH**.....

### **Periods of Play**

The match lasts two equal periods of 20 minutes. The timekeeping is undertaken by a timekeeper whose duties are defined in Law 7. The duration of either half may be prolonged to enable a penalty kick to be taken, or for a free kick to be taken against a team that has committed more than five accumulated fouls.

### **Time-out**

The teams are entitled to request a time-out of one-minute in each half whereby the following principles apply:

- The team coaches are authorized to request the timekeeper for a one-minute time-out.
- A time-out of one-minute may be requested at any time but only permitted when the team is in possession of the ball.
- The timekeeper indicates permission for a time-out when the ball is out of play using a whistle or other acoustic signal distinct from the ones used by the referee.
- When time-out is granted the players must remain on the pitch. If they wish to receive instructions from a team official, this may only be done at the touch line at the level of the team-bench. The official issuing the instructions may not enter the pitch.
- A team which does not request a time-out in the first half of the match, is still only entitled to one time-out in the second half.

The half-time interval must not exceed 15 minutes

### **Decisions**

#### *Decision 1*

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

#### *Decision 2*

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

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## **LAW 9 – THE START AND RESTART OF PLAY**.....

### **Preliminaries**

The choice of ends is decided by the toss of a coin. The team winning the toss decides which goal it wishes to attack in the first half of the match.

The other team takes the kick-off to start the match.

The team which wins the toss takes the kick-off to start the second half of the match. In the second half of the match the teams change ends and attack the opposite goal.

### **Kick-off**

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

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

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

### **Procedure**

- All players are in their own half of the field.
- The opponents of the team taking the kick-off are at least 10 feet (3 m) from the ball until it is in play.
- The ball is stationary on the center mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves forward.
- The kicker may not touch the ball a second time until it has been touched by another player.

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

### **Infringements/Sanctions**

If the kicker touches the ball a second time before it has touched another player, an indirect free kick is awarded to the opposing team, to be taken from the place

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where the infringement occurred. However, if this offense is committed by a player in his/her opponents' penalty area, the indirect free kick shall be taken from the penalty area line from the place nearest to where the infringement occurred.

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

## **Dropped Ball**

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

## **Procedure**

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

## **Infringements / Sanctions**

The ball is dropped again:

- *if it is touched by a player before it makes contact with the ground*
- *if the ball leaves the pitch after it makes contact with the ground, without a player touching it*

## **Special circumstances**

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

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

*A dropped ball to restart play in the penalty area must take place on the penalty area line at the point closest to where the ball was when play was stopped.*

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## **LAW 10 – BALL IN AND OUT OF PLAY**.....

### **Ball Out of Play**

The ball is out of play when:

- *it has wholly crossed the goal line or touch line, whether on the ground or in the air*
- *play has been stopped by a Referee*
- *it hits the ceiling*

### **Ball in Play**

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

- *It rebounds from a goal post or the crossbar onto the pitch*
- *It rebounds from either of the referees when they are on the pitch*

### **Decision**

When a match is being played on an indoor pitch and the ball accidentally hits the ceiling, the match is restarted by a kick-in, awarded to the opposing team to the one that last touched the ball.

The kick-in is taken from a point on the touchline nearest to the place below where the ball hit the ceiling.

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## **LAW 11 – THE METHOD OF SCORING**.....

### **Goal scored**

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

### **Winning Team**

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

### **Competition Rules**

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

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## **LAW 12 – FOULS AND MISCONDUCT**.....

**Fouls and misconduct are penalized as follows:**

### **Direct Free Kick**

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

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

A direct free kick is also awarded to the opposing team if a player commits any of the following *five* offenses.

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

A direct free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case a penalty kick is awarded.

**The above fouls are accumulated fouls.**

### **Penalty Kick**

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

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## Indirect Free Kick

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

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

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

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

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

## Disciplinary Sanctions

*Yellow and red cards may only be shown to players and substitutes.  
The referees have the authority to pronounce disciplinary sanctions on players from the moment they enter the pitch until they leave the pitch after the final whistle.*

## Cautionable Offenses

A player is cautioned and shown the yellow card if they commit any of the following offenses

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

For any of these offenses, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. If the offence was committed within the penalty area the indirect free kick is taken from the penalty area line at the place nearest to where the infringement occurred. A caution is also given provided that no graver infringement of the Laws has been committed.

### **Sending-off Offenses**

A player is sent off and shown the red card if he/she commits any of the following offenses

1. is guilty of serious foul play;
2. is guilty of violent conduct;
3. spits at an opponent or any other person;
4. denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area);
5. denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick;
6. uses offensive, insulting or abusive language;
7. receives a second caution in the same match.

### **Decisions**

#### *Decision 1*

A player who has been sent off may not re-enter the match in course, nor may that player sit on the substitutes bench *as he/she must leave the vicinity of the field of play*. A substitute player may enter the pitch two complete minutes after a teammate is has been sent off, unless a goal is scored before the two minutes

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have elapsed, and provided he/she has the permission of the time-keeper or the Referee if there is no time-keeper. In this case the following applies:

- if there are 5 players against 4 and the team with the larger number scores a goal, the team with only 4 players may be completed with a fifth player;
- if both teams are playing with 4 players and a goal is scored, both teams remain with the same number of players;
- if there are 5 players against 3, or 4 against 3 and the team with the larger number scores a goal, the team with 3 players may be increased by one more player only;
- if both teams are playing with 3 players and a goal is scored, both teams remain with the same number of players;
- if the team scoring the goal is the one with fewer players, the match continues without changing the number of players.

### *Decision 2*

*Subject to the terms of Law 12, a player may pass the ball to his/her own goalkeeper using the head, chest or knee, etc. provided that the ball has already crossed the halfway line or has been touched or played by an opponent. If, however, in the opinion of the referees, a player used a deliberate trick while the ball is in play in order to circumvent the Law, the player is guilty of unsporting behavior. He/She is cautioned, shown the yellow card and an indirect free kick is awarded to the opposing team from the place where the infringement occurred\*. In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with the hands or not. The offense is committed by the player in attempting to circumvent both the letter and the spirit of Law 12.*

### *Decision 3*

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

### *Decision 4*

*Any act of simulation on the field that is intended to deceive the referee must be sanctioned as unsporting behavior.*

### *Decision 5*

*A player who removes his/her jersey when celebrating a goal must be cautioned for unsporting behavior.*

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## **LAW 13 – FREE KICKS**.....

### **Types of Free Kicks**

Free kicks are either direct or indirect.

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

### **The Direct Free Kick**

- If a direct free kick is kicked directly into the opponent's goal, a goal is awarded

### **The Indirect Free Kick**

- A goal can be scored only if the ball subsequently touches another player after the kick before it enters the goal

### **Position of Free Kick**

*All opponents must be at least 15 feet (5 m) from the ball until it is in play. When a defending team is taking a **free kick from within** its own penalty area, all opponents must be outside the penalty area. The ball is in play after it has been kicked or touched and has left the penalty area.*

### **Infringements/Sanctions**

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

- the kick is retaken.

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

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

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

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- an indirect free kick is awarded to the opposing team

### Signals

#### **Direct Free Kick:**

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

#### **Indirect Free Kick:**

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

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## **LAW 14 – ACCUMULATED FOULS**.....

### **Accumulated fouls**

- Are those punished by a direct free kick mentioned in Law 12.
- The first five accumulated fouls by each team during each half are recorded in the summary of the match.
- *The referees may allow play to continue by applying the advantage rule if the team has not yet committed five accumulated fouls and the opposing team is not denied an obvious goal scoring opportunity.*
- *If they apply the advantage rule, the referees must indicate an accumulated foul to the timekeeper and the third referee as soon as the ball is out of play.*
- *If extra time is played, accumulated fouls from the second period remain valid. Any accumulated fouls during extra time are added to the team's total from the second period.*

### **Position of free kick**

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

- The players of the opposing team may form a wall to defend a free kick.
- All opponents must remain at least 15' (5 m) from the ball until it is in play.
- A goal may be scored directly from this free kick.

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

- The players of the opposing team MAY NOT form a wall to defend a free kick.
- The player taking the kick has to be properly identified.
- The goalkeeper must remain in his/her penalty area and at least 15 feet (5 m) from the ball.
- All the other players on the pitch must remain behind an imaginary line that is level with the ball, parallel to the goal line, and outside the penalty area. They must be 15 feet (5 m) from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played.

### **Procedure (for the sixth and any subsequent accumulated fouls)**

- The player taking the free kick has to kick the ball with the intention of scoring a goal and may not pass the ball to another player.

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- Once the free kick has been taken, no player may touch the ball until it has been touched by the goalkeeper, has rebounded from the goal post or crossbar, or has left the pitch.
- No free kick may be taken from a distance of less than 18 feet from the goal line (see Law 8). If an infringement that normally results in an indirect free kick occurs in the penalty area, then the free kick is taken from the penalty area line at the place nearest to where the infringement occurred.
- If a player commits the sixth foul of his/her team in the opposing team's half or in his/her own half in front of an imaginary line parallel to the halfway line and passing through the second penalty mark at 30 feet (10 m) from the goal line, the free kick is taken from this second penalty mark. The second penalty mark is described in Law 1. The free kick is to be taken in compliance with the provisions stipulated under "**Position of free kick**".
- If a player commits the sixth foul of his/her team in his/her own half of the pitch between the 30 feet line (10 m) and the goal line the team awarded the free kick may choose whether to take it from the second penalty mark or from the place where the infringement occurred.
- Additional time must be allowed for a free kick to be taken at the end of each half or at the end of each period of extra time.
- If the match goes into extra time, all the fouls that have accrued from the second half of the match continue to accumulate into the extra time.

### **Infringements/Sanctions**

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

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

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

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

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

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

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## **LAW 15 – THE PENALTY KICK**.....

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

A goal may be scored directly from a penalty kick.

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

### **Position of the Ball and the Players**

The ball:

- is placed on the penalty mark.

The player taking the penalty kick:

- is properly identified.

The defending goalkeeper:

- remains on his/her goal line, facing the kicker, between the goal posts, until the ball has been kicked.

The players other than the kicker are located:

- inside the pitch;
- outside the penalty area;
- behind or to the side of the penalty mark;
- at least 15 feet (5m) from the penalty mark.

### **Procedure**

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

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

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

### **Infringements/Sanctions**

If a player of the defending team infringes this Law:

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

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

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

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

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

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

- *the free kick is retaken.*

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

- *The free kick is retaken.*

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

*The referees stop play*

- *and restart it with a dropped ball at the place where the ball struck the object\*.*

*The above-mentioned **Infringements/Sanctions** for direct free kick as of the sixth accumulated foul also apply to kicks from the penalty mark.*

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## **LAW 16 – THE KICK-IN**.....

### **The kick-in**

A kick-in is a method of restarting play.

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

A kick-in is awarded:

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

### **Position of the Ball and the Players:**

The ball:

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

The player taking the kick-in:

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

The players of the defending team:

- are at least 15 feet (5 m) from the place where the kick-in is taken.

### **Procedure**

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

### **Infringements/Sanctions**

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

- The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where

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

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

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

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## **LAW 17 – THE GOAL CLEARANCE**.....

A goal clearance is a method of restarting play.

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

The goal clearance is awarded when:

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

### **Procedure**

- the ball is thrown from any point within the penalty area by the goalkeeper of the defending team.
- opponents remain outside the penalty area until the ball is in play.
- the goalkeeper does not play the ball a second time until it has touched another player or crossed the halfway line.
- the ball is in play when it is thrown directly beyond the penalty area.

### **Infringements/Sanctions**

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

- the goal clearance is retaken.

If, after the ball is in play, the goalkeeper touches the ball a second time before it has touched an opponent or crossed the halfway line:

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

If the goal clearance is not taken within 4 seconds from the time that the goalkeeper takes possession of the ball:

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

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## **LAW 18 – THE CORNER KICK**.....

A corner kick is a method of restarting play.

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

A corner kick is awarded when:

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

### **Procedure**

- The ball is placed precisely inside the corner arc at the nearest corner.
- Opponents remain at least 15 feet (5 m) from the ball until it is in play.
- The ball is kicked by a player of the attacking team.
- The ball is in play when it is kicked or touched.
- The kicker does not play the ball a second time until it has touched another player.

### **Infringement/Sanctions**

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

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

For any other infringement

- the corner kick is retaken.

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## **Procedures to determine the winner of a match**

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

### **Extra time**

Extra time consists of two equal periods of five minutes.

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

Kick from the penalty mark

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- Any eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only eligible players and match officials are permitted to remain on the pitch when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch.
- The goalkeeper whose team-mate is taking the 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.
- Unless otherwise stated, the relevant Laws of the Game and International F.A. Board decisions apply when kicks from the penalty mark are being taken.

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- Before the start of the kicks from the penalty mark, the referee must ensure that only the same number of players from each team remain in the opposite half of the pitch; these players will take the kicks from the penalty mark.