

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

PREFACE (from FIFA)

There have been a number of amendments to the substance of this year's edition of the Futsal Laws of the Game compared with the last 2008 edition. The entire text of the Laws has been examined and revised in order to consolidate and reorganize the contents and make them more uniform, clearer and easier to understand. The most significant changes consist of the inclusion of some of the decisions in the 2008 edition, either in the Laws themselves or in the section entitled "Interpretation of the Futsal Laws of the Game and Guidelines for Referees". The aim of the FIFA Futsal and Beach Soccer Committee in amending the title of this section was to highlight the fact that although its main purpose is to compliment the Futsal Laws of the Game, its contents are unquestionably mandatory in nature.

Furthermore, some principles that were previously implicit in the game but were not explicitly mentioned in the Laws have been included in this new edition.

Finally, the FIFA Futsal and Beach Soccer Committee wishes to remind the associations and confederations that it is their duty, in accordance with the FIFA Statutes, to ensure strict and uniform compliance with the Futsal Laws of the Game in all competitions.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

NOTES ON THE FUTSAL LAWS OF THE GAME

Modifications

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

Any or all of the following modifications are permissible:

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

Further modifications are only allowed with the consent of the FIFA Refereeing Department and the approval of the FIFA Futsal Sub-Committee.

Male and Female

Any references to the male gender in the Futsal Laws of the Game in respect of referees, players and officials are for simplification and apply to both men and women.

Changes

In view of the numerous modifications to the structure of the Laws, it has been decided that no line will be used to indicate the amendments in this edition.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

| CONTENTS | | Page |
|-----------------|--|-------------|
| Law 1 | The Pitch | 4 |
| Law 2 | The Ball | 10 |
| Law 3 | The Number of Players | 12 |
| Law 4 | The Players' Equipment | 16 |
| Law 5 | The Referees | 18 |
| Law 6 | The Assistant Referees | 21 |
| Law 7 | The Duration of the Match | 25 |
| Law 8 | The Start and Restart of Play | 27 |
| Law 9 | The Ball In and Out of Play | 30 |
| Law 10 | The Method of Scoring | 31 |
| Law 11 | Offside | 32 |
| Law 12 | Fouls and Misconduct | 33 |
| Law 13 | Free Kicks | 37 |
| Law 14 | The Penalty Kick | 44 |
| Law 15 | The Kick-in | 47 |
| Law 16 | The Goal Clearance | 50 |
| Law 17 | The Corner Kick | 52 |
| | Procedures to determine the winner of a match or Home-and-Away | 54 |
| | The Technical Area | 57 |
| | The Reserve Assistant Referee | 58 |
| | Referee and Assistant Referee Signals | 59 |
| | Interpretation of the Futsal Laws of the Game and Guidelines for Referees | 72 |

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 1 – THE PITCH.....

Pitch surface

Matches should be played on flat, smooth and non-abrasive surfaces, preferably made of wood or artificial material, according to the rules of the competition. Concrete or tarmac should be avoided.

Artificial turf pitches are permitted in exceptional cases and only for national competitions.

Pitch markings

The pitch must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries and must be clearly distinguishable from the color of the pitch.

The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3 m (10 ft) is marked around it.

A mark must be drawn outside the pitch, 5 m (16 ft) from the corner arc and at right angles to the goal line, to ensure that defending players retreat this distance when a corner kick is being taken. The width of this mark is 8 cm (3 in).

Two additional marks, each at a distance of 5 m (16 ft) to the left and the right of the second penalty mark, must be made on the pitch to indicate the minimum distance to be retreated when a kick is being taken from the second penalty mark. The width of this mark is 8 cm (3 in).

Dimensions

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

All lines must be 8 cm (3 in) wide.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

For non-international matches the dimensions are as follows:

| | | |
|----------------------|---------|---------------|
| Length (touch line): | minimum | 25 m (82 ft) |
| | maximum | 42 m (137 ft) |
| Width (goal line): | minimum | 16 m (52 ft) |
| | Maximum | 25 m (82 ft) |

For international matches the dimensions are as follows:

| | | |
|----------------------|---------|---------------|
| Length (touch line): | minimum | 38 m (124 ft) |
| | maximum | 42 m (137 ft) |
| Width (goal line): | minimum | 20 m (65 ft) |
| | Maximum | 25 m (82 ft) |

The penalty area

Two imaginary lines of 6 m (19 ft) are drawn from the outside of each goalpost and a right angles to the goal line; at the end of these lines a quarter circle is drawn in the direction of the nearest touch line, each with a radius of 6 m (19 ft) from the outside of the goalpost. The upper part of each quarter circle is joined by a line 3.16 m (10 ft) in length running parallel to the goal line between the goalposts. The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made 6 m (19 ft) from the midpoint between the goalposts and equidistant to them.

The second penalty mark

A second mark is made 10 m (32 ft) from the midpoint between the goalposts and equidistant to them.

The corner arc

A quarter circle with a radius of 25 cm (10 in) from each corner is drawn inside the pitch.

Goals

A goal must be placed on the centre of each goal line.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of wood, metal or other approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous to players.

The distance (inside measurement) between the post is 3 m (10 ft) and the distance from the lower edge to the crossbar to the ground is 2 m (6 ft).

Both goalposts and the crossbar have the same width and depth, 8 cm (3 in). The nets must be made of hemp, jute, nylon, or other approved material and are attached to the back of the goalposts and the crossbar with a suitable means of support. They must be properly supported and must not interfere with the goalkeeper.

The goalposts and crossbars must be of a different color from the pitch.

The goals must have a stabilizing system that prevents them from overturning. Portable goals may only be used if they satisfy this requirement.

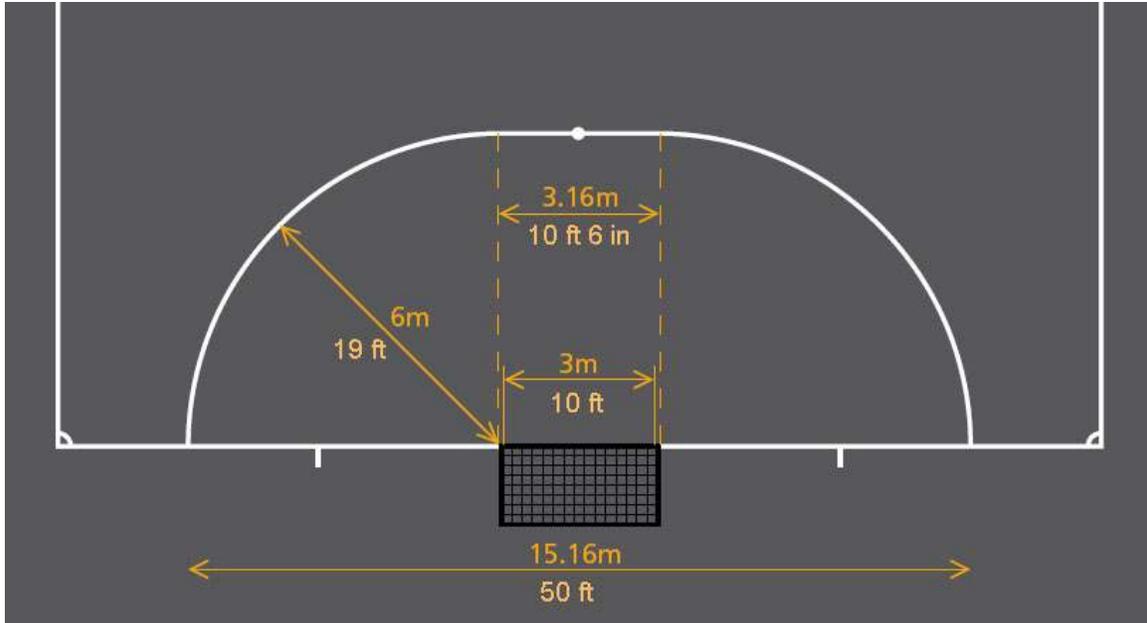
The substitution zones

The substitution zones are the areas on the touch line in front of the team benches, the purpose of which is described in Law 3.

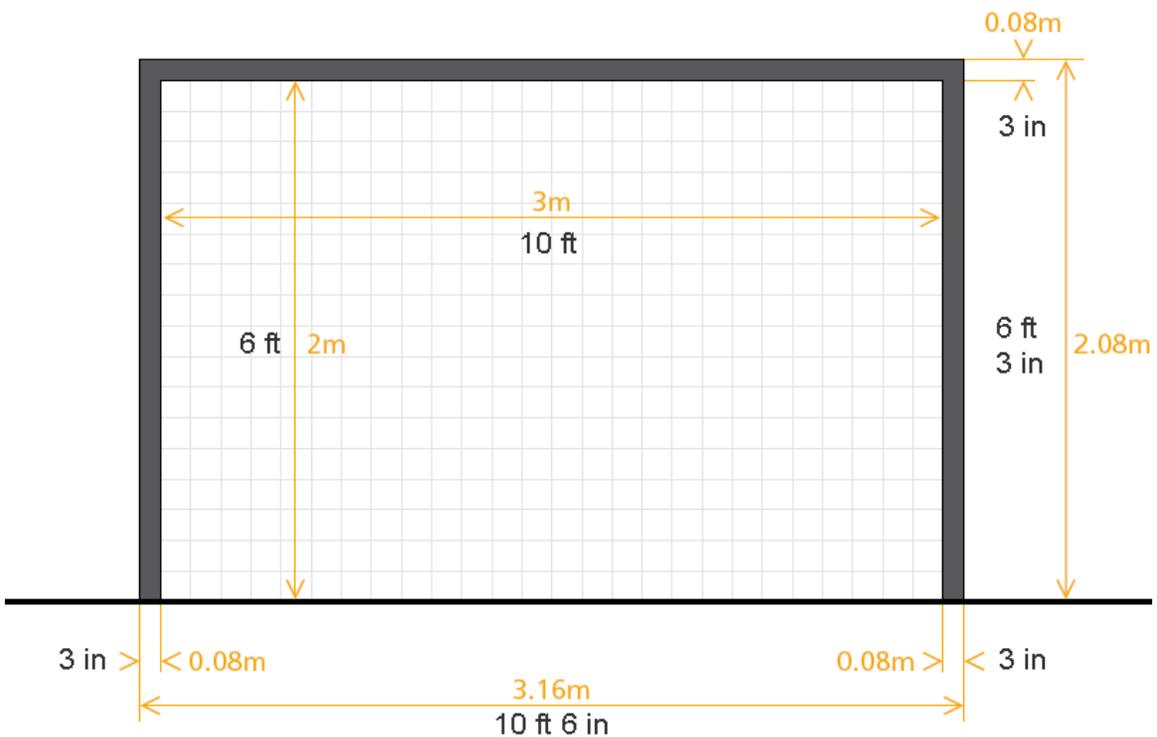
- They are situated in front of the technical area and are 5 m (16 ft) in length. They are marked at each end with a line 80 cm (30 in) in length, 40 cm (15 in) of which is drawn on the pitch and 40 cm (15 in) off the pitch, and 8 cm (3 in) wide.
- The area in front of the timekeeper's table 5 m (16 ft) to either side of the halfway line is kept clear.
- A team's substitution zone is situated in the half of the pitch defended by said team and changes in the second half of the match and periods of extra time, if any.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

Penalty Area

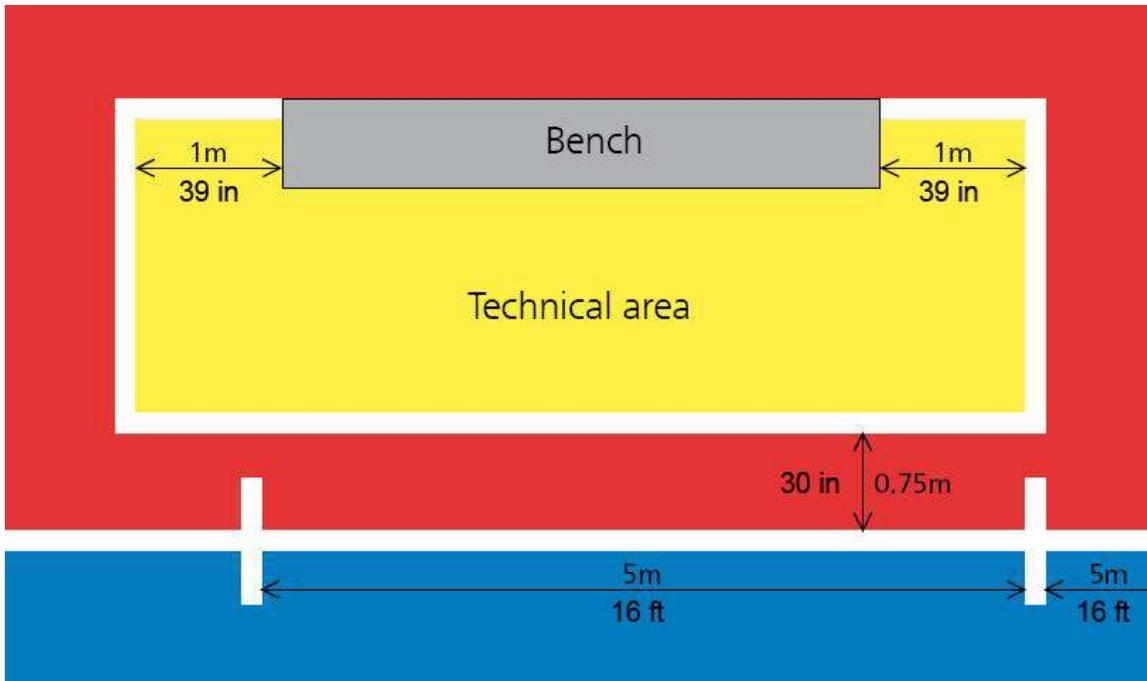


Goal



U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

Substitution zone and technical area



Decision 1

The technical area must meet the requirements contained in the section of this publication entitled "The Technical Area".

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 2 – THE BALL.....

Qualities and measurements

The ball is:

- spherical;
- made of leather or other approved material;
- of a circumference of not more than 64 cm (25 in) and not less than 62 cm (24 in)
- not more than 440 g (15.5 oz) and not less than 400 g (14 oz) in weight at the start of the match
- of a pressure equal to 0.6 – 0.9 atmosphere (600 – 900 f/cm²) at sea level (8.8 to 13.2 lbs/sq in)
- the ball may not bounce less than 50 cm (19 in) or more than 65 cm (25 in) on the first rebound when dropped from a height of 2 m (6.5 ft)

Replacement of a Defective Ball

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

- the match is restarted by dropping the replacement ball at the place where the original ball became defective, unless play was stopped inside the penalty area, in which case one of the referees drops the replacement ball on the penalty area line at the point nearest to where the original ball was located when play was stopped
- the match is restarted by retaking the kick if the ball bursts or becomes defective while a direct free kick without a wall, a kick from the second penalty mark or a kick from the penalty mark is being taken and does not touch the goalposts, the crossbar or a player and no infringement is committed

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

- the match is restarted in accordance with the Futsal Laws of the Game.

The ball may not be changed during the match without the authority of the referees.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

Logos on balls

In addition to the requirements of Law 2, acceptance of a ball for use in matches played in an official competition organized under the auspices of FIFA or the confederations is conditional upon the ball bearing one of the following:

- the official “FIFA APPROVED” logo
- the official “FIFA INSPECTED” logo
- the “INTERNATIONAL MATCHBALL STANDARD” logo



Such a logo on a ball indicates that it has been tested officially and found to be in compliance with specific technical requirements, different for each logo and additional to the minimum specification stipulated in Law 2. The list of the additional requirements specific to each of the respective logos must be approved by the International F.A. Board. The institutes conducting the tests are subject to the approval of FIFA.

Member association competitions may also require the use of ball bearing any of these three logos.

Advertising

In matches played in an official competition organized under the auspices of FIFA, the confederations or the member associations, no form of commercial advertising on the balls is permitted, except for the emblem of the competition, the competition organizer and the authorized trademark of the manufacturer. The competition regulations may restrict the size and number of such markings.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 3 – THE NUMBER OF PLAYERS.....

Players

A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper.

A match may not start if either team consists of fewer than three players. The match is abandoned if one of the teams has fewer than three players on the pitch.

Official competitions

Up to a maximum of seven substitutes may be used in any match played in an official competition organized under the auspices of FIFA, the confederations or the member associations.

The number of substitutes that may be made during a match is unlimited.

Other matches

In National “A” team matches, up to a maximum of ten substitutes may be used. In all other matches, a greater number of substitutes may be used, provided that:

- the teams concerned reach agreement on a maximum number
- the referees are informed before the match

If the referees are not informed, or if no agreement is reached before the match, no more than ten substitutes are allowed.

All matches

In all matches, the names of the players, and substitutes must be given to the referees prior to the start of the match, whether they are present or not. Any substitute whose name is not given to the referees at this time may not take part in the match.

Substitution procedure

Substitutes may be made at any time, whether the ball is in play or not. To replace a player with a substitute, the following conditions must be observed:

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- the player leaves the pitch via his/her own team's substitution zone, save in the exceptions provided for in the Futsal Laws of the Game
- the substitute only enters the pitch after the player being replaced has left
- the substitute enters the pitch via the substitution zone
- the substitution is completed when a substitute enters the pitch via the substitution zone
- from that moment, the substitute becomes a player and the player he/she has replaced becomes a substituted player
- the substituted player may take further part in the match
- all substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not.
- If a period is extended to allow a penalty kick, a kick from the second penalty mark or a direct free kick without a wall, only the goalkeeper of the defending team may be substituted

Changing the goalkeeper

- Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match
- Any player may change places with the goalkeeper
- The player changing places with the goalkeeper must do so during a stoppage in the match and must inform the referees before the change is made
- A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with his/her number on the back

Infringements and sanctions

If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters the pitch from a place other than his/her team's substitution zone:

- The referees stop play (although not immediately if they can apply the advantage)
- The referees caution him/her for infringing the substitution procedure and order him/her to leave the pitch

If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage (see Law

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

13 – Position of free kick). If this substitute or his/her team also commits another infringement, play is restarted in accordance with the section entitled “Interpretation of the Futsal Laws of the Game and Guidelines for Referee” (Law 3).

If, during a substitution, the player being replaced leaves the pitch for reasons not provided for in the Futsal Laws of the Game and via a place other than his/her team’s substitution zone:

- The referees stop play (although not immediately if they can apply the advantage)
- The referees caution the player for infringing the substitution procedure

If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage (see Law 13 – Position of free kick).

In the event of any other infringement of this Law:

- The players concerned are cautioned
- The match is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage (see Law 13 – Position of free kick). In special cases, play is restarted with the section entitled “Interpretation of the Futsal Laws of the Game and Guidelines for Referee” (Law 3).

Players and substitutes sent off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.

A substituted player may replace a sent-off player and enter the pitch two full minutes after the sending off, provided that he/she has the authorization of the timekeeper or the third referee (assistant referees), unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- If there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed with a fifth player.
- If both teams are playing with three or four players and a goal is scored, both teams remain with the same number of players
- If there are five players playing against three, or four against three, and the team with the greater number of players scores a goal, the team with three players may be increased by one player only
- If the team that scores the goal is the one with fewer players, the game continues without changing the number of players.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 4 – THE PLAYERS’ EQUIPMENT.....

Safety

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

Basic Equipment:

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

- a jersey or shirt – if undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt
- shorts – If undershorts are worn, they must be of the same main color as the shorts. The goalkeeper is permitted to wear long trousers
- stockings
- shinguards
- footwear – canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material

Shinguards

- are covered entirely by the stockings
- are made of rubber, plastic or similar approved material
- provide a reasonable degree of protection.

Colors

- The two teams must wear colors that distinguish them from each other and also the referees and the assistant referees
- Each goalkeeper must wear colors that distinguish him/her from the other players, the referees and the assistant referees

Infringements and sanctions

In the event of any infringement of this Law:

- Play need not be stopped

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- The player at fault is instructed by the referees to leave the pitch to correct his/her equipment when the ball next ceases to be in play, unless he/she has already corrected his/her equipment.
- Any player required to leave the pitch to correct his/her equipment must not re-enter without the permission of the referees or third referee
- The referees, either directly or through the third referee, check that the player's equipment is correct before allowing him/her to re-enter the pitch
- The player, if he/she has not been substituted, is only allowed to re-enter the pitch when the ball is out of play or under the supervision of the third referee when the ball is in play

A player having been required to leave the pitch because of an infringement of this Law and not having been substituted who re-enters the pitch without the permission of the referees or third referee must be cautioned.

Restart of play

If play is stopped by the referees to administer a caution:

- The match is restarted with an indirect free kick taken by a player of the opposing team, from the place where the ball was located when the referees stopped the match (see Law 13 – Position of free kick)

Advertising on equipment

Players must not reveal undergarments showing slogans or advertising. The basic compulsory equipment must not have any political, religious or personal statements.

A player removing his/her shirt to reveal slogans or advertising will be sanctioned by the competition organizer. The team of a player whose basic compulsory equipment has political, religious or personal slogans or statements will be sanctioned by the competition organizer or by FIFA.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 5 – THE REFEREES.....

The authority of the referees

Each match is controlled by two referees, the referee and the second referee, who have full authority to enforce the Futsal Laws of the Game in connection with the match to which they have been appointed.

Powers and Duties

The referees:

- enforce the Futsal Laws of the Game;
- control the match in cooperation with the assistant referees, where applicable
- ensure that any ball used meets the requirements of Law 2
- ensure that the players' equipment meets the requirements of Law 4
- keep a record of the match
- stop the match, at their discretion, for any infringements of the Futsal Laws of the Game
- stop the match because of outside interference of any kind
- stop the match if, in their opinion, a player is seriously injured and ensure that he/she is removed from the pitch. An injured player may only return to the pitch after the match has restarted
- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured;
- ensure that any player bleeding from a wound leaves the pitch. The player may only return on receiving a signal from the referees, who must be satisfied, either directly or through the third referee, that the bleeding has stopped.
- allow play to continue when the team against which an offense has been committed stands to benefit from such an advantage and penalize the original offence if the anticipated advantage does not ensue at that time
- punish the more serious offence when a player commits more than one offence at the same time
- punish the more serious misconduct when a player commits more than one act of misconduct at the same time
- take disciplinary action against players guilty of cautionable or sending-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- take action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the technical area and the surrounds of the pitch
- ensure that no unauthorized persons enter the pitch
- indicate the restart of the match after it has been stopped
- give the signals described in the section of this publication entitled “Referee and Assistant Referee Signals”
- position themselves on the pitch as described in the section of this publication entitled “Positioning with ball in play”, which is part of the “Interpretation of the Futsal Laws of the Game and Guidelines for Referees” (Law 5 – Referees), when they are required to do so
- provide the appropriate authorities with a match report, which indicates information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

The referee:

- act as a timekeeper and third referee in the event that the assistant referees are not present
- suspends or abandons the match, at his/her discretion, for any infringements of the Futsal Laws of the Game
- suspends or abandons the match because of outside interference of any kind

The second referee:

- replaces the referee in the event that he/she become injured or indisposed

Decisions of the referees

The decisions of the referees regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

The referees may only change a decision on realizing it is incorrect or, at their discretion, on the advice of an assistant referee, provided that they have not restarted play or terminated the match.

The decisions of the referee prevail over those of the second referee if both signal an infringement and there is a disagreement between them.

In the event of undue interference or improper conduct, the referee will relieve the second referee or the assistant referees of their duties, arrange for them to be substituted and make a report to the appropriate authorities.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

Responsibilities of the referees

The referees (or where applicable, an assistant referee) are not held liable for:

- any kind of injury suffered by a player, official or spectator
- any damage to property of any kind
- any other loss suffered by an individual, club, company, association or other body, which is due or which may be due to any decision that they may take under the terms of the Futsal Laws of the Game or in respect of the normal procedures required to hold, play and control a match.

Such decisions may include:

- a decision that the condition of the pitch or its surround or that the weather conditions are such as to allow or not allow a match to take place
- a decision to abandon a match for whatever reason
- a decision as to the suitability of the pitch equipment and ball used during a match
- a decision to stop or not to stop a match due to spectator interference or any problem in spectator areas
- a decision to stop or not to stop play to allow an injured player to be removed from the pitch for treatment
- a decision to require an injured player to be removed from the pitch for treatment
- a decision to allow or not to allow a player to wear certain apparel or equipment
- a decision (where they have the authority) to allow or not to allow any persons (including team or venue officials, security officers, photographers or other media representatives) to be present in the vicinity of the pitch
- any other decision that they may take in accordance with the Futsal Laws of the Game or in conformity with their duties under the terms of FIFA, confederation, member association or league rules or regulations under which the match is played

International matches

A second referee is mandatory for international matches.

Reserve assistant referee

In tournaments or competitions where a reserve assistant referee is appointed, his/her role and duties must be in accordance with the guidelines contained in this publication.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 6 – THE ASSISTANT REFEREES.....

The authority of the assistant referees

Two assistant referees may be appointed (a third referee and a timekeeper) who must perform their duties in accordance with the Futsal Laws of the Game. They are positioned off the pitch, level with the halfway line and on the same side as the substitution zones. The timekeeper remains seated at the timekeeper's table, while the third referee may perform his/her duties either seated or standing up.

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

They are provided with a timekeeper's table in order to perform their duties correctly.

Powers and duties

The third referee:

- assists the referees and the timekeeper
- keeps a record of the players taking part in the match
- monitors the replacement of balls at the request of the referees
- checks the substitutes' equipment before they enter the pitch
- records the goal scorers' numbers
- informs the timekeeper of a request for a time-out when a team official makes one (see Law 7 – The Duration of the Match)
- give the mandatory time-out signal once the timekeeper has sounded the acoustic signal, to inform the referees and the teams that the time-out has been granted
- keeps a record of the time-outs requested
- keeps a record of the accumulated fouls by each team signaled by the referees in each period of play
- gives the mandatory signal that one team has committed five accumulated fouls in a period of play
- places a visible sign on the timekeeper's table to indicate that a team has committed five accumulated fouls in one period of play.
- records the names and numbers of any players cautioned or sent off

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- hands a document to the officials of each team before the start of each period of play with which they can request time-outs and collects it at the end of each period if none have been requested.

FIFA®

For the Game. For the World.

TIME-OUT
TEMP MORT
TIEMPO MUERTO
AUSZEIT

- hands a document to the officials of each team which indicates when a substitute can enter the pitch to replace a player who has been sent off

FIFA®

For the Game. For the World.

THE SUBSTITUTE PLAYER WILL BE ABLE TO ENTER THE FIELD OF PLAY, WHEN THERE ARE ____ MINUTE(S) AND ____ SECOND(S) ON THE CHRONOMETER LEFT TO END THE ____ PERIOD.

LE JOUEUR SUBSTITUT POURRA ENTRER DANS LE TERRAIN DE JEU QUAND LE CHRONOMETRE INDIQUERA ____ MINUTE(S) ET ____ SECONDE(S) ____ POUR FINIR LA ____ PERIODE.

EL JUGADOR SUSTITUTO PODRA ENTRAR EN EL TERRENO DE JUEGO CUANDO EL CRONOMETRO ESTE EN EL MINUTO ____ Y SEGUNDOS ____ PARA FINALIZAR EL ____ PERIODO

DER ERSATZPIELER KANN DAS SPIELFELD BETRETEN, WENN AUF DER ZEITMESSUNG NOCH ____ MINUTE(N) UND ____ SEKUNDE(N) FEHLEN, UM DIE ____ PERIODE ZU BEENDEN.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- under the referees' supervision, monitors the entry of a player who has left the pitch to correct his/her equipment
- under the referees' supervision, monitors the entry of a player who has left the pitch due to an injury of any kind
- signals to the referees when an obvious error has been made in cautioning or sending off a player or if an act of violence has been committed out of their range of vision. In any case, the referees decide on any facts connected with play.
- supervises the conduct of the persons situated in the technical area, if any, and on the benches and informs the referees of any inappropriate behavior.
- keeps a record of stoppages in play because of outside interference and the reasons for them
- provides any other information relevant to the game
- positions himself/herself on the pitch as described in the section of this publication entitles "Positioning in ball out of play situations", which is part of the "Interpretation of the Futsal Laws of the Game and Guidelines for Referees" (Law 5 – The Referees), when he/she is required to do so
- replaces the second referee in the event that the referee or second referee becomes injured or indisposed

The timekeeper:

- ensures that the duration of the match complies with the provisions of Law 7 by:
 - starting the chronometer after a kick-off has been taken correctly
 - stopping the chronometer when the ball is out of play
 - restarting it after play has been correctly resumed after a kick-in, a goal clearance, a corner kick or kick-off, a free kick, kicks from the penalty mark or second penalty mark or a dropped ball
- records the goals, accumulated fouls and period of play on the public scoreboard, if available
- indicates a team's request for a time-out with a whistle or acoustic signal distinct from the one used by the referees, after the third referees has informed him/her.
- Times the one-minute time-out
- Indicates the end of the one-minute time-out with a different whistle or acoustic signal from those used by the referees
- Indicates the fifth accumulated foul by a team with a different whistle or acoustic signal from the one used by the referees, after the third referee has informed him/her.
- Times a player's two-minute expulsion

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

- Indicates the end of the first half, the end of the match or the end of the period of extra time, if any, with a different whistle or acoustic signal from the one used by the referees
- Positions himself/herself on the pitch as described in the section of this publication entitled “Positioning in ball out of play situations”, which is part of the “interpretation of the Futsal Laws of the Game and Guidelines for Referees” (Law 5 – The Referees), when he/she is required to do so
- Performs the specific duties of the third referee in the event of the latter’s absence
- Provides any other information relevant to the game

International matches

For international matches, the presence of a third referee and a timekeeper is mandatory.

For international matches, the chronometer used must incorporate all the necessary functions (precise timekeeping, a device to time the two-minute expulsion of four players simultaneously and monitor the accumulation of fouls by each team during each period of play).

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 7 – THE DURATION OF THE MATCH.....

Periods of play

The match lasts two equal periods of 20 minutes, unless otherwise mutually agreed upon between the referee and the two teams. Any agreement to alter the duration of the periods of play must be made before the start of play and must comply with the competition rules.

Ending periods of play

- The timekeeper indicates the end of each period with the acoustic signal or whistle. After hearing the timekeeper's whistle or acoustic signal, one of the referees announces the end of the period or match with his/her whistle, bearing in mind the following:
- If a kick from the second penalty mark or direct free kick, beginning with the sixth accumulated foul, must be taken or retaken, the period in question is extended until the kick has been taken
- If a penalty kick has to be taken or retaken, the period is extended until the kick has been taken

If the ball has been kicked towards one of the goals, the referees must wait for the kick to end before the timekeeper may sound the whistle or acoustic signal. The period ends when:

- The ball goes directly into the goal and a goal is scored
- The ball leaves the boundaries of the pitch
- The ball touches the goalkeeper, the goalposts, crossbar or ground, crosses the goal line and a goal is scored
- The defending goalkeeper stops the ball or it rebounds from the goalposts or crossbar and does not cross the goal line

If no infringement has been committed that requires a direct free kick or a penalty kick to be retaken or, during the trajectory of the ball, one of the teams does not commit an infringement that is sanctioned with a direct free kick, beginning with the sixth accumulated foul, or a penalty kick, the period will end when:

- The ball touches any player other than the goalkeeper after it has been kicked at the opposing goal

Time-out

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

The following conditions apply:

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- the team officials are authorized to request the third referee, or the timekeeper if there is no third referee, for a one-minute time-out using the document provided
- the timekeeper grants the time-out when the team that has requested it is in possession of the ball and the ball is out of play, using a different whistle or acoustic signal from the ones used by the referees
- during the time-out, the players may remain on or off the pitch. In order to have a drink, the players must leave the pitch
- during the time-out, the substitutes shall stay off the pitch
- during the time-out, officials are not allowed to give instructions on the pitch
- substitutes may only be made after the acoustic signal or whistle has sounded to indicate the end of the time-out
- a team which does not request a time-out in the first half of the match is only entitled to one time-out during the second half.
- If there is neither a third referee nor a timekeeper, a team official may request the referees for a time-out
- there are no time-outs during extra time, if played.

Half-time interval

Players are entitled to an interval at half-time

The half time interval must not exceed 15 minutes

Competition rules must state the duration of the half-time interval.

The duration of the half-time interval may be altered with the consent of the referee.

Abandoned match

An abandoned match is replayed unless the competition rules provide otherwise.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 8 – THE START AND RESTART OF PLAY.....

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

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

The team that wins the toss takes the kick-off to start the second half of the match.

In the start of the second half of the match, the teams change ends and attack in the opposite goals.

Kick-off

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

- at the start of the match;
- after a goal 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 **not** be scored directly from the kick-off.

Procedure

- all players must be in their own half of the pitch.
- the opponents of the team taking the kick-off must be at least 3 m (10 ft) from the ball until it is in play.
- the ball must be stationary on the center mark.
- the referee gives a signal.
- the ball is in play when it is kicked and moves forward

After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team.

Infringements and sanctions

If the ball is in play and the player taking the kick-off touches the ball again (except with his/her hands) before it has touched another player:

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

- an indirect free kick is awarded to the opposing team, to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the player taking the kick-off deliberately handles the ball before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul

In the event of any other infringement of the kick-off procedure:

- the kick-off is retaken and the advantage cannot be applied

Dropped Ball

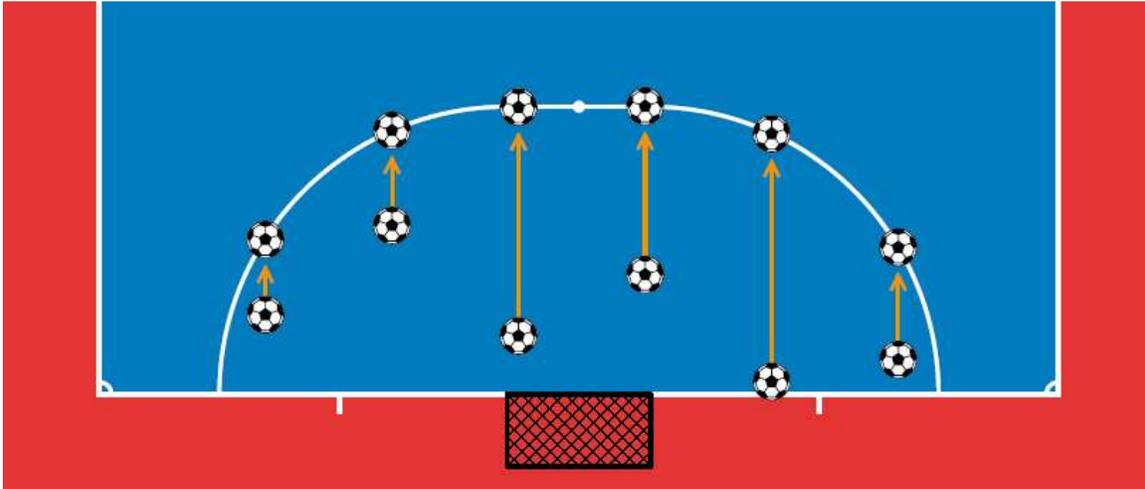
If, while the ball is still in play, the referees are required to stop play temporarily for any reason not mentioned elsewhere in the Futsal Laws of the Game, the match is restarted with a dropped ball. The match is also restarted with a dropped ball when provided for in the Futsal Laws of the Game.

Procedure

The referee or second referee drops the ball from the position of the ball when play was stopped, unless play was stopped inside the penalty area, in which case one of the referees drops the ball on the penalty area line at the point nearest to where the ball was located when play was stopped.

Play restarts when the ball touches the ground within the boundaries of the pitch. If the ball leaves the pitch after it makes contact with the ground, without a player touching it after being in play, the ball is dropped at the same point where it was dropped the first time.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Infringements and sanctions

The ball is dropped again at the same place where it was dropped the first time:

- if it is touched by a player before it makes contact with the ground
- if any infringement is committed before the ball makes contact with the ground.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 9 – 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 the referees
- it hits the ceiling.

Ball in play

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

- it rebounds off a goalpost or crossbar and remains on the pitch;
- it rebounds off the referees when they are on the pitch.

Indoor pitch

The minimum height of ceilings is 4 m (13 ft) and is stipulated in the competition rules.

If the ball hits the ceiling while in play, the game is restarted with a kick-in taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling (see Law 15 – Position of kick-in).

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 10 – THE METHOD OF SCORING.....

Goal scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Futsal Laws of the Game has been committed previously by the team scoring the goal.

A goal is disallowed if the goalkeeper of the attacking team throws or hits the ball intentionally with his/her hand or arm from inside his/her own penalty area and is the last player to touch or play the ball. The match is restarted with a goal clearance to the opposing team.

If, after a goal is scored, the referees realize, before play restarts, that the team that scored the goal is playing with an extra player or has carried out a substitution incorrectly, they must disallow the goal and restart play with an indirect free kick to be taken by the opponents of the offending player from any point inside the penalty area. If the kick-off has already been taken, they take the measures against the offending team provided for in Law 3, but the goal is allowed. The referees report the fact to the appropriate authorities. If the goal was scored by the other team, they must allow it.

Winning team

The team that scores 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

If the competition rules require there a winning team after a match or home-and-away tie, the following are the only permitted procedures for determining the winning team:

- away goals rule
- extra time
- kicks from the penalty mark.

These procedures are described in the section of this publication entitled “Procedures to Determine the Winner of a Match or Home-and-Away”.

**U.S. SOCCER FEDERATION
2010-11 FUTSAL LAWS OF THE GAME**

LAW 11 – OFFSIDE.....

There is no offside in futsal.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 12 – FOULS AND MISCONDUCT.....

Fouls and misconduct are infringements of the Futsal Laws of the Game that are penalized as follows:

Fouls

Fouls are penalized with a direct free kick, penalty kick or indirect free kick

Fouls penalized with a direct free kick

A direct free kick shall be awarded to the opposing team if a player commits any of the following seven offenses in a manner considered by the referees to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent

A direct free kick is also be awarded to the opposing team if a player commits any of the following three infringements.

- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his/her own penalty area)

The direct free kick shall be taken from the place where the offense occurred, (see Law 13 – Position of free kick)

The above offenses are accumulated fouls.

Fouls penalized with a penalty kick

A penalty kick is awarded if any of the above 10 offenses is committed by a player inside his/her own penalty area, irrespective of the position of the ball, provided that it is in play.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

Fouls penalized with an indirect free kick

An indirect free kick shall be awarded to the opposing team if a goalkeeper commits any of the following four offenses;

- controls the ball with his/her hands or feet in his/her own half of the pitch for more than four seconds
- after playing the ball, he/she touches it again in his/her own half of the pitch after it has been deliberately kicked to him/her by a team-mate without an opponent playing or touching it
- touches the ball with his/her hands inside his/her own penalty area after it has been deliberately kicked to him/her by a team-mate
- touches the ball with the hands inside his/her own penalty area after he/she has received it directly from a kick-in by a team-mate

An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- plays in a dangerous manner in the presence of an opponent
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his/her hands
- commits against a team-mate one of the nine offenses penalized with a direct free kick if they are committed against an opponent
- commits any other infringement not previously mentioned in Law 12 or in any other Law, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from the place where the infringement occurred (see Law 13 – Position of free kick).

Misconduct

Misconduct is penalized with a caution or a sending-off.

Disciplinary sanctions

The yellow card is used to communicate that a player or substitute has been cautioned.

The red card is used to communicate that a player or substitute has been sent off.

Only a player or substitute may be shown the red or yellow card. The relevant card is shown publicly and only on the pitch once the match has started. In other

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

cases, the referees verbally inform the players and team officials of the disciplinary sanction taken.

The referees have the authority to take disciplinary sanctions from the moment they enter the premises where the pitch is located before the start of the match until they leave them.

A player who commits a cautionable or sending-off offence, either on or off the pitch, whether directed towards an opponent, a team-mate, the referees or any other person, is disciplined according to the nature of the offence committed.

Cautionable Offenses

A player is cautioned if he/she commits any of the following seven offences:

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

A substitute is cautioned if he/she commits any of the following four infringements:

- unsporting behavior
- dissent by word or action
- delaying the restart of play
- entering the pitch by infringing the substitute procedure

Sending-off Offenses

A player or substitute is sent off if he/she commits any of the following seven offenses:

- serious foul play
- violent conduct
- spitting at an opponent or any other person

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- denying 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)
- denying an obvious goal scoring opportunity to an opponent moving toward the player's own goal by an offense punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A substitute shall be sent off if he/she commits the following offense:

- denying a goal or an obvious goalscoring opportunity.

A player or substitute who has been sent off must leave the vicinity of the pitch and the technical area.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 13 – FREE KICKS.....

Types of free kicks

Free kicks are either direct or indirect.

The direct free kick

Signal

One of the referees signals the direct free kick by keeping one arm horizontal and pointing in the direction the kick has to be taken. The referee points to the ground with his/her other hand to make it plain to the third referee and the timekeeper that it is an accumulated foul.

Ball enters the goal

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Accumulated fouls

- are those punishable with a direct free kick or penalty kick mentioned in Law 12
- the accumulated fouls committed by each team in each period are recorded in the match report
- the referees may allow play to continue by applying the advantage if the team has not previously committed five accumulated fouls and the opposing team is not denied a goal or an obvious goalscoring opportunity
- if they apply the advantage, the referees use the mandatory signals to indicate an accumulated foul to the timekeeper and third referee as soon as the ball is out of play
- if extra time is played, accumulated fouls from the second period continue to accumulate during extra time.

The indirect free kick

Signal

The referees indicate an indirect free kick by raising their arms above their heads. They maintain their arms in that position until the kick has been taken and the ball has touched another player or goes out of play.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

Ball enters the goal

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

- if an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Procedure

For both direct and indirect free kicks, the ball must be stationary when the kick is taken.

Direct free kick beginning with the sixth accumulated foul by each team

- The player taking the free kick kicks the ball with the intention of scoring a goal and may not pass the ball to a team-mate
- Once the free kick has been taken, no player may touch the ball until it has been touched by the defending goalkeeper, rebounded off one of the goalposts or the crossbar, or left the pitch
- If a player commits his/her team's sixth accumulated foul in the opposing team's half or in his/her own half of the area bordered by the halfway line and an imaginary line parallel to the halfway line passing through the second penalty mark, the free kick is taken from the second penalty mark. The location of the second penalty mark is indicated in Law 1. The free kick is taken in accordance with the section of this publication entitled "Position of free kick"
- If a player commits his/her team's sixth accumulated foul in his/her own half of the pitch between the imaginary 10 m (30 ft) line and the goal line but outside the penalty area, the attacking team decides whether to take it from the second penalty mark or the place where the infringement occurred.
- Beginning with the sixth accumulated foul, additional time is allowed to take a direct free kick at the end of each half or at the end of each period of extra time

Position of free kick

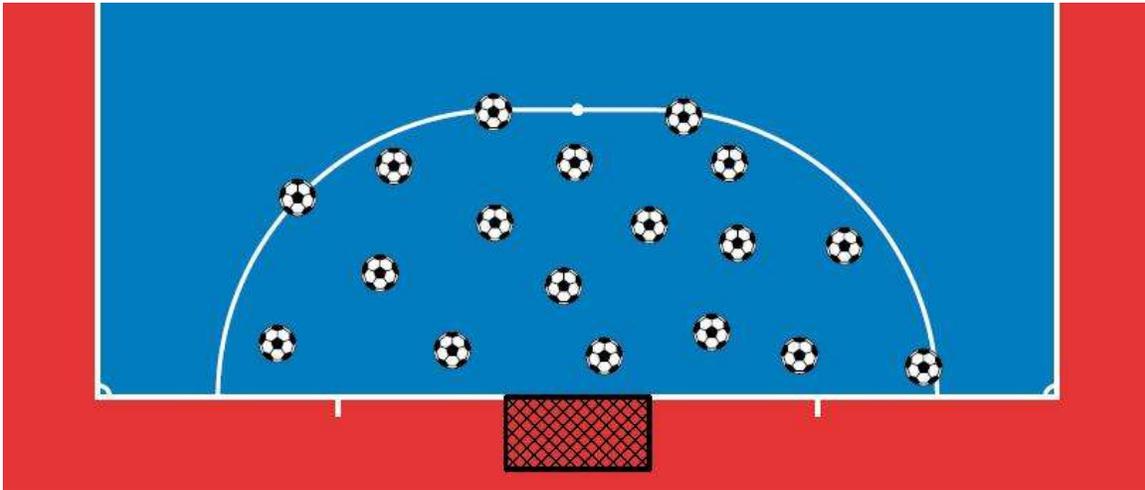
Free kick outside the penalty area

- All opponents must be at least 5 m (16 ft) from the ball until it is in play
- The ball is in play when it is kicked and moves
- The free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement) or from the second penalty mark

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

Direct or indirect free kick inside the penalty area to the defending team

- All opponents must be at least 5 m (16 ft) from the ball until it is in play
- All opponents must remain outside the penalty area until the ball is in play
- The ball is in play when it is kicked directly out of the penalty area
- A free kick awarded in the penalty area may be taken from any point inside that area



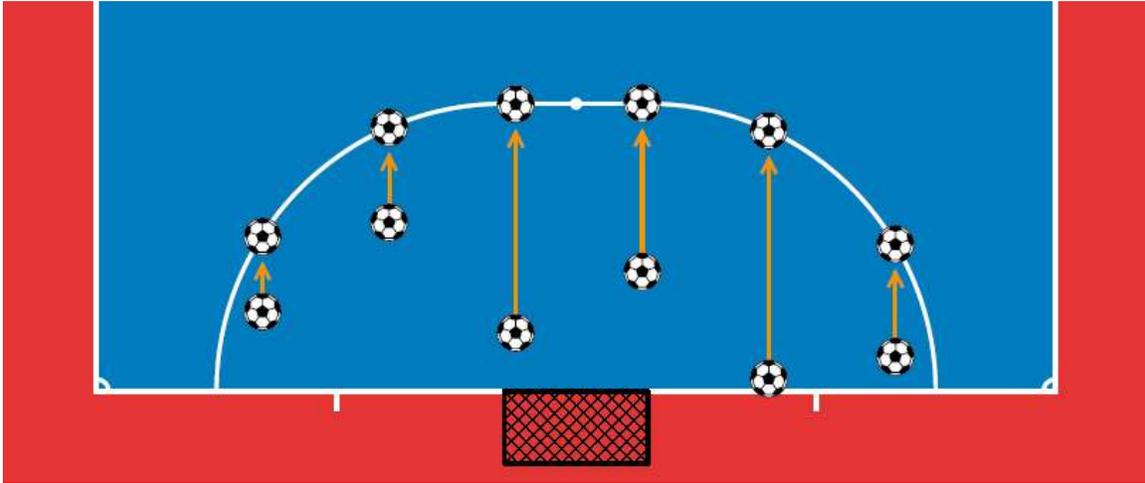
Direct free kick beginning with the sixth accumulated foul in each period

- The defending team's players may not form a wall to defend free kicks
- The player taking the free kick is properly identified
- The defending goalkeeper remains in his/her penalty area at a distance of at least 5 m (16 ft) from the ball
- The players remain on the pitch, except the kicker if he/she wishes
- The players, except the kicker and the defending goalkeeper, remain behind an imaginary line that is level with the ball and parallel to the goal line and outside the penalty area, at a distance of 5 m (16 ft) from the ball. They may not obstruct the player taking the free kick. No player, except the kicker, may cross this imaginary line until the ball is in play.

Indirect free kick for the attacking team

- All opponents must be at least 5 m (16 ft) from the ball until it is in play
- The ball is in play when it is kicked and moves
- An indirect free kick conceded in the penalty area is taken from the penalty area line at the point nearest to where the offence was committed

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Infringements and Sanctions

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

- the kick is retaken and the offending player is cautioned, unless the advantage can be applied or another infringement is committed that is punishable by a penalty kick. If the infringement is punishable by a free kick, the referees decide whether to punish the original infringement or the one committed subsequently. If the second infringement is punishable by a penalty kick or direct free kick, an accumulated foul is recorded against the offending team.

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly out of the penalty area:

- The kick is retaken

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

- The referees award an indirect free kick to the opposing team, to be taken from the place where play was to be restarted (see Law 13 – Position of free kick)

Beginning with the sixth accumulated foul, if the player taking the kick does not do so with the intention of scoring a goal:

- The referees award an indirect free kick to the opposing team, to be taken from the place where play was to be restarted

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

Beginning with the sixth accumulated foul, if a free kick is taken by a teammate of the player who had been identified previously:

- The referees stop play, caution him/her for unsporting behavior and restart the match with an indirect free kick to the defending team to be taken from where he/she kicked the ball

Free kick taken by a player other than goalkeeper

If, after the ball is in play, the kicker touches the ball again (except with his/her hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick), and his/her team is sanctioned with an accumulated foul
- A penalty kick is awarded if the infringement was committed inside the kicker's penalty area and his/her team is sanctioned with an accumulated foul

Free kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball again (except with his/her hands), before it has touched another player:

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul.
- An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the place where the infringement occurred*(see Law 13 – Position of free kick)

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

If the referees give the signal to take the direct free kick, beginning with the sixth accumulated foul, and before the ball is in play:

A player of the team taking the kick infringes the Futsal Laws of the Game, except if the kicker takes longer than four seconds:

- The referees allow the kick to be taken
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

A player of the defending team infringes the Futsal Laws of the Game:

- The referees allow the kick to be taken
- If the ball enters the goal, a goal is awarded
- If the ball does not enter the goal, the kick is retaken

One or more players of the defending team and one or more players of the attacking team infringe the Futsal Laws of the Game:

- the kick is retaken

Beginning with the sixth accumulated foul, if, after the direct free kick has been taken:

The kicker does not kick the ball forward with the intention of scoring a goal:

- the referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the place where the offence occurred (see Law 13 – Position of free kick)

the kicker touches the ball again (except with his/her hands) before it has touched another player:

- an indirect free kick to the opposing team from the place where the infringement occurred (see Law 13 – Position of free kick)

a different player from the kicker touches the ball (except with his/her hands) before it has touched the defending goalkeeper, rebounded off one of the goalposts or the crossbar or left the pitch:

- an indirect free kick to the opposing team to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

a player deliberately handles the ball:

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- an direct free kick to the opposing team from the place where the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul
- a penalty kick is awarded if the infringement was committed by a player from the defending team inside his/her own penalty area, except for the defending goalkeeper (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul

the ball is touched by an outside agent as it moves forward:

- the kick is retaken

the ball rebounds onto the pitch from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the place where it touched the outside agent, unless it touched the outside agent inside the penalty area, in which case one of the referees drops the ball on the penalty area line at the point nearest to where the ball was located when play was stopped

the ball bursts or becomes defective while in play and has not previously touched the goalposts, the crossbar or another player:

- the kick is retaken

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 14 – THE PENALTY KICK.....

A penalty kick is awarded against a team that commits any of the ten 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 shall be allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the ball and the players

The ball:

- must be placed on the penalty mark

The player taking the penalty kick:

- must be properly identified

The defending goalkeeper:

- must remain on his/her goal line, facing the kicker and between the goal posts until the ball has been kicked

The players other than the kicker must be located:

- on the pitch
- outside the penalty area
- behind the penalty mark;
- at least 5 m (16 ft) from the penalty mark.

Procedure

- After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- The ball is in play from the moment 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 or at the end of extra time, if any, to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

- The ball touches either or both goalposts and/or the crossbar and/or the goalkeeper

The referees decide when a penalty kick has been completed.

Infringements and sanctions

If the player taking the kick does not kick the ball forward:

- The referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the penalty mark (see Law 13 – Position of free kick)

If, while a penalty kick is being taken, the ball is kicked by a team-mate of the player who had been previously identified:

- The referees stop play, caution him/her for unsporting behavior and order the match to be restarted with an indirect free kick to the defending team, to be taken from the penalty mark (see Law 13 – Position of free kick)

If the referees give the signal for the penalty kick to be taken and, before the ball is in play, one of the following occurs:

a player of the same team as the player taking the kick infringes the Futsal Laws of the Game:

- the referees allow the kick to be taken
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the place where the offense occurred (see Law 13 – Position of free kick)

a player of the defending team infringes the Futsal Laws of the Game:

- the referees allow the kick to be taken
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

one or more players of the defending team and one or more players of the attacking team infringe the Futsal Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball again (except with his/her hands) before it has touched another player:

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- an indirect free kick is awarded to the opposing team from the place where the infringement occurred (see Law 13 – Position of free kick)

the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul

the ball is touched by an outside agent as it moves forward:

- the kick is retaken

the ball rebounds onto the pitch from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

- the referees stop play
- play is restarted with a dropped ball at the place where it touched the outside agent, unless it touched the outside agent inside the penalty area, in which case one of the referees drops the ball on the penalty area line at the point nearest to where the ball was located when play was stopped

the ball bursts or becomes defective when in play and has not previously touched the goalposts, the crossbar or a player:

- the kick is retaken

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 15 – THE KICK-IN.....

A kick-in is a method of restarting play.

A kick-in is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the touch line, either on the ground or in the air, or touches the ceiling of the hall.

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

A kick-in:

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

Position of the players

The opponents must be:

- on the pitch
- at a distance of no less than 5 m (16 ft) from the place on the touch line where the kick-in is taken

Procedure

There is only one type of procedure:

- kick-in

Position of kick-in

At the moment of delivering the ball, the kicker:

- has one foot on the touch line or on the ground outside the pitch
- kicks the ball, which must be stationary, either from the point where it left the pitch or on the ground outside it at a distance no greater than 25 cm (10 in) from that point
- delivers the ball within four seconds of being ready to do so

The ball is in play when it enters the pitch.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

Infringements and sanctions

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

- the kick-in is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the opposing team of the player taking the kick-in

if an opponent unfairly distracts or impedes the player taking the kick-in:

- he/she is cautioned for unsporting behavior

For any other infringement of the procedure for the kick-in:

- the kick-in is taken by a player of the opposing team

Kick-in taken by a player other than the goalkeeper

If the ball is in play and the player taking the kick-in touches the ball again (except with his/her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

if the ball is in play and the player taking the kick-in deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul
- a penalty kick is awarded if the infringement is committed inside the penalty area of the player taking the kick-in and his/her team is sanctioned with an accumulated foul.

Kick-in taken by the goalkeeper

If the ball is in play and the goalkeeper touches the ball again (except with his/her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the penalty area line at the point nearest to where the infringement occurred (see Law 13 – Position of free kick)

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 16 – THE GOAL CLEARANCE.....

The goal clearance is a method of restarting play.

A goal clearance is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

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

Position of the players

The opponents must be:

- on the pitch and outside the penalty area of the team taking the goal clearance until the ball is in play

Procedure

- the ball is thrown from any point inside the penalty area by the goalkeeper of the defending team
- the goalkeeper of the defending team takes the goal clearance within four seconds of being ready to do so
- the ball is in play when it is thrown directly out of the penalty area by the goalkeeper of the defending team

Infringements and sanctions

If the ball is not thrown directly out of the penalty area from a goal clearance:

- the clearance is retaken, but the four-second count is not reset and continues once the goalkeeper is ready to retake it

If the ball is in play and the goalkeeper touches the ball again (except with his/her hands) before it has touched an opponent (except if it has accidentally touched another player on his/her team):

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

infringement occurred (see Law 13 – Position of free kick) and his/her team is sanctioned with an accumulated foul

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the penalty area line at the point nearest to where the infringement occurred (see Law 13 – Position of free kick)

If the goal clearance is not taken within 4 seconds:

- an indirect free kick is awarded to the opposing team, to be taken from the penalty area line nearest to where the infringement occurred (see Law 13 – Position of free kick)

If the goal clearance is taken with attacking players inside the penalty area:

- the clearance is retaken if any of the attacking players touch the ball or prevent the clearance from being taken properly

In the event of any other infringement of this Law:

- the goal clearance is retaken. If the infringement has been committed by the team taking the clearance, the four-second count is not reset and continues once the goalkeeper is ready to retake the clearance.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

LAW 17 – THE CORNER KICK.....

The corner kick is a method of restarting play.

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

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

Position of the ball and the players

The ball must be:

- inside the corner arc nearest to the point where the ball crossed the goal line

The opponents must be:

- on the pitch at least 5 m (16 ft) from the corner until the ball is in play

Procedure

- the ball must be kicked by a player of the attacking team
- the team taking the kick must deliver the ball within four seconds of being ready to do so
- the ball is in play when it is kicked and moves

Infringements and sanctions

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

- the corner kick is retaken by the same team and the offending player is cautioned, unless the advantage can be applied or an offence punishable by a free kick or penalty kick is committed by the defending team

If an opponent unfairly distracts or impedes the player taking the corner kick:

- he is cautioned for unsporting behavior

If the corner kick is not taken within 4 seconds:

- a goal clearance is awarded to the opposing team

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

In the event of any other infringement of the procedure or the position of the ball:

- the kick is retaken. If the infringement has been committed by the team taking the kick, the four-second count is not reset and continues once the kicker is ready to retake the kick

Corner kick taken by a player other than the goalkeeper

If the ball is in play and the player taking the kick touches the ball again (except with his/her hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick), and his/her team is sanctioned with an accumulated foul
- a penalty kick is awarded if the infringement was committed inside the penalty area of the player taking the kick and his/her team is sanctioned with an accumulated foul.

Corner kick taken by the goalkeeper

If the ball is in play and the goalkeeper touches the ball again (except with his/her hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

If the ball is in play and the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick), and his/her team is sanctioned with an accumulated foul
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick).

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

PROCEDURES TO DETERMINE THE WINNER OF A MATCH OR HOME-AND-AWAY

Away goals, extra time and kicks from the penalty mark are the three methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn. Extra time and kicks from the penalty mark are not part of the match.

Away goals

Competition regulations may provide that where teams play each other home and away, if the aggregate score is equal after the second match, any goals scored on the pitch of the opposing team will count as double.

Extra time

Competition rules may provide for two further equal periods, not exceeding five minutes each, to be played. The conditions of Law 8 will apply.

Kicks from the penalty mark

Competition rules may provide for kicks from the penalty mark in accordance with the procedure stipulated below.

Procedure

- the referee shall choose the goal at which the kicks shall be taken.
- the referee tosses a coin and the team whose captain wins the toss shall decide whether to take the first or second kick.
- the referee, the second referee, the third referee and the timekeeper keep 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 shall continue to be taken in the same order until one team has scored one goal more than the other from the same number of kicks.
- all players and substitutes are authorized to take the penalty kicks.

U.S. SOCCER FEDERATION

2010-11 FUTSAL LAWS OF THE GAME

- A goalkeeper may be replaced by any player while kicks are being taken from the penalty mark
- Each kick is taken by a different player and all eligible players must take a kick before any player may take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken, provided that the referee is informed and his/her equipment is suitable.
- Only the eligible players, including the goalkeepers, the referees and the third referee are permitted to remain on the pitch when kicks from the penalty mark are being taken.
- All eligible players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch with the third referee.
- The goalkeeper who is the team-mate of the kicker must remain on the opposite side to the substitution zones, on the pitch level with the penalty mark and at least 5 m (16 ft) from it
- Unless otherwise stated, the Futsal Laws of the Game and the guidelines of the FIFA Refereeing Department apply when kicks from the penalty mark are taken.
- If, at the end of the match or extra time and before the kicks start to be taken from the penalty mark, one team has a greater number of players, including substitutes, than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player that has been excluded.
- If a team must reduce its numbers to equate with that of its opponents, it may exclude the goalkeepers as players eligible to take the penalty kicks
- A goalkeeper excluded from taking penalty kicks in order to equate the number of players of his/her team with that of its opponents, i.e. who is located in his/her technical area, may replace his/her team's goalkeeper at any time.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

- Before the start of the kicks from the penalty mark, the referee must ensure that an equal number of players from each team eligible to take the penalty kicks remains in the other half of the pitch



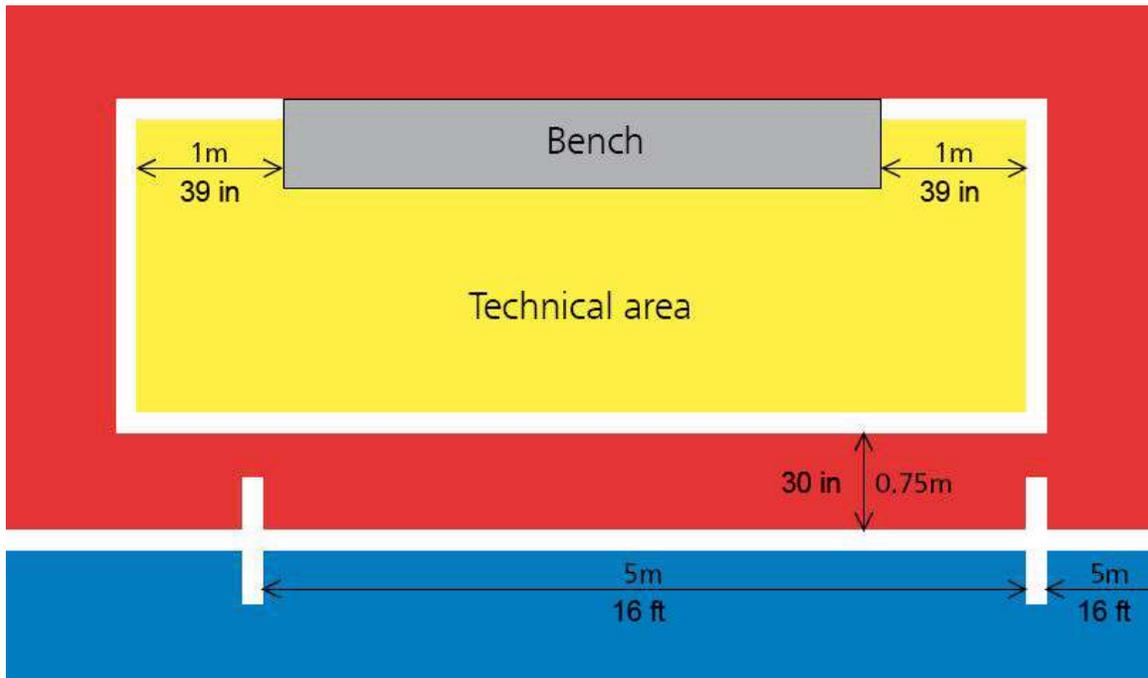
U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

The technical area is a special zone for technical staff and substitutes.

While the size and position of the technical areas may differ between facilities, the following notes are issued for general guidance:

- The technical area extends 1 m (39 in) on either side of the designated seated area and extends forward up to a distance of 75 cm (30 in) from the touch line
- It is recommended that markings are used to define this area
- The number of persons permitted to occupy the technical area is defined by the competition rules
- The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules
- Only one team official at a time is authorized to convey tactical instructions and may remain standing
- The coach and other officials must remain within the confines of the technical area except in special circumstances, e.g. a physiotherapist or doctor entering the pitch, with the referees' permission, to assess an injured player or organize his/her removal from the pitch
- The coach and other occupants of the technical area must behave in a responsible manner, avoiding any obstruction of the players' and referees' movements.
- The substitutes and the fitness coach may warm up during a match in the zone provided for this purpose, as long as they do not obstruct the movements of players and referee and they behave responsibly.

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



The reserve assistant referee:

- Is appointed under the competition rules and replaces the timekeeper if any of the referees is unable to continue officiating the match. He/She assists the referees at all times.
- Assists with any administrative duties before, during and after the match, as required by the referees
- After the match, he/she submits a report to the appropriate authorities on any misconduct or other incident that occurred out of the view of the referees. He/She

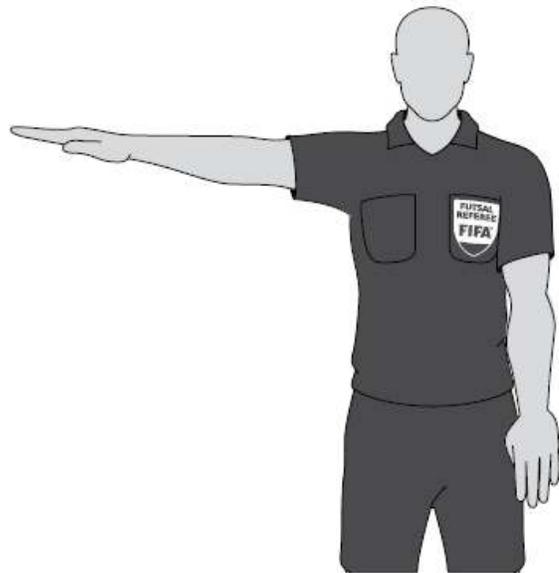
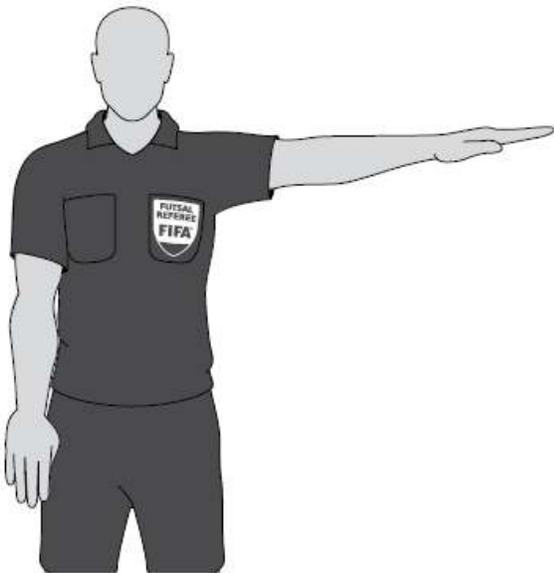
U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

REFEREE AND ASSISTANT REFEREE SIGNALS

Signals by only one of the referees



Kick-off/restart of play



Direct free kick/penalty kick

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Kick-in (1)



Kick-in (2)



Corner kick (1)

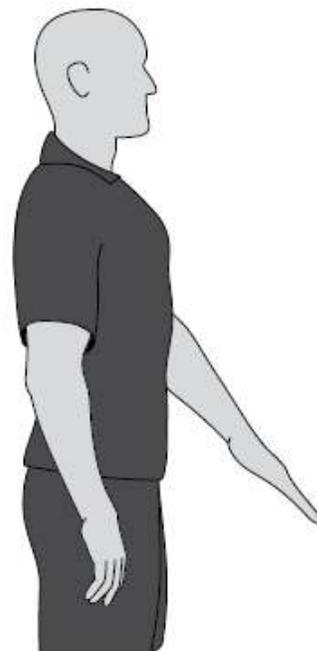


Corner kick (2)

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Goal clearance (1)



Goal clearance (2)



Time-out

**U.S. SOCCER FEDERATION
2010-11 FUTSAL LAWS OF THE GAME**



Four-second count (1)

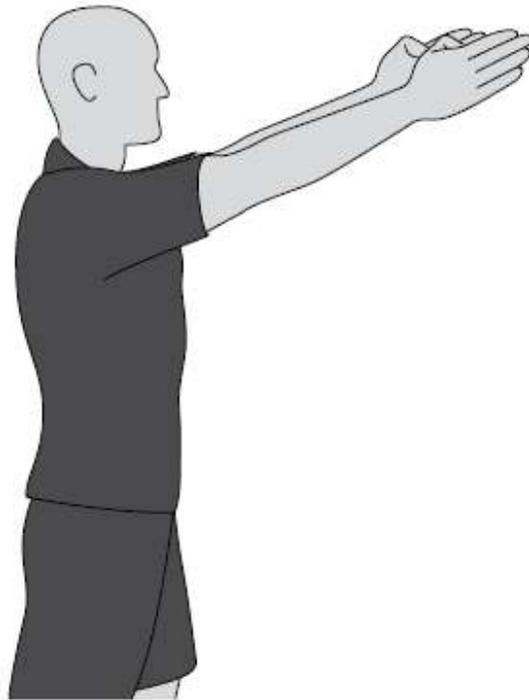


Four-second count (2)

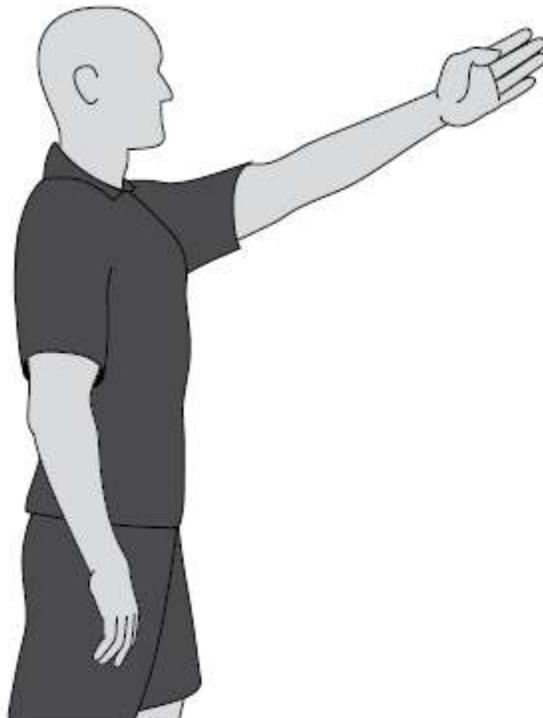


Fifth accumulated foul

**U.S. SOCCER FEDERATION
2010-11 FUTSAL LAWS OF THE GAME**



Advantage after accumulated foul



Advantage after non-accumulated foul

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Accumulated foul after
the advantage has been applied (1)



Accumulated foul after
the advantage has been applied (2)



Accumulated foul after
the advantage has been applied (3)



Accumulated foul after
the advantage has been applied (4)

**U.S. SOCCER FEDERATION
2010-11 FUTSAL LAWS OF THE GAME**



Caution (yellow card)



Sending-off (red card)



Indirect free kick

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME

SIGNAL BY BOTH REFEREES ON RESTARTING PLAY



Indirect free kick

ASSISTANT REFEREE SIGNALS



Time-out



Fifth accumulated foul

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Number of player – 1



Number of player – 2



Number of player – 3



Number of player – 4

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Number of player – 5



Number of player – 6



Number of player – 7



Number of player – 8

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Number of player – 9



Number of player – 10



Number of player – 11



Number of player – 12

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Number of player – 13



Number of player – 14



Number of player – 15



Goal

U.S. SOCCER FEDERATION 2010-11 FUTSAL LAWS OF THE GAME



Own goal (1)



Own goal (2)