

FIFA

Futsal

LAWS OF THE GAME 2026-27

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Futsal
Laws of the Game

2026-27

Approved by the Bureau of the Council

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Notes on the Futsal Laws of the Game

Official languages

FIFA publishes the Futsal Laws of the Game in English, Arabic, French and Spanish. If there is any divergence in the wording, the English text is authoritative.

Other languages

National football associations (FAs) which translate the Futsal Laws of the Game can obtain the layout template for the 2026-27 edition from FIFA by contacting refereeing@fifa.org. National FAs which produce a translated version of the Futsal Laws of the Game using this format are invited to send a copy to FIFA (stating clearly on the front cover that it is that national FA's official translation) so that it can be posted on FIFA.com for use by others.

Applying the Futsal Laws

That the same Futsal Laws apply in every match in every confederation, country, town and village throughout the world is a considerable strength which must be preserved. This is also an opportunity which must be harnessed for the good of futsal everywhere.

Those who educate match officials and other participants should emphasise that:

- referees should apply the Futsal Laws within the spirit of the game to help produce fair and safe matches;
- everyone must respect the match officials and their decisions, remembering and respecting the integrity of the Futsal Laws.

Players have a major responsibility for the image of the game and the team captain should play an important role in helping to ensure that the Futsal Laws and referees' decisions are respected and protected.

Modifications to the Futsal Laws

The universality of the Futsal Laws of the Game means that the game is essentially the same in every part of the world and at every level. As well as creating a "fair" and safe environment in which the game is played, the Futsal Laws should also promote participation and enjoyment.

Historically, FIFA allowed national FAs some flexibility to modify the "organisational" Futsal Laws for specific categories of futsal. However, FIFA strongly believes that national FAs should be able to modify some other aspects of the way futsal is organised if it will benefit futsal in their own country.

How the game is played and refereed should be the same on every futsal pitch in the world. However, a country's domestic futsal needs should determine how long the game lasts, how many people can take part and how some unfair behaviour is punished.

Consequently, national FAs, confederations and FIFA have the option to modify all or some of the following organisational areas of the Futsal Laws of the Game for which they are responsible:

For youth, veterans', disability and grassroots futsal:

- The size of the pitch
- The size, weight and material of the ball
- The width between the goalposts and the height of the crossbar from the floor
- Specific requirements for the captain's compulsory armband
- The duration of the two (equal) periods of the game (and two equal periods of extra time)
- Limitations on the throwing of the ball by the goalkeeper

In addition, to allow national FAs further flexibility to benefit and develop futsal domestically, the following changes relating to "categories" of futsal are permitted:

- National FAs, confederations and FIFA have the flexibility to decide the age restrictions for youth and veterans' futsal.
- Each national FA will determine which competitions at the lowest levels of futsal are designated as "grassroots" futsal.

National FAs have the option to approve some of these modifications for different competitions – there is no requirement to apply them universally or to apply them all. However, no other modifications are allowed without the permission of FIFA.

Limitations on the throwing of the ball by the goalkeeper

FIFA has approved certain limitations on the throwing of the ball by goalkeepers for youth, veterans', disability and grassroots futsal, subject to the approval of the national FA or confederation organising the competition or of FIFA – whichever is appropriate.

References to the limitations are found in:

Law 12 – Fouls and Misconduct

"An indirect free kick is also awarded if a goalkeeper commits any of the following offences: [...]

- where this is outlawed by domestic rules for youth, veterans', disability and/or grassroots futsal, throws the ball directly over the halfway line (the free kick is to be taken from the place where the ball crossed the halfway line)."

Law 16 – The Goal Clearance

"Where this is outlawed by domestic rules for youth, veterans', disability and/or grassroots futsal, if the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line."

The philosophy behind this limitation is to promote creative futsal and encourage technical development.

National FAs are asked to inform FIFA of their use of all of the above-mentioned modifications, and at which levels, as this information, and especially the reason(s) why the modifications are being used, may identify development ideas or strategies that FIFA can share to assist the development of futsal by other national FAs.

FIFA would also be very interested to hear about other potential modifications to the Futsal Laws of the Game, which could increase participation, make futsal more attractive and promote its worldwide development.

Managing amendments to the Futsal Laws

For every proposed amendment, the focus must be on fairness, integrity, respect, safety, the enjoyment of the participants and how technology can benefit the game. The Futsal Laws must also encourage participation by everyone, regardless of background or ability.

Although accidents occur, the Futsal Laws should make the game as safe as possible. This requires players to show respect for their opponents, and referees should create a safe environment by dealing strongly with those whose play is too aggressive and dangerous. The Futsal Laws embody the unacceptability of unsafe play in their disciplinary phrases, e.g. "reckless challenge" (caution = yellow card/YC) and "endangering the safety of an opponent" or "using excessive force" (sending-off = red card/RC).

Futsal must be attractive and enjoyable for players, match officials and coaches, as well as spectators, fans, administrators, etc. These amendments must help make the game attractive and enjoyable so that people, regardless of age, race, religion, culture, ethnicity, gender, sexual orientation or disability, etc. want to take part and enjoy their involvement in futsal.

These amendments seek to simplify the game and bring many aspects of the Futsal Laws into line with those of football but, as many situations are subjective and referees are human (and thus make mistakes), some decisions will inevitably cause debate and discussion.

The Futsal Laws cannot deal with every single situation, so where there is no direct provision herein, FIFA expects the referees to make a decision within the spirit of the game utilising "futsal understanding" – this often involves asking the question, "what would be in futsal's best interests?"

Law 1

The Pitch

1 PITCH SURFACE

The surface of the pitch must be flat, smooth and non-abrasive, and should preferably be made of wood. Dangerous surfaces for players, team officials and match officials are not permitted.

For competition matches between representative teams of national associations affiliated to FIFA or international club competition matches, it is recommended that the futsal floor be produced and installed by a company officially licensed under the FIFA Quality Programme for Futsal Surfaces and carrying one of the following quality labels:





Artificial turf pitches are permitted in exceptional cases but only for domestic competitions and if specified in the competition rules.

2 PITCH MARKINGS

The pitch must be rectangular and marked with continuous lines (broken lines are not permitted), which must not be dangerous (i.e. they must be non-slippery). These lines belong to the areas of which they are boundaries and must be clearly distinguishable from the colour of the pitch.

Only the lines indicated in Law 1 are to be marked on the pitch.

Where a multipurpose hall is used, other lines are permitted provided that they are a different colour and clearly distinguishable from the futsal lines.

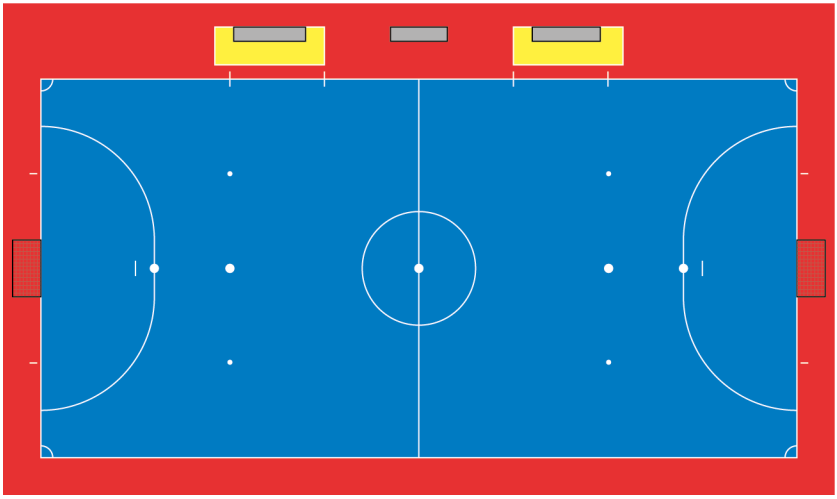
If a player makes unauthorised marks on the pitch, the player must be cautioned for unsporting behaviour. If the referees notice this being done during the match, play must be stopped, if they cannot apply the advantage, and the offending player must be cautioned for unsporting behaviour. Play is restarted with an indirect free kick to the opposing team from the position of the ball when play was stopped, unless the ball was inside the penalty area (see Law 13).

The two longer boundary lines are touchlines. The two shorter lines are end lines. The part of each end line between the normal position of the goalposts is designated as the goal line.

The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touchlines. The halfway line is considered neutral.

The centre mark, with a radius of 6cm, is indicated at the midpoint of the halfway line. A circle with a radius of 3m is marked around it.

A mark must be drawn outside the pitch, 5m from each corner arc, at right angles to the end line and separated from the end line by a gap of 5cm, to ensure that defending-team players retreat the minimum distance (5m) when a corner kick is being taken. This mark is 8cm wide and 40cm long.



3 PITCH DIMENSIONS

The touchline must be longer than the end line. All lines must be 8cm wide.

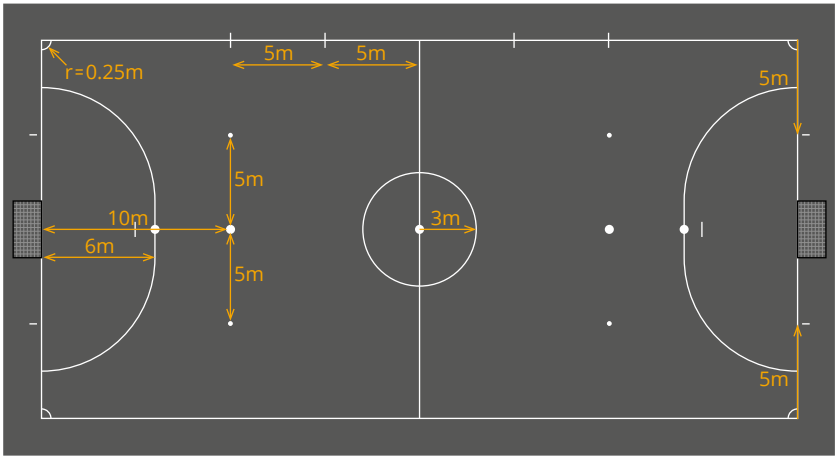
For non-international matches, the dimensions are as follows:

Length (touchline):	**Minimum 25m**
	Maximum 42m
Width (end line):	**Minimum 16m**
	Maximum 25m

For international matches, the dimensions are as follows:

Length (touchline):	**Minimum 38m**
	Maximum 42m
Width (end line):	**Minimum 20m**
	Maximum 25m

Competition rules may determine the length of the end line and touchline within the above requirements.



Measurements are from the outside of the lines as the lines are part of the area they enclose.

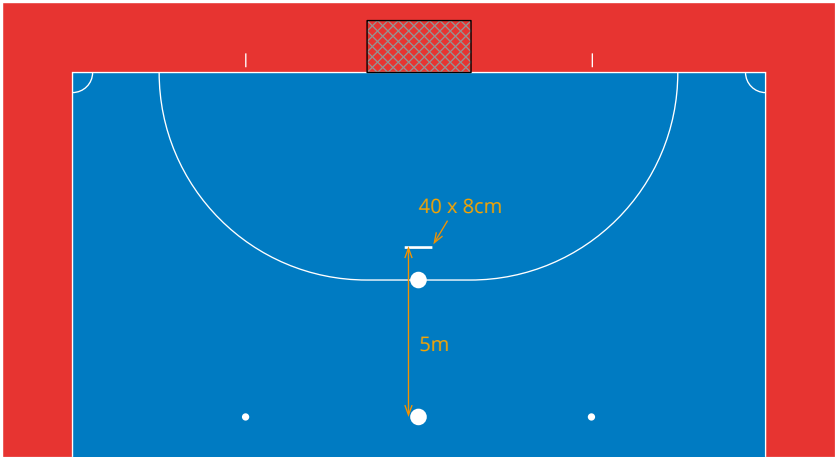
The penalty mark is measured from the centre of the mark to the back edge of the goal line.

The 10m mark is measured from the centre of the mark to the back edge of the goal line.

The 5m mark in the penalty area, denoting the distance to be observed by the goalkeeper at a direct free kick beginning with a sixth accumulated foul (DFKSAF), is measured from the centre of the 10m mark to the back edge of the 5m mark (i.e. the edge closer to the goal line).

4 THE PENALTY AREA

Two imaginary lines of 6m in length are drawn from the outside of each goalpost and at right angles to the end line. At the end of these lines, a quarter circle is drawn in the direction of the nearest touchline, each with a radius of 6m from the outside of the goalpost. The upper part of each quarter circle is joined by a line of 3.16m in length, running parallel to the goal line. The area bounded by these lines and the end line is the penalty area:



Within each penalty area, a penalty mark is made 6m from the midpoint between the goalposts and equidistant to them. This is a circular mark with a radius of 6cm.

An additional mark (line) must be made in the penalty area, 5m from the 10m mark, to ensure that the defending goalkeeper observes this distance when a DFKSAF is being taken. This mark is 8cm wide and 40cm long.

5 THE 10M MARK

A second mark is made 10m from the midpoint between the goalposts and equidistant to them. This is a circular mark with a radius of 6cm.

Two additional marks, respectively at a distance of 5m either side of the 10m mark, must be made on the pitch to indicate the minimum distance that players must observe when a kick is being taken from the 10m mark. These are circular marks with a radius of 4cm each.

An imaginary line passing through these marks, 10m from and parallel to the end line, marks the boundary of the area where, if a DFKSAF offence is committed therein, teams may choose between taking the DFKSAF from the 10m mark or from the place where the offence was committed.

6 THE SUBSTITUTION ZONES

The substitution zones are the areas on the touchline in front of the team benches:

- They are situated in front of the technical areas, 5m from the halfway line, and are 5m in length. They are marked at each end with a line of 80cm in length, 40cm of which is drawn on the pitch and 40cm off the pitch, and 8cm in width.
- A team's substitution zone is situated in the half of the pitch defended by the said team. Each team's substitution zone changes in the second half of the match and any required periods of extra time.

More details on substitutions and the relevant procedure are provided in Law 3.

7 THE CORNER AREA

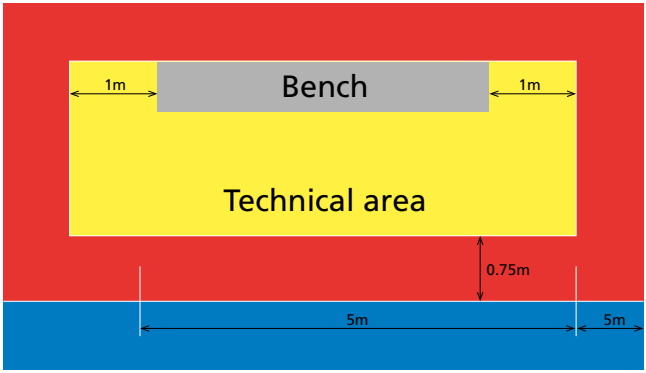
A quarter circle with a radius of 25cm is drawn inside the pitch from each corner. The line (the corner arc) has a width of 8cm.

8 THE TECHNICAL AREA

The technical area features a designated sitting area for team officials and substitutes. While the size and position of technical areas may differ between facilities, the following guidelines apply:

- The technical area should only extend 1m on either side of the designated sitting area and forwards up to a distance of 75cm from the touchline.
- Markings should be used to define the 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 start of the match in accordance with the competition rules;
  - must behave in a responsible manner;
  - must remain within its confines except in special circumstances, e.g. a physiotherapist/doctor entering the pitch, with one of the referees' permission, to assess an injured player.
- Only one person at a time is authorised to stand and convey tactical instructions from the technical area.
- The substitutes and the fitness coach may warm up during a match in the zone provided for this purpose behind the technical area. If such a zone is not available, they may warm up near the touchline as long as they do not obstruct the movement of the players and referees and they behave responsibly.

Substitution zone and technical area



Safety

The competition rules must state the minimum distance between the boundary lines of the pitch (touchlines and end lines) and the barriers separating the spectators (including the barriers with advertising, etc.), always in such a way as to ensure the safety of the participants.

9 THE GOALS

A goal must be placed at the centre of each end line.

A goal consists of two upright posts equidistant from the corners of the pitch and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material and must not be dangerous.

The goalposts and crossbar of both goals must be the same shape, which must be square, rectangular, round, elliptical or a hybrid of these options.

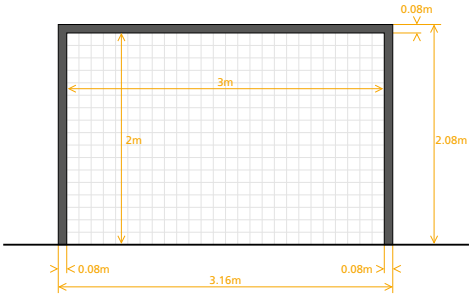
The distance (inside measurement) between the posts is 3m and the distance from the lower edge of the crossbar to the floor is 2m.

Both goalposts and the crossbar have the same width and depth as the end lines, 8cm. Nets made of an adequate material must be attached to the back of the goalposts and the crossbar with a suitable means. They must be properly supported and must not interfere with the goalkeeper.

It is recommended that all goals used in an official competition organised under the auspices of FIFA or confederations not include any extraneous structures (i.e. except for the goalposts and crossbar – e.g. support bars) that could prevent the ball from going into the goal.

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it is not possible to repair the crossbar, the match must be abandoned. The use of a rope to replace the crossbar is not permitted. If the crossbar can be repaired, the match is restarted with a dropped ball (see Law 8).

The goalposts and crossbars must be of a different colour to the pitch.



Wherever possible, goals should not be fixed to the floor, as this could endanger the safety of the participants. However, they must have an adequate stabilising system, such as weight placed at the back of the goal, to prevent them from overturning.

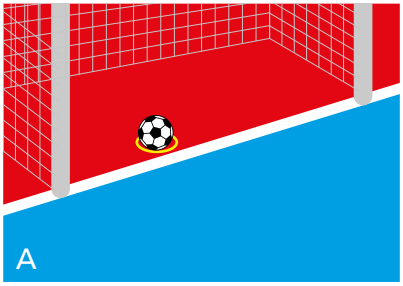


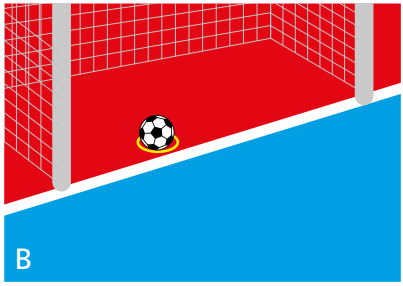
Portable goals may only be used if they satisfy this requirement.

10 GOAL MOVEMENT

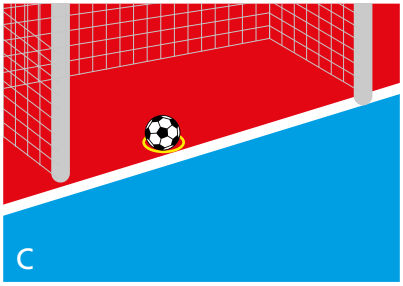
Referees are required to utilise the following guidelines regarding the placement of the goals along the end line and the scoring of a goal:

Goal positioned correctly





Goal moved



A = Goal scored.

B = If both goalposts are touching the end line, referees must allow the goal if the ball has completely crossed the goal line.

C = A goal is considered to have moved when at least one of the goalposts is not touching the end line in the normal position.

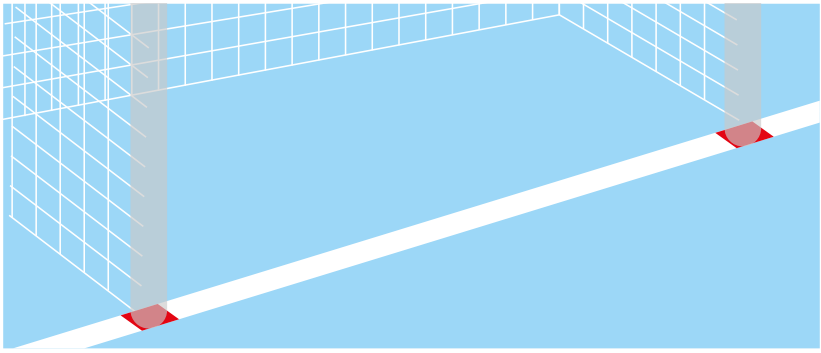
In the event that the goal is moved or overturned, whether the ball has entered the goal is determined by whether it has wholly passed over the goal line between where the goalposts would normally be positioned and under the crossbar with or without the ball touching the goalposts or crossbar. If the goal is overturned, this includes the normal height of the crossbar.

If a defending-team player (including the goalkeeper) moves or overturns their own goal and:

- the ball does not enter or touch the goal, play is stopped and:
  - if it was accidental, the match is restarted with a dropped ball;
  - if it was deliberate, the match is restarted with an indirect free kick and the offending player must be cautioned.
- the ball touches but does not enter the goal, play is stopped and:
  - if it was accidental, the match is restarted with a dropped ball;
  - if it was deliberate, the match is restarted with a penalty kick and the offending player must be sent off for denying the opposing team a goal or an obvious goalscoring opportunity.
- the ball enters the goal, a goal is allowed and the offending player must be cautioned if it was deliberate.

If an attacking-team player moves or overturns the opponents' goal accidentally or deliberately, a goal must not be allowed and:

- if it was accidental, the match is restarted with a dropped ball;
- if it was deliberate and the goal made contact with the ball, a direct free kick is awarded to the opposing team and the player must be cautioned;
- if it was deliberate and the goal did not make contact with the ball, an indirect free kick is awarded to the opposing team and the player must be cautioned.



Additional marks may be made under the goalposts to help the referees to ensure that a moved goal is returned to the correct position.

11 ADVERTISING, LOGOS AND EMBLEMS ON THE PITCH

If the competition rules do not prohibit them, advertising and the reproduction, whether physical or virtual, of representative logos or emblems of FIFA, confederations, national football associations, competitions, clubs or other bodies on the floor of the pitch and the technical areas are permitted, provided that they do not distract or confuse the players or match officials. All such advertising, logos and emblems must be at least 0.75m away from the boundary lines, and no advertising, logos or emblems is/are permitted on any pitch markings.

12 ADVERTISING ON THE GOAL NETS

If the competition rules do not prohibit it, advertising on the goal nets is permitted, provided that it does not confuse, or obstruct the view of, the players or referees.

13 ADVERTISING IN THE TECHNICAL AREAS

If the competition rules do not prohibit it, advertising on the floor of the technical areas is permitted, provided that it does not distract or confuse the occupants of the said areas or any other participant.

14 ADVERTISING AROUND THE PITCH

Upright advertising must be at least:

- 1m from the touchlines, except in the technical areas and substitution zones, in which all upright advertising is prohibited;
- the same distance from the end line as the depth of the goal net;
- 1m from the goal net.

15 BACKGROUND MUSIC AND SOUND EFFECTS

Background music and sound effects are permitted during the match; however, they must not drown out or interfere with the referees' whistles or the acoustic signal/whistle used by the timekeeper or hinder communication between or among players, substitutes, team officials and/or match officials.

Law 2

The Ball

1 QUALITIES AND MEASUREMENTS

The ball must be:

- spherical;
- made of suitable material;
- of a circumference of between 62cm and 64cm;
- between 400g and 440g in weight at the start of the match;
- of a pressure equal to 0.6-0.9atm (600-900g/cm^2) at sea level.

The ball must not bounce lower than 50cm or higher than 65cm on the first rebound when dropped from a height of 2m.

All balls used in matches played in an official competition organised under the auspices of FIFA or confederations must meet the requirements and bear one of the marks of the FIFA Quality Programme for Footballs.

Each mark indicates that the ball has been officially tested and meets the specific technical requirements for that mark, which are additional to the minimum specifications stipulated in Law 2 and must be approved by FIFA.

2 ADVERTISING ON THE BALL

In matches played in an official competition organised under the auspices of FIFA, confederations or national football associations, no form of commercial advertising is permitted on the ball, except for the logo/emblem of the competition, the competition organiser and the authorised manufacturer's trademark. The competition rules may restrict the size and number of such markings.

3 REPLACEMENT OF A DEFECTIVE BALL

If the ball becomes defective in open play, play is stopped and restarted with a dropped ball (see Law 8). The only exception is when the ball becomes defective as a result of striking one of the goalposts or the crossbar and then directly enters the goal (see section 6 of this Law).

If the ball becomes defective at a kick-off, goal clearance, corner kick, free kick, penalty kick, kick-in or dropped ball, the restart is retaken.

If the ball becomes defective during a penalty kick, penalties (penalty shoot-out) or a DFKSAF as it moves forwards and before it touches a player, crossbar or goalpost, the kick is retaken.

The ball may not be changed during the match without one of the referees' permission.

4 ADDITIONAL BALLS

Additional balls which meet the requirements of Law 2 may be placed around the pitch. All balls are subject to the referees' control.

5 EXTRA BALLS ON THE PITCH

If an extra ball enters the pitch while the ball is in play, the referees must stop the match only if the extra ball interferes with play. Play must be restarted with a dropped ball (see Law 8).

If an extra ball enters the pitch while the ball is in play without interfering with play, the referees allow play to continue and must have the extra ball removed at the earliest possible opportunity.

6 GOAL INVOLVING A DEFECTIVE BALL

If the ball becomes defective after striking one of the goalposts or the crossbar and directly enters the goal, the referees award the goal.

Law 3

The Players

1 NUMBER OF PLAYERS

A match is played by two teams, each with a maximum of five players, one of whom must be the goalkeeper. A match may not start or continue if either team has fewer than three players (not including two-minute numerical reductions). In principle, where a team is responsible for a match not continuing and/or being abandoned because it has fewer than three players, the match will be forfeited by that team, subject to the relevant competition regulations.

If a team has fewer than three players because one or more players has deliberately left the pitch, the referees are not obliged to stop play and the advantage may be applied, but the match must not continue after the ball has gone out of play if a team does not have the minimum number of three players.

If the competition rules state that all players and substitutes must be named before kick-off and a team starts a match with fewer than five players, only the players and substitutes named on the team list may take part in the match upon their arrival.

2 NUMBER OF SUBSTITUTIONS AND SUBSTITUTES

An unlimited number of substitutions may be made during a match.

Official competitions

A maximum of nine substitutes may be used in a match played in an official competition organised under the auspices of FIFA, confederations or national football associations. Competition rules must state how many substitutes may be named.

Other matches

In unofficial national "A" team matches, a maximum of ten substitutes may be used.

In all other matches, a greater number of substitutes may be named and 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.

3 SUBMISSION OF LIST OF PLAYERS AND SUBSTITUTES

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 player or substitute whose name is not given to the referees at this time may not take part in the match.

4 SUBSTITUTION PROCEDURE

A substitution may be made at any time, whether the ball is in play or not, except during a timeout. To replace a player with a substitute, the following applies:

- The player being substituted leaves the pitch via their own team's substitution zone, except as provided for in the Futsal Laws of the Game.
- The player being substituted does not need to obtain either of the referees' permission to leave the pitch.
- The referees do not need to authorise the substitute to enter the pitch.
- The substitute only enters the pitch after the player being replaced has left.
- The substitute enters the pitch via their own team's substitution zone.
- The substitution is completed when a substitute fully enters the pitch via their own team's substitution zone after handing the bib to the player being replaced, unless the latter player has had to leave the pitch via another zone for any reason provided for in the Futsal Laws of the Game, in which case the substitute hands the bib to the third referee.
- From that moment, the substitute becomes a player and the player who has been replaced becomes a substitute.
- Permission to proceed with a substitution may be refused under certain circumstances, e.g. if the substitute's equipment is not in order.
- A substitute who has not completed the substitution procedure cannot restart play by taking a kick-in, penalty kick, free kick, corner kick or goal clearance, or by receiving a dropped ball.
- The player replaced 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.

5 WARMING UP

A maximum of five substitutes per team are allowed to warm up at the same time.

6 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; however, this player 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 shirt with the player or substitute's own number on the back. Competition rules may also stipulate that a player acting as a flying goalkeeper must wear exactly the same colour as the main goalkeeper's shirt.

7 OFFENCES AND SANCTIONS

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

- the referees stop play (although not immediately if they can apply the advantage);
- the referees caution the substitute for entering the pitch in contravention of the substitution procedure and order the substitute to leave the pitch.

If the referees have stopped play, it is restarted with an indirect free kick to the opposing team. If this substitute or their team also commits another offence or interferes with play, play is restarted in accordance with the section dedicated to Law 3 within the Interpretation and Recommendations part of the Practical Guidelines for Futsal Referees and Other Match Officials.

If, during a substitution, the player being replaced leaves the pitch via a place other than their team's substitution zone for reasons not provided for in the Futsal Laws of the Game, the referees stop play (although not immediately if they can apply the advantage) and caution the player for leaving the pitch in contravention of the substitution procedure.

If the referees have stopped play, it is restarted with an indirect free kick to the opposing team.

For any other offences:

- the players concerned are cautioned;
- the match is restarted with an indirect free kick to the opposing team.

In special cases, play is restarted in accordance with the section dedicated to Law 3 within the Interpretation and Recommendations part of the Practical Guidelines for Futsal Referees and Other Match Officials.

8 PLAYERS AND SUBSTITUTES SENT OFF

A player who is sent off:

- before submission of the team list cannot be named on the team list in any capacity;
- after being named on the team list and before kick-off may be replaced by a named substitute, who cannot be replaced.

A named substitute who is sent off, whether before or after kick-off, may not be replaced.

A substitute may replace a player who is sent off after kick-off and enter the pitch after two minutes of playing time have elapsed following the sending-off (i.e. after their team has served a two-minute numerical reduction), provided that the substitute has the authorisation of the timekeeper or the third referee, unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

- If there are five players against four or four against three and the team with the greater number of players scores a goal, the team with fewer players may be increased by one player.
- If both teams are playing with three or four players and a goal is scored, neither team is increased until it has served its respective two-minute numerical reduction.
- If there are five players playing against three and the team with five players scores a goal, the team with three players may be increased by one player only.
- If the team with fewer players scores a goal, the game continues without any change in the number of players until the two minutes have elapsed, unless the team with the greater number of players subsequently scores a goal in the interim.

9 EXTRA PERSONS ON THE PITCH

The coach and other officials named on the team list are team officials. Anyone not named on the team list as a player, substitute or team official is considered an outside agent.

If a team official, substitute (except as part of the substitution procedure), sent-off player or outside agent enters the pitch, the referees must:

- only stop play if there is interference with play;
- have the person removed when play stops;
- take appropriate disciplinary action.

If play is stopped and the interference was by:

- a team official, substitute or sent-off player, play restarts with a direct free kick or penalty kick and a foul is accumulated, except when a penalty kick is awarded;
- an outside agent, play restarts with a dropped ball.

The referees must report the incident to the appropriate authorities.

10 GOAL SCORED WITH AN EXTRA PERSON ON THE PITCH

If the ball is going into the goal and the interference does not prevent a defending-team player from playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team.

If, after a goal is scored and play has restarted, the referees realise that an extra person was on the pitch when the goal was scored, the goal cannot be disallowed.

If the extra person is still on the pitch, the referees must:

- stop play;
- have the extra person removed;
- restart with a dropped ball or free kick as appropriate.

The referees must report the incident to the appropriate authorities.

If, after a goal is scored and before play restarts, the referees realise that an extra person was on the pitch when the goal was scored:

- The referees must disallow the goal if the extra person was:
  - a player, substitute, sent-off player or official of the team that scored the goal and that person interfered with play; play is restarted with a direct free kick from the position of the extra person or a penalty kick if the interference was in the penalty area, and a foul is accumulated, except when a penalty kick is awarded;
  - an outside agent who interfered with play by diverting the ball into the goal or preventing a defending-team player from playing the ball; play is restarted with a dropped ball.
- The referees must allow the goal if the extra person was:
  - a player, substitute, sent-off player or team official of the team that conceded the goal;
  - an outside agent who did not interfere with play.

In all cases, the referees must have the extra person removed from the pitch.

11 IMPROPER RE-ENTRY

If a player who requires one of the referees' permission to re-enter the pitch does so without this permission, the referees must:

- stop play (not immediately if the player does not interfere with play or a match official or if the advantage can be applied);
- caution the player for entering the pitch without permission.

If the referees stop play, it must be restarted:

- with a direct free kick from the position of the interference or a penalty kick if the interference was in the penalty area, and a foul is accumulated, except when a penalty kick is awarded;
- with an indirect free kick if there was no interference.

A player who crosses a boundary line as part of a playing movement does not commit an offence.

12 TEAM CAPTAIN

Each team must have a captain who wears an identifying armband. The team captain has no special status or privileges but has a degree of responsibility for the behaviour of the team, including in relation to the "Only the Captain" Protocol.

Law 4

The Players' Equipment

1 SAFETY

A player must not use or wear any equipment or other item that is dangerous.

Accessories are permitted as long as they are not dangerous and are safely and securely covered. Dangerous items must be removed and not taped or covered.

The players and substitutes must be inspected before the start of the match. If a player is wearing or using unauthorised/dangerous equipment or accessories on the pitch, the referees must order the player to:

- remove the item;
- leave the pitch at the next stoppage if the player is unable or unwilling to comply.

A player who refuses to comply or wears the item again must be cautioned.

2 COMPULSORY EQUIPMENT

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

- A shirt with sleeves
- Shorts
- Socks – tape or any material applied or worn externally must be the same colour as the part of the sock that it is applied to or covers
- Shinguards – these must be made of a suitable material and be of an appropriate size to provide reasonable protection and be covered by the socks. Players are responsible for the size and suitability of their shinguards
- Footwear

The team captain must wear the armband issued or authorised by the relevant competition organiser, or a single-coloured armband that may also have the word "captain" or the letter "C" or a translation thereof, which should also be a single colour (see also "Modifications to the Futsal Laws").

A player whose footwear or shinguard is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play; if, before doing so, the player scores a goal or is involved in the scoring of a goal by playing the ball in the build-up, the goal is awarded.

3 COLOURS

The two teams must wear colours that distinguish them from each other as well as from the match officials.

Each goalkeeper must wear colours that are distinguishable from those of the other players and the match officials.

If the two goalkeepers' shirts are the same colour and neither has another shirt to change into, the referees allow the match to be played.

Undershirts must be a single colour which is the same as the main colour of the shirt sleeve or comprise a pattern/colours which exactly replicate(s) the shirt sleeve.

Undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts – players of the same team must wear the same colour.

Competition rules may obligate the occupants of the technical area, other than the substitutes, to wear clothing that is a different colour to the clothing worn by the players and match officials.

4 OTHER EQUIPMENT

Non-dangerous protective equipment – for example, gloves, headgear, facemasks and knee and arm protectors made of soft, lightweight padded material – is permitted, as are sports spectacles. Goalkeepers may wear trousers.

Bibs

A bib must be worn over the shirt to identify the substitutes. The bib should be a different colour to both teams' shirts and the opposing team's bibs.

Head covers

Where head covers are worn, they must:

- be black or the same main colour as the shirt (provided that the players of the same team wear the same colour);
- be in keeping with the professional appearance of the player's equipment;
- not be attached to the shirt;

- not be dangerous to the player wearing it or any other player (e.g. due to an opening/closing mechanism around the neck);
- not have any parts extending out from the surface (protruding elements).

Knee and arm protectors

Where knee and arm protectors are worn, they must be the same colour as the main colour of the shirt sleeve (arm protectors) or the shorts/trousers (knee protectors), and cannot protrude excessively.

When it is not possible to match these colours, black or white protectors may be used with shirt sleeves/shorts (or trousers, where applicable) of any colour. When protectors that do not match the shirt sleeves/shorts (or trousers) are used, all such protectors must be the same colour (black or white).

Electronic communication

Players (including substitutes and sent-off players) are not permitted to wear or use any form of electronic or communication equipment (except where electronic performance and tracking systems are allowed).

The use of electronic or communication equipment by team officials is permitted where it directly relates to player welfare or safety or for tactical/coaching reasons but only small, mobile, handheld equipment (e.g. microphones, headphones/earpieces, mobile/smartphones, smartwatches, tablets, laptops) may be used.

A team official who uses unauthorised equipment or who behaves in an inappropriate manner as a result of the use of electronic or communication equipment will be dismissed from the technical area.

Electronic performance and tracking systems (EPTS)

Where wearable technology (WT) as part of EPTS is used in matches played in an official competition organised under the auspices of FIFA, confederations or national football associations, the competition organiser must ensure that the technology attached to the players' equipment is not dangerous and meets the requirements for wearable EPTS under the FIFA Quality Programme for EPTS.

Where EPTS are provided by the match or competition organiser during matches played in an official competition, it is the responsibility of that match or competition

organiser to ensure that the information and data transmitted from the EPTS to the technical area are reliable and accurate.

The FIFA Quality Programme for EPTS supports competition organisers with the approval process for reliable and accurate EPTS.

5 SLOGANS, STATEMENTS, IMAGES AND ADVERTISING

Equipment must not bear any political, religious or personal slogans, statements or images. Players must not reveal undergarments that show political, religious or personal slogans, statements or images, or advertising other than the manufacturer's logo. For any offence, the player and/or the team will be sanctioned by the competition organiser, national football association or FIFA.

Principles

Law 4 applies to all equipment (including clothing) worn by players and substitutes; its principles also apply to all team officials in the technical area.

The following are (usually) permitted:

- The player's number, name, team crest/logo, initiative slogans/emblems promoting the game of futsal, respect and integrity as well as any advertising permitted by competition rules or national FA, confederation or FIFA regulations
- The facts of a match: teams, date, competition/event, venue

Permitted slogans, statements or images should be confined to the shirt front and/or armband.

In some cases, the slogan, statement or image might only appear on the captain's armband.

Interpreting the Law

When interpreting whether a slogan, statement or image is permissible, note should be taken of Law 12 (Fouls and Misconduct), which requires the referees to take action against a player who is guilty of:

- using offensive, insulting or abusive language and/or action(s);
- acting in a provocative, derisory or inflammatory way.

Any slogan, statement or image which falls into any of these categories is not permitted.

Whilst "religious" and "personal" are relatively easily defined, "political" is less clear but slogans, statements or images related to the following are not permitted:

- Any person, living or dead (unless part of the official competition name)
- Any local, regional, national or international political party/organisation/group, etc.
- Any local, regional or national government or any of its departments, offices or functions
- Any organisation which is discriminatory
- Any organisation whose aims/actions are likely to offend a notable number of people
- Any specific political act/event

When commemorating a significant national or international event, the sensibilities of the opposing team (including its supporters) and the general public should be carefully considered.

Competition rules may contain further restrictions/limitations, particularly in relation to the size, number and position of permitted slogans, statements and images. It is recommended that disputes relating to slogans, statements or images be resolved prior to a match/competition taking place.

6 OFFENCES AND SANCTIONS

For any offence not involving dangerous equipment, play need not be stopped and the player:

- is instructed by the referees to leave the pitch to correct the equipment;
- leaves when play stops, unless the equipment has already been corrected.

A player who leaves the pitch to correct or change equipment must:

- have the equipment checked by a match official before being allowed to re-enter;
- only re-enter with permission from one of the referees.

In such a case, a player who re-enters the pitch without permission must be cautioned and, if play is stopped to issue the caution, an indirect free kick is awarded. However, if there was interference, a direct free kick is awarded from the position of the

interference (or a penalty kick if the interference was in the penalty area), and a foul is accumulated, except when a penalty kick is awarded.

7 NUMBERING OF THE PLAYERS

The competition rules must stipulate the policy regarding the numbering of the players, which is normally from 1 to 15, with number 1 reserved for a goalkeeper.

The number of each player must be visible on their back and be distinguishable from the main colour of the shirt. The competition rules must determine the size of the numbers and whether they are mandatory as well as their presence/size on other items of the players' basic equipment.

Law 5

The Referees

1 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.

2 DECISIONS OF THE REFEREES

Decisions will be made to the best of the referees' ability according to the Futsal Laws of the Game and the spirit of the game and will be based on the opinion of the referees, who have the discretion to take appropriate action within the framework of the Futsal Laws of the Game.

Competitions may use technology to assist the referees in making or changing decisions in relation to the Video Support Protocol, including ball in/out of play.

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 decisions of the referees, and all other match officials, must always be respected.

The referees may not change a restart decision on realising it is incorrect or on the advice of another match official if play has restarted or the referees have signalled to confirm the end of the first or second period (including extra time) and left the pitch and its vicinity after the timekeeper has sounded the acoustic signal, or the match has been abandoned.

Sometimes, one of the assistant referees indicates/communicates a YC/RC offence but the referees do not see the indication or hear the communication until after play has restarted. The referees can still take the appropriate disciplinary action, but the restart associated with the offence does not apply.

The decisions of the referee prevail over those of the second referee whenever there is disagreement between them.

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

3 POWERS AND DUTIES

The referees:

- enforce the Futsal Laws of the Game;
- control the match in cooperation with the other match officials, 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 match incidents;
- stop the match, at their discretion, for any offences against the Futsal Laws of the Game;
- make a decision with the assistance of the other match officials regarding incidents that the referees have not seen;
- indicate the restart of the match after it has been stopped;
- give the signals described in the section entitled Referee and Other Match Official Signals;
- take a position on and around the pitch as described in the relevant sections of the Practical Guidelines for Futsal Referees and Other Match Officials, when required to do so;
- provide the appropriate authorities with a match report, which includes information on any sanctions imposed on players and/or team officials and any other incidents that occurred before, during or after the match;

Advantage

- allow play to continue when an offence occurs, or a restart is incorrectly taken and the ball is in play, and the opposing team will benefit from the advantage, and penalise the original offence/order a retake if the anticipated advantage does not ensue at that time or within a few seconds;

Disciplinary action

- punish the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time;
- take disciplinary action against players guilty of cautionable and sending-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play;

- take action against team officials who fail to conduct themselves in a responsible manner and warn them, caution them or send them off from the pitch and its immediate surrounds, including the technical area. If the offender cannot be identified, the senior coach present in the technical area will receive the sanction. A medical team official who commits a sending-off offence may remain if the team has no other medical person available, and act if a player needs medical attention;

Injuries

- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured;
- stop play only if, in their opinion, a player is seriously injured and ensure that the player is removed from the pitch. An injured player, including a goalkeeper, may not be treated on the pitch, may only return to the pitch after the match has restarted and must re-enter the pitch from their team's substitution zone. The only exceptions to the requirement to leave the pitch are when:
  - players from the same team have collided and need attention;
  - a severe injury has occurred;
  - a player is injured as a result of a physical offence for which the opponent is cautioned or sent off (e.g. a reckless or serious foul challenge);
  - a penalty kick has been awarded and the injured player will be the kicker;
  - a penalty kick has been awarded and the injured player will be the goalkeeper;
- ensure that any player bleeding leaves the pitch. The player may only re-enter on receiving a signal from the referees, who must be satisfied that the bleeding has stopped and there is no blood on the equipment;
- ensure that, if the doctors and/or stretcher-bearers have been authorised to enter the pitch, the player leaves on a stretcher or on foot. A player who does not comply must be cautioned for unsporting behaviour;
- show the relevant yellow or red card, if they have decided to caution or send off a player who is injured and has to leave the pitch for treatment, before the player leaves the pitch;
- in instances when play has been stopped, restart play with a dropped ball if the match has not been stopped for another reason or if an injury suffered by a player is not the result of an offence;

Outside interference

- stop, suspend or abandon the match due to any other issue, such as because of outside interference; e.g. if:
  - the floodlights are inadequate;
  - an object thrown/kicked by a spectator hits a match official, player, substitute or team official – the referee may allow the match to continue or stop, suspend or abandon it depending on the severity of the incident;
  - a spectator blows a whistle which interferes with play – play is stopped and restarted with a dropped ball;
  - an extra ball, other object or animal enters the pitch during the match – the referees must:
    - stop play (and restart with a dropped ball) if it interferes with play, unless the ball is going into the goal and the interference does not prevent a defending-team player playing the ball; in such cases, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team;
    - allow play to continue otherwise and have it removed at the earliest possible opportunity;
- ensure that no unauthorised persons enter the pitch.

The referee:

- acts as the timekeeper and third referee in the event that these two other match officials are not present;
- suspends or abandons the match, at their discretion, for any offences against the Futsal Laws of the Game;
- suspends or abandons the match, at their discretion, because of outside interference of any kind.

The second referee:

- replaces a referee who becomes injured or indisposed.

4 LIABILITY OF THE MATCH OFFICIALS

The referees (or where applicable, the other match officials) 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 any 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 surrounds is such or that the weather conditions are such as to allow or not to allow a match to take place;
- a decision to abandon a match for whatever reason;
- a decision as to the suitability of the accessories, the ball and equipment 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 (aside from the exceptions listed above);
- 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, national football association or competition rules or regulations under which the match is played.

5 INTERNATIONAL MATCHES

A second referee is mandatory for international matches.

6 REFEREES' EQUIPMENT

Compulsory equipment

Referees must have the following equipment:

- At least one whistle
- Red and yellow cards
- A notebook (or another means of keeping a record of the match)
- At least one watch

Other equipment

Referees may be permitted to use:

- equipment for communicating with other match officials – headsets, etc.;
- EPTS or other fitness monitoring equipment;
- body cameras if the competition organiser supplies the cameras, has control of the footage and complies with the relevant guidelines; camera footage and sound may be used by the appropriate authorities for disciplinary matters.

Referees and other match officials are prohibited from using any other electronic equipment, including cameras, except the body cameras outlined above and a watch or similar device to time the match if the timekeeper is absent.

Accessories may be worn as long as they are not dangerous.

7 VIDEO SUPPORT

The use of video support (VS) is only permitted when the match/competition organisers have fulfilled all the VS protocol and implementation requirements (as set out by FIFA) and received written permission from FIFA.

The referees make use of VS when a team's head coach (or, in the head coach's absence, another designated team official) challenges a decision in relation to the following situations:

- Goal/no goal
- Penalty kick/no penalty kick
- Red cards (including a second caution)
- Mistaken identity (when one of the referees cautions or sends off the wrong player)
- Kick-in or corner kick awarded prior to a goal being scored
- Direct free kick beginning with the sixth accumulated foul (DFKSAF)/no DFKSAF

In addition, VS can be used at the referees' discretion to check any incident in one of the above-mentioned categories, including when there is a disagreement between the two referees.

VS can also be used at the referees' discretion in the following situations:

- If the chronometer malfunctions
- If the chronometer is incorrectly (re)started/stopped by the timekeeper pursuant to the provisions of Laws 6 and 7

VS involves one or more replays of the incident. The referees will review the replay footage directly and the referee will make the final decision. The initial decision does not change unless the replay footage shows that a "clear and obvious error" was committed or a "serious missed incident" occurred.

Law 6

The Other Match Officials

1 THE ASSISTANT REFEREES

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

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

The third and fourth referees may assist the referees with offences when they have a clearer view than the referees.

2 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 goalscorers' numbers;
- informs the on-pitch referees regarding any offence, misconduct or unsporting behaviour by any participant in the match, which the referees may decide to take into consideration or not;
- informs the timekeeper of a request for a timeout when a team official makes one;
- gives the mandatory timeout signal once the timekeeper has sounded the acoustic signal, to inform the referees and the teams that the timeout has been granted;
- keeps a record of the timeouts requested;
- keeps a record of the accumulated fouls by each team signalled by the referees in each period of play;
- gives the mandatory signal that one team has committed five accumulated fouls in one period of play;

- places a clearly 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;
- hands a document to the officials of each team before the start of each period of play with which they can request timeouts, and collects these documents at the end of each period if no timeouts have been requested;



TIMEOUT

TEMPS MORT

TIEMPO MUERTO

وقت مستقطع

- 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;



THE SUBSTITUTE MAY ENTER THE PITCH WHEN THERE IS/ARE ____ MINUTE(S) AND SECOND(S) LEFT ON THE CHRONOMETER BEFORE THE END OF THE ____ PERIOD.

LE REMPLAÇANT POURRA ENTRER SUR LE TERRAIN QUAND LE CHRONOMÈTRE INDIQUERA ____ MINUTE(S) ET ____ SECONDE(S) AVANT LA FIN DE LA ____ PÉRIODE.

EL SUPLENTE PODRÁ ENTRAR EN EL TERRENO DE JUEGO CUANDO EL CRONÓMETRO INDIQUE ____ MINUTO(S) Y SEGUNDO(S) PARA FINALIZAR EL ____ PERIODO.

يمكن للاعب البديل أن يدخل أرضية الملعب إذا تبقت في الكرونومتر_____دقيقة/دقائق، و_____ثانية/ثوانٍ على نهاية الشوط_____.

- under the referees' supervision, checks the re-entry of a player who has left the pitch to correct their equipment;
- under the referees' supervision, checks the re-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 violent conduct has been committed out of the referees' field of vision. In all cases, the referees decide on any facts connected with play;
- supervises the conduct of the persons situated in the technical area and on the benches, and informs the referees of any inappropriate behaviour;
- keeps a record of stoppages in play because of outside interference and the reasons for them;
- assists the referees by providing any other relevant information regarding the match;
- takes a position on the pitch as described in the relevant sections of the Practical Guidelines for Futsal Referees and Other Match Officials, when 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 the first kick-off in each period has been taken correctly;
- stopping the chronometer when the ball is out of play;
- restarting the chronometer after play has been correctly resumed following a kick-in, a goal clearance, a corner kick, a kick-off, a free kick, a penalty kick or a dropped ball;
- stopping the chronometer after a goal has been scored, after a penalty kick or a free kick has been awarded, or after a player has been injured;
- stopping the chronometer whenever the referees signal to them to do so;
- recording the goals, accumulated fouls and periods of play on the public scoreboard, if one is available;
- indicating a team's request for a timeout with an acoustic signal or a different whistle from the one used by the referees, after being informed of the request by the third referee or one of the on-pitch referees;

- timing one-minute timeouts;
- indicating the end of a one-minute timeout with an acoustic signal or a different whistle from the one used by the referees;
- indicating the fifth accumulated foul by a team with an acoustic signal or a different whistle from the one used by the referees, after being informed by the third referee;
- timing two-minute numerical reductions;
- signalling the end of the first period, the end of the match and the end of the periods of extra time, if extra time is played, with an acoustic signal or a different whistle from the one used by the referees;
- taking a position by the pitch as described in the relevant sections of the Practical Guidelines for Futsal Referees and Other Match Officials;
- performing the specific duties of the third referee in the event of the latter's absence, if a fourth referee is not appointed;
- providing any other relevant information regarding the match.

3 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 and a device to time one or more two-minute numerical reductions simultaneously and monitor the accumulation of fouls by each team during each period of play).

4 FOURTH REFEREE

A fourth referee may be appointed under the competition rules. Their role and duties must be in accordance with the provisions stipulated in the Futsal Laws of the Game.

The fourth referee:

- replaces the third referee if either of the referees or the third referee is unable to start or continue officiating the match and can also replace the timekeeper if needed;
- assists the referees and the third referee at all times, including with any administrative duties before, during and after the match, as required by the referees;
- submits a report after the match to the appropriate authorities on any misconduct or any other incident that occurred out of the view of the referees, and also advises the referees of any report being made;
- records all incidents occurring before, during and after the match;
- carries an alternative manual chronometer in case it is required due to an incident of any kind;
- takes a position near the timekeeper, so as to be able to assist the referees and the third referee by providing any relevant information regarding the match.

Law 7

The Duration of the Match

1 PERIODS OF PLAY

The match lasts for two equal periods of 20 minutes of playing time, which may only be reduced if permitted by competition rules.

2 ENDING THE PERIODS OF PLAY

Each period, including the extra-time periods when played, ends when the designated playing time has elapsed.

The timekeeper signals the end of each period, and each period of extra time when played, with an acoustic signal that is different from the whistle used by the referees.

- The period ends when the acoustic signal sounds, even if the referees do not signal the end by blowing their whistle, unless no timekeeper is present or the signal from the timekeeper cannot be sounded due to equipment failure. If no signal from the timekeeper is forthcoming, the referees confirm that the 20 minutes of playing time or the designated playing time for extra time has elapsed and signal the end of each period with their own whistle.
- If a direct free kick beginning with the sixth accumulated foul (DFKSAF) or a penalty kick is awarded when a period is about to end, the period will be considered to have ended once the kick has been completed. Either kick is considered completed when, after the ball is in play, one of the following occurs:
  - the ball stops moving or goes out of play;
  - the ball is played by any player (including the kicker) other than the defending goalkeeper;
  - the referees stop play for an offence by the kicker or a team-mate of the kicker.

  If a defending-team player commits an offence before the kick is completed, the referees continue the game by ordering a retake or awarding a further DFKSAF or penalty kick as appropriate, in line with the Futsal Laws of the Game.
- A goal scored in accordance with Laws 1 and 10 but after the end of the period, as indicated by the timekeeper with the acoustic signal, will only be allowed in the above situations.

Periods of play will not be extended in any other case.

3 TIMEOUT

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

The following conditions apply:

- The team officials are authorised to submit a request for a one-minute timeout to the third referee, or to the timekeeper if there is no third referee, using the document provided.
- The timekeeper grants a timeout using an acoustic signal or a different whistle from the one used by the referees when the ball is out of play and when the team that has requested it will take the restart or receive a dropped ball in accordance with the Futsal Laws of the Game.
- During a timeout:
  - the players may remain on or off the pitch (in order to have a drink, the players must leave the pitch);
  - the substitutes must stay off the pitch;
  - the team officials are not allowed to give instructions on the pitch.
- Substitutions may only be made after the acoustic signal or whistle has sounded to indicate the end of the timeout.
- A team that does not request a timeout in the first period of the match is still only entitled to one timeout during the second period.
- If there is neither a third referee nor a timekeeper, a team official may ask the referees for a timeout.
- There are no timeouts allowed during extra time, if played.

4 HALF-TIME INTERVAL

Players are entitled to an interval at half-time, not exceeding 15 minutes. If extra time is played, there is no interval between the two periods: the teams simply change halves of the pitch and the team officials and substitutes switch benches. However, a short drinks break (which should not exceed one minute) is permitted at half-time in extra time.

Competition rules must state the duration of the half-time interval, and it may be altered only with the referees' permission.

5 ABANDONED MATCH

An abandoned match is replayed unless the competition rules or organisers determine otherwise. In principle, where a team is responsible for a match being abandoned because it has fewer than three players, the match will be forfeited by that team.

Law 8

The Start and Restart of Play

A kick-off starts both periods of a match and both periods of extra time, and restarts play after a goal has been scored. Free kicks (direct or indirect), penalty kicks, kick-ins, goal clearances and corner kicks are other restarts.

A dropped ball is the restart when the referees stop play and the Law does not require one of the above restarts.

If an offence occurs when the ball is not in play, this does not change how play is restarted.

1 KICK-OFF

Procedure

The referee tosses a coin and the team that wins the toss decides whether to take the kick-off in the first or second period, and in the first or second period of extra time when played.

Unless stated otherwise in the competition regulations, the home team chooses which goal to attack in the first period, and in the first period of extra time when played.

The team that did not take the kick-off in the first period takes the kick-off to start the second period.

For the second period, the teams change ends and attack the opposite goals.

At half-time, each team changes benches so that its bench is on the defensive side of the pitch.

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

For every kick-off:

- All players, except the player taking the kick-off, must be in their own half of the pitch.
- The opponents of the team taking the kick-off must be at least 3m from the ball until it is in play.
- The ball must be stationary on the centre mark.
- Whichever of the on-pitch referees is situated on the bench side indicates that the kick-off can be taken by signalling with the whistle.
- The ball is in play when it is kicked and clearly moves.
- A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

Offences and sanctions

If the player taking the kick-off touches the ball again before it has touched another player, an indirect free kick, or for a handball offence, a direct free kick, is awarded.

In the event of any other kick-off procedure offence, the kick-off is retaken.

2 DROPPED BALL

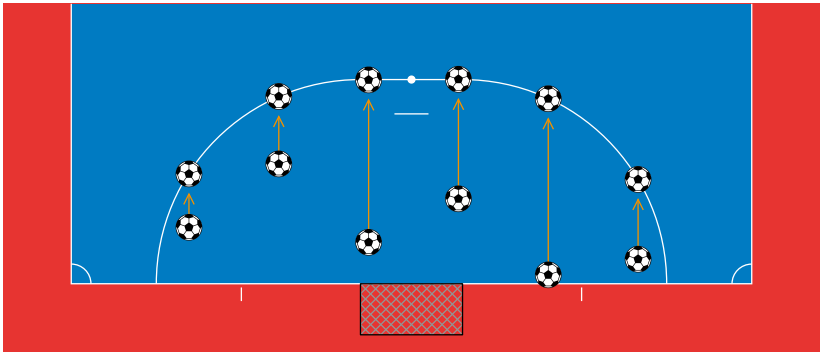
Procedure

One of the referees drops the ball for one player of the team that would have retained or gained possession when play was stopped (including from the restart if the ball would have gone out of play) if this can be determined by the referees; otherwise, it is dropped for one player of the team that last touched it.

The ball is dropped at its position when play was stopped, unless:

- it hit a match official or outside agent, in which case it is dropped at the position of the interference/contact; or
- this would mean dropping it to the attacking team closer to the defending team's goal than the latter's penalty-area line.

If the ball is to be dropped to the attacking team inside the defending team's penalty area, it is dropped on the penalty-area line at the point nearest to the position of the ball when play was stopped or to the position where the interference or contact occurred, following an imaginary line parallel to the touchline (as illustrated below).



All other players (of both teams) must remain at least 2m from the ball until it is in play.

The ball is in play when it touches the pitch, whereupon any player (from either team) may play the ball.

Offences and sanctions

The ball is dropped again if it:

- touches a player before it touches the pitch;
- goes out of play after it touches the pitch, without touching a player.

If a dropped ball enters the goal without touching at least two players, play is restarted with:

- a goal clearance if it enters the opponents' goal;
- a corner kick if it enters the goal of the player to whom the ball is dropped.

However, if a dropped ball enters either goal without touching at least two players due to circumstances beyond the control of the player to whom it is dropped (such as the facility conditions or the ball being improperly dropped), the ball is dropped again.

Law 9

The Ball in and out of Play

1 BALL OUT OF PLAY

The ball is out of play when:

- it has wholly passed over the end line or touchline on the floor or in the air;
- play has been stopped by the referees;
- it hits the ceiling.

The ball is also out of play when it touches a match official, remains on the pitch and:

- a team starts a promising attack; or
- the ball goes directly into the goal; or
- the team in possession of the ball changes.

In these three cases involving the ball touching a match official, play is restarted with a dropped ball.

2 BALL IN PLAY

The ball is in play at all other times when it touches a match official, as well as when it rebounds off a goalpost or the crossbar and remains on the pitch.

If, without intending to interfere with play unfairly, a team official, substitute, sent-off player or player who is temporarily off the pitch (injury, adjusting equipment, etc.) touches the ball while it is still in play but when it is clearly leaving the pitch, this is penalised with an indirect free kick; there is no sanction.

3 INDOOR PITCH

The minimum height of ceilings should be stipulated in the competition rules.

If the ball hits the ceiling while in play, the game is restarted with a kick-in, to be taken by the opponents of the team that last touched the ball. The kick-in is taken from the point on the touchline nearest to the place on the floor above which the ball hit the ceiling.

Law 10

Determining the Outcome of a Match

1 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 offence has been committed by the team scoring the goal.

If the goal is moved or overturned by a defending-team player (including the goalkeeper), whether accidentally or deliberately, and the referees confirm that the ball has passed over the goal line and would have entered the goal between the normal position of the goalposts (as stipulated in Law 1), the referees award a goal. If the goal was moved or overturned deliberately, the referees caution the offending player.

If an attacking-team player, including the goalkeeper, moves or overturns the goal, the referees disallow the goal. If it was deliberate, the player must be cautioned.

If the goalkeeper throws the ball directly into the opponents' goal, a goal clearance is awarded, except where domestic rules outlaw the throwing of the ball directly over the halfway line in youth, veterans', disability and/or grassroots futsal. In that case, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line.

No goal

If one of the referees signals a goal before the ball has passed wholly over the goal line (between the goalposts, as stipulated in Law 1) and immediately realises that an error has been made, play is restarted with a dropped ball.

2 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.

When the competition rules require there to be a winning team after a drawn match or home-and-away tie, the only permitted procedures to determine the winning team are:

- the away-goals rule;
- two equal periods of extra time not exceeding five minutes of playing time each. The competition rules must stipulate the duration of the two equal periods of extra time;
- penalties (penalty shoot-out).

The above procedures may be used in isolation or in combination.

3 PENALTIES (PENALTY SHOOT-OUT)

Penalties (penalty shoot-out) are taken after the match has ended and, unless otherwise stated, the relevant Futsal Laws of the Game apply.

Penalties (penalty shoot-out) are not part of the match.

A player who has been sent off during the match is not permitted to take part; warnings and cautions issued to players, substitutes and team officials during the match and before the coin toss to decide which team will take the first kick are not carried forward into penalties (penalty shoot-out).

Procedure

Before penalties (penalty shoot-out) start

- Unless there are other considerations (e.g. facility conditions, safety, camera placement, etc.) or the competition rules specify otherwise, the referee tosses a coin to decide the goal at which the kicks will be taken.
- The referee tosses a coin and the team that wins the toss decides whether to take the first or second kick.
- The positions of the team benches do not change from those in the second period, or the second period of extra time when played.
- All players and substitutes are eligible to take kicks, except those players who, when the match or extra time finishes, have withdrawn from the match injured or have been sent off.
- Each team is responsible for selecting from the eligible players and substitutes, as well as the order in which they will take the kicks. The referees do not need to be informed of the order.
- If, at the end of the match or extra time when played, and before penalties (penalty shoot-out) start, one team has a greater number of players (including substitutes) than its opponents, it may choose to keep the number of players as it is at the end of the match or reduce its number to the same number as its opponents and the referees must be informed of the name and number of each player excluded, if any. Any excluded player is not eligible to take part in the penalties (penalty shoot-out), whether as a kicker or as a goalkeeper (except as outlined below).

- A goalkeeper who is unable to continue before or during the penalties (penalty shoot-out) may be replaced by a player or substitute excluded to equalise the number of players, but the replaced goalkeeper takes no further part and may not take a kick.
- If the goalkeeper has already taken a kick, the replacement may not take a kick until the next round of kicks.

During penalties (penalty shoot-out)

- Only eligible players and substitutes, the referees and the other match officials are permitted to remain on the pitch.
- All eligible players and substitutes, except the player taking the kick and the two goalkeepers, must remain within the centre circle or either on or close behind the halfway line.
- The goalkeeper of the kicker's team must remain on the pitch, outside the penalty area, approximately in line with but at least 5m away from the penalty mark and on the opposite side of the pitch to the benches and the second referee.
- Any eligible player or substitute may change places with the goalkeeper.
- The kick is completed when the ball stops moving or goes out of play or when the referees stop play for any offence; the kicker may not deliberately play the ball a second time.
- If the kicker accidentally kicks the ball with both feet simultaneously or the ball touches their non-kicking foot or leg immediately after the kick:
  - if the ball enters the goal from the kick, the kick is retaken;
  - if the ball does not enter the goal from the kick, the kick is recorded as missed.
- The referees keep a record of the kicks.
- If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper is warned for the first offence; if the same player commits any subsequent offence(s), they are cautioned.
- If the kicker is penalised for an offence committed after the referees have signalled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.
- If, during penalties (penalty shoot-out), one team's number of players is reduced, the team with more players may choose to keep the number of players as it is or reduce its number to the same number as its opponents, and the referees must be informed of the name and number of each player excluded, if any. Any excluded player is not eligible to take further part in the kicks, whether as a kicker or as a goalkeeper (except as outlined above).

Subject to the conditions explained below, both teams take five kicks:

- The kicks are taken alternately by the teams.
- Each kick is taken by a different kicker, and all eligible players and substitutes must take a kick before any player or substitute can take a second kick.
- The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.
- 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 the scores are level after both teams have taken five kicks, kicks continue until one team has scored one goal more than the other from the same number of kicks.
- Penalties (penalty shoot-out) must not be delayed for a player who leaves the pitch. The player's kick will be forfeited (not scored) if the player does not return in time to take a kick.

Substitutions and sendings-off during penalties (penalty shoot-out)

- A player, substitute or team official may be cautioned or sent off.
- A goalkeeper who is sent off must be replaced by an eligible player or substitute.
- A player or substitute other than the goalkeeper who is unable to continue may not be replaced.
- The referees must not abandon the match if a team is reduced to fewer than three players.

4 AWAY GOALS

Competition rules 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 double.

Law 11

Offside

There is no offside in futsal.

Law 12

Fouls and Misconduct

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

1 DIRECT FREE KICK

A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referees to be careless, reckless or using excessive force:

- Charges
- Jumps at
- Kicks or attempts to kick
- Pushes
- Strikes or attempts to strike (including head-butt)
- Tackles or challenges
- Trips or attempts to trip

If an offence involves contact, it is penalised with a direct free kick or penalty kick:

- "Careless" is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed.
- "Reckless" is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned.
- "Using excessive force" is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off.

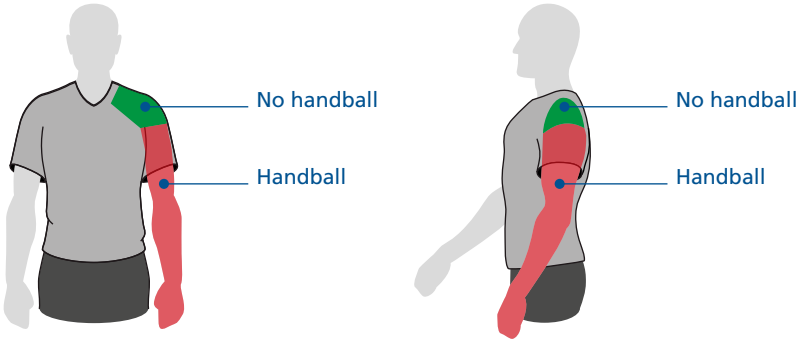
A direct free kick is also awarded if a player commits any of the following offences:

- A handball offence that is deliberate and/or involves the hand/arm making the player's body unnaturally bigger
- Holding an opponent
- Impeding an opponent with contact
- Biting or spitting at someone on the team lists or a match official
- Throwing/kicking an object at the ball, an opponent or a match official, making contact with the ball with a held object, or deliberately moving the goal such that the goal makes contact with the ball

All of the offences listed in this section count as accumulated fouls; however, no accumulated foul is recorded when a penalty kick is awarded.

Handling the ball

For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit.



Not every touch of a player's hand/arm with the ball is an offence.

It is a direct-free-kick offence if a player:

- deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball.
- touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalised.

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction. However, if the offence is playing the ball a second time (with or without the hand/arm) after a restart before it touches another player, the goalkeeper must be sanctioned if the offence stops a promising attack or denies an opponent or the opposing team a goal or an obvious goalscoring opportunity.

2 INDIRECT FREE KICK

An indirect free kick is awarded if a player:

- plays in a dangerous manner (as defined below);
- impedes the progress of an opponent without any contact being made;
- is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences;
- prevents the goalkeeper from releasing or throwing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing or throwing it;
- initiates a deliberate trick for the ball to be passed (including from a free kick) to the goalkeeper with the head, chest, knee, etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalised if responsible for initiating the deliberate trick;
- scores in the opponents' goal:
  - directly from their hand/arm (including by the goalkeeper), provided that it is accidental and the hand/arm did not make their body unnaturally bigger;
  - after accidentally touching the ball with their hand/arm, without any other player having deliberately played it thereafter, provided that the hand/arm did not make their body unnaturally bigger;

  If a player does not score after accidentally touching the ball with their hand/arm, play should be continued, provided that the hand/arm did not make the player's body unnaturally bigger.
- plays the ball whilst deliberately using the goal or a team-mate for support, including by:
  - hanging onto the crossbar;
  - kicking/pushing the goal to get into an advantageous position;
  - using a team-mate's shoulder or any other part of their body to gain height;
  - being pushed by a team-mate to get into an advantageous position;
- commits any other offence not mentioned in the Futsal Laws for which play is stopped to caution or send off a player.

An indirect free kick is also awarded if a goalkeeper:

- is in control of the ball with the hands, arms or feet in their own half of the pitch for more than four seconds;
- after having played the ball in controlled possession, wherever on the pitch, touches it again in their own half of the pitch after it has been deliberately played to the goalkeeper by a team-mate without an opponent playing or touching it; there is no disciplinary sanction;
- touches the ball with the hands or arms inside their own penalty area after it has been deliberately kicked to the goalkeeper by a team-mate (including from a kick-in);
- where this is outlawed by domestic rules for youth, veterans', disability and/or grassroots futsal, throws the ball directly over the halfway line (the free kick is to be taken from the place where the ball crossed the halfway line).

A goalkeeper is not deemed to be in possession of or playing the ball in their own half of the pitch if any part of the ball is touching the halfway line.

With respect to the four-second count, a goalkeeper is considered to be in control of the ball when:

- the ball is between the hands or feet or between the hand or foot and any surface (e.g. the pitch, own body) or when touching it with any part of the hands, arms or feet;
- holding the ball in an outstretched open hand;
- bouncing it on the pitch or throwing it in the air;
- dribbling the ball either by hand or by foot.

A goalkeeper cannot be challenged by an opponent when in control of the ball with the hand(s)/arm(s).

Playing in a dangerous manner

Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the players themselves), and includes preventing a nearby opponent from playing the ball for fear of injury.

A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

Impeding the progress of an opponent without contact

Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.

All players have a right to their position on the pitch; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

Blocking an opponent

Blocking an opponent can be considered a legitimate tactic in futsal, as long as the player blocking the opponent is stationary at the time of any contact and does not deliberately cause contact by moving or extending the body into the opponent's path, and the opponent has the opportunity to evade the block. A block can be performed against an opponent who may or may not have the ball.

3 DISCIPLINARY ACTION

The referees have the authority to take disciplinary action from entering the pitch for the pre-match inspection until leaving the pitch after the match ends, including penalties (penalty shoot-out).

If, before entering the pitch at the start of the match, a player or team official commits a sending-off offence, the referees have the authority to prevent the player or team official from taking part in the match; the referees will report any other misconduct.

If the referees need to caution a named player, substitute or team official before the match starts, they should do so verbally rather than by showing a yellow card, and report it to the appropriate authorities after the match.

If the same person commits another cautionable offence during the match, the referees caution them by showing a yellow card. However, this does not count as a sending-off offence, as it is the first yellow card shown to the offending person during the match.

A player or team official who commits a cautionable or sending-off offence, either on or off the pitch, against any other person or the Futsal Laws of the Game, is disciplined according to the offence.

The yellow card communicates a caution and the red card communicates a sending-off.

Only a player, substitute or team official may be shown the red or yellow card.

Players and substitutes

Delaying the restart of play to show a card

Once the referees have decided to caution or send off a player, play must not be restarted until the sanction has been administered, unless the non-offending team takes a quick free kick, has a clear goalscoring opportunity and the referees have not started the disciplinary sanction procedure. The sanction is administered at the next stoppage; if the offence was denying the opposing team an obvious goalscoring opportunity, the player is cautioned; if the offence interfered with or stopped a promising attack, the player is not cautioned.

Advantage

If the referees apply the advantage for an offence for which a caution/sending-off would have been issued had play been stopped, this caution/sending-off must be issued when the ball is next out of play. However, if the offence was denying the opposing team an obvious goalscoring opportunity, the player is cautioned for unsporting behaviour, except where a goal is scored by the non-offending team as a result of the advantage having been applied, in which case there is no disciplinary sanction; if the offence was interfering with or stopping a promising attack, the player is not cautioned.

The advantage should not be applied in situations involving serious foul play, violent conduct, a second cautionable offence or a sixth (or subsequent) accumulated foul, unless there is a clear opportunity to score a goal. The referees must send off the player (where applicable) when the ball is next out of play, but if the player plays the ball or challenges/interferes with an opponent, the referees will stop play, send off the player (where applicable) and restart with an indirect free kick, unless the player committed a more serious offence.

If the advantage is applied and a second yellow card or red card is given after a goal is scored, the sanctioned team continues with the same number of players, with a substitute replacing the sent-off player. If a goal is not scored, the team continues with one fewer player.

If a defending-team player starts holding an attacking-team player outside the penalty area and continues to do so inside the penalty area, the referees must award a penalty kick.

Cautionable offences

A player is cautioned if guilty of:

- delaying the restart of play;
- dissent by word or action;
- entering or leaving the pitch without one of the referees' permission or in contravention of the substitution procedure;
- failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick or kick-in;
- persistent offences (no specific number or pattern of offences constitutes "persistent");
- unsporting behaviour.

A substitute is cautioned if guilty of:

- delaying the restart of play;
- dissent by word or action;
- entering the pitch in contravention of the substitution procedure;
- unsporting behaviour.

Where two separate cautionable offences are committed (even in close proximity), they should result in two cautions – for example, if a player does not enter the pitch via the substitution zone and commits a reckless tackle.

Cautions for unsporting behaviour

There are different circumstances when a player must be cautioned for unsporting behaviour, including if a player:

- attempts to deceive the referees, e.g. by feigning injury or pretending to have been fouled (simulation);
- commits a direct-free-kick offence in a reckless manner;

- handles the ball to interfere with or stop a promising attack, except where the referees award a penalty kick for a non-deliberate handball offence;
- denies the opposing team a goal or an obvious goalscoring opportunity and the referees award a penalty kick for a non-deliberate handball offence;
- commits any other offence which interferes with or stops a promising attack, except where the referees award a penalty kick for an offence which was an attempt to play the ball or a challenge for the ball;
- denies an opponent an obvious goalscoring opportunity by committing an offence which was an attempt to play the ball or a challenge for the ball and the referees award a penalty kick;
- handles the ball in an attempt to score a goal (whether or not the attempt is successful);
- makes unauthorised marks on the pitch;
- plays the ball when leaving the pitch after being ordered to leave;
- shows a lack of respect for the game;
- initiates a deliberate trick for the ball to be passed (including from a free kick) to the goalkeeper with the head, chest, knee, etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is cautioned if responsible for initiating the deliberate trick;
- verbally distracts an opponent during play;
- deliberately moves or overturns the goal (without denying the opposing team a goal or an obvious goalscoring opportunity).

Celebration of a goal

Players can celebrate when a goal is scored, but the celebration must not be excessive; choreographed celebrations are not encouraged and must not cause excessive time-wasting.

Leaving the pitch to celebrate a goal is not a cautionable offence but players should return as soon as possible.

A player must be cautioned, even if the goal is disallowed, for:

- approaching the spectators in a manner which causes safety and/or security issues;
- acting in a provocative, derisory or inflammatory way;

- covering the head or face with a mask or other similar item;
- removing the shirt or covering the head with the shirt.

Sending-off offences

A player or substitute who commits any of the following offences is sent off:

- Denying the opposing team a goal or an obvious goalscoring opportunity by committing a deliberate handball offence or by deliberately moving or overturning the goal (such as when this prevents the ball from passing over the goal line)
- Denying the opposing team a goal or an obvious goalscoring opportunity by committing a non-deliberate handball offence outside their own penalty area
- Denying a goal or an obvious goalscoring opportunity to an opponent whose overall movement is towards the offender's goal by committing an offence which was not an attempt to play the ball or a challenge for the ball and is punishable by a free kick or penalty kick
- Denying a goal or an obvious goalscoring opportunity to an opponent whose overall movement is towards the offender's goal by committing an offence which was an attempt to play the ball or a challenge for the ball and is punishable by a free kick
- Serious foul play
- Biting or spitting at someone
- Violent conduct
- Covering their mouth when communicating with an opponent in a provocative, derisory or inflammatory manner or situation (competition option)
- Using offensive, insulting or abusive language and/or action(s)
- Leaving the pitch in protest at a decision of the referees, including a decision for play to continue or restart (competition option)
- Instructing or encouraging other players to leave the pitch in protest at a decision of the referees, including a decision for play to continue or restart (competition option)
- Receiving a second caution in the same match

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

Denying a goal or an obvious goalscoring opportunity (DOGSO)

Where a player denies the opposing team a goal or an obvious goalscoring opportunity by committing a deliberate handball offence, the player is sent off wherever the offence occurs.

Where a player denies the opposing team a goal or an obvious goalscoring opportunity by committing a non-deliberate handball offence and the referees award a penalty kick, the offender is cautioned.

Where a player commits an offence against an opponent within their own penalty area which denies the opponent an obvious goalscoring opportunity and the referees award a penalty kick, the offender is cautioned if the offence was an attempt to play the ball or a challenge for the ball; in all other circumstances (e.g. holding, pulling, pushing, no possibility to play the ball, etc.), the offending player must be sent off.

A player, sent-off player, substitute or team official who enters the pitch without the required permission from one of the referees or in violation of the substitution procedure and interferes with play, committing an offence by denying the opposing team a goal or an obvious goalscoring opportunity, is guilty of a sending-off offence.

The following must be considered when determining whether it is a DOGSO situation:

- The distance between the offence and the goal
- The general direction of the play
- The likelihood of keeping or gaining control of the ball
- The location and number of active defending players, including the goalkeeper
  - Whether or not the goal is "guarded"
- The location and number of active attacking players

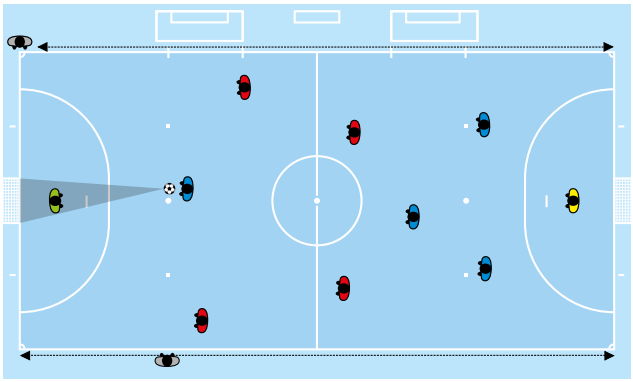
The goal is considered to be guarded when the goalkeeper is in their own penalty area and situated within an imaginary triangle formed by the goalposts and the ball.

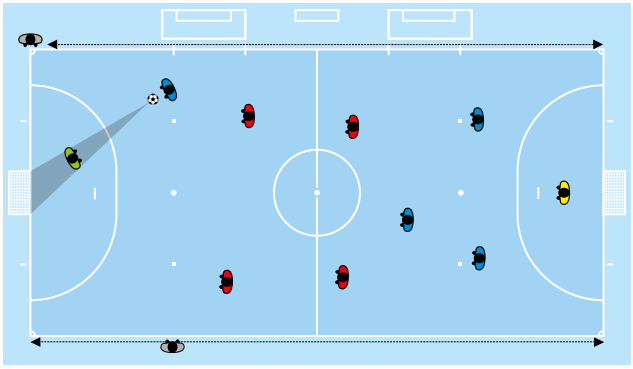
A situation is likelier to be deemed DOGSO:

- when the goal is unguarded;
- when the number of active attacking players is greater than the number of active defending players (including the goalkeeper, but excluding the offending player).

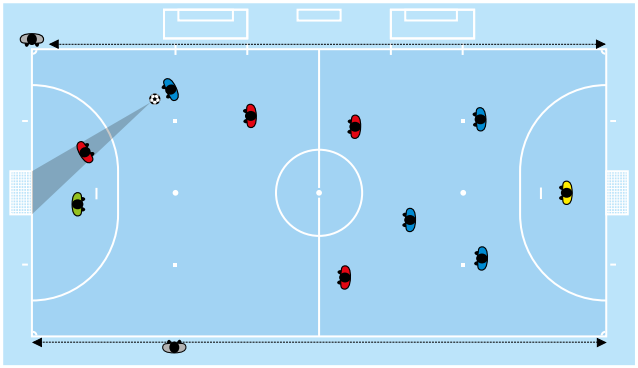
However, the goal being guarded does not mean that a DOGSO offence cannot be committed, and the goal being unguarded does not mean that every offence is DOGSO.

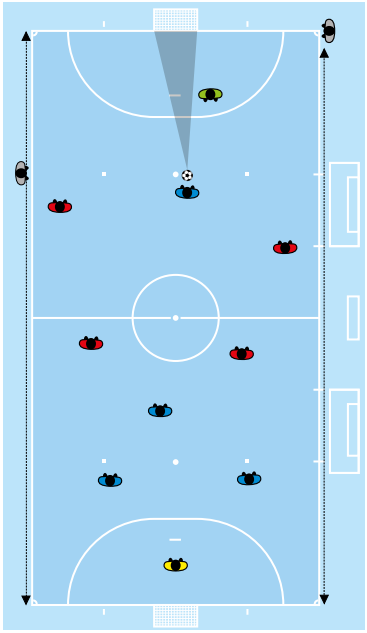
Goal guarded

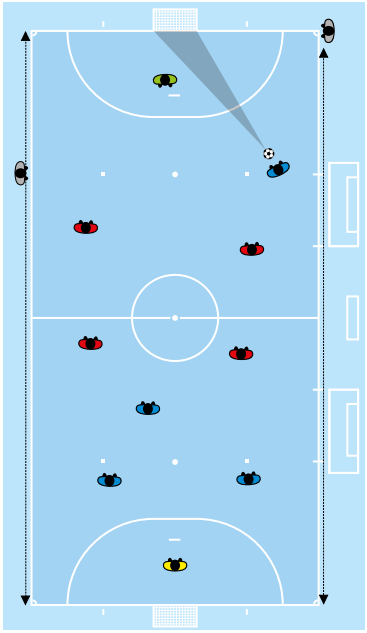


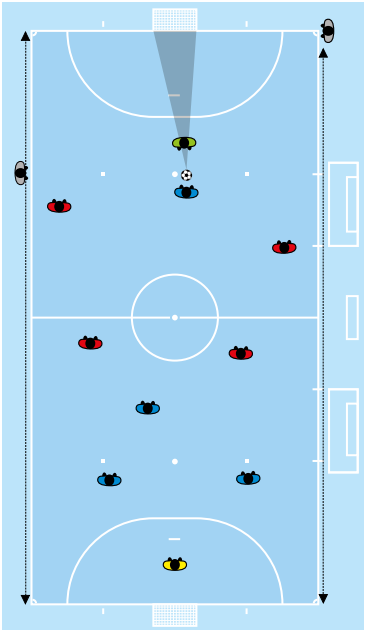


Goal unguarded









If a substitute, sent-off player or team official denies the opposing team a goal or an obvious goalscoring opportunity by committing an offence punishable with a free kick and the referees do not apply the advantage, the offending team must serve a two-minute numerical reduction in accordance with Law 3. While serving the two-minute numerical reduction, the team may nominate one player to leave the pitch for the duration or vary the player off the pitch by making substitutions. Each player in question may also take further part in the match once the two-minute numerical reduction has been served.

Summary table

Type of offence	**Nature of the offence**	**Stopping or interfering with a promising attack**		**Denying a goal or an obvious goalscoring opportunity**	
		Inside the penalty area (penalty kick)	*Outside the penalty area (free kick)*	*Inside the penalty area (penalty kick)*	*Outside the penalty area (free kick)*
Handball	*Non-deliberate*	No sanction	Yellow card	Yellow card	Red card
	Deliberate	Yellow card	Yellow card	Red card	Red card
Physical offence	*Attempt to play the ball or challenge for the ball*	No sanction	Yellow card	Yellow card	Red card
	No attempt to play the ball or challenge for the ball	Yellow card	Yellow card	Red card	Red card

Serious foul play

A tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality must be sanctioned as serious foul play.

Any player who lunges at an opponent with excessive force when challenging for the ball from the front, from the side or from behind, whether using one or both legs, or who endangers the safety of an opponent is guilty of serious foul play.

Violent conduct

Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against any other person, regardless of whether contact is made.

Violent conduct may occur either on the pitch or outside its boundaries, whether the ball is in play or not.

The advantage should not be applied in situations involving violent conduct unless there is a clear subsequent opportunity to score a goal. In such a case, the referees must send off the player guilty of violent conduct when the ball is next out of play.

The referees are reminded that violent conduct often leads to mass confrontation between players; therefore, they must try to avert this with strict intervention.

A player or substitute who is guilty of violent conduct must be sent off.

Team officials

Where an offence is committed by someone from the technical area (substitute, sent-off player or team official) and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction.

Warning

The following offences should usually result in a warning; repeated or blatant offences should result in a caution or sending-off:

- Entering the pitch in a respectful/non-confrontational manner
- Failing to cooperate with a match official, e.g. ignoring an instruction/request from an assistant referee
- Minor/low-level disagreement (by word or action) with a decision
- Occasionally leaving the confines of the technical area without committing another offence

Caution

Cautionable offences by team officials include (but are not limited to):

- Clearly/persistently not respecting the confines of their team's technical area
- Delaying the restart of play by their team
- Deliberately entering the technical area of the opposing team (non-confrontationally)
- Dissent by word or action, including:
  - throwing/kicking drinks bottles or other objects
  - action(s) which show(s) a clear lack of respect for the match official(s), e.g. sarcastic clapping
- Excessively/persistently gesturing for a red or yellow card
- Acting in a provocative or inflammatory manner
- Persistent unacceptable behaviour (including repeated warning offences)
- Showing a lack of respect for the game

Sending-off

Sending-off offences include (but are not limited to):

- Delaying the restart of play by the opposing team, e.g. holding onto the ball, kicking the ball away, obstructing the movement of a player
- Deliberately leaving the technical area to:
  - show dissent towards, or remonstrate with, a match official
  - act in a provocative or inflammatory manner
- Entering the opposing technical area in an aggressive or confrontational manner
- Deliberately throwing/kicking an object onto the pitch
- Entering the pitch to:
  - confront a match official (including at half-time and full-time)
  - interfere with play, an opposing player or a match official
- Physical or aggressive behaviour (including spitting or biting) towards any other person
- Receiving a second caution in the same match
- Using offensive, insulting or abusive language and/or action(s)

- Instructing or encouraging players to leave the pitch in protest at a decision of the referees, including a decision for play to continue or restart, even if the players do not leave the pitch (competition option)
- Using unauthorised electronic or communication equipment and/or behaving in an inappropriate manner as a result of using electronic or communication equipment
- Violent conduct

Offences where an object is thrown/kicked (including the ball)

In all cases, the referees take the appropriate disciplinary action:

- Reckless – caution the offender for unsporting behaviour
- Using excessive force – send off the offender for violent conduct

4 RESTART OF PLAY AFTER FOULS AND MISCONDUCT

If the ball is out of play, play is restarted according to the previous decision.

The following restarts apply if the ball is in play and a player commits a physical offence on the pitch:

- against an opponent – an indirect or direct free kick or penalty kick;
- against a team-mate, substitute, sent-off player, team official or match official – a direct free kick or penalty kick.

All verbal offences are penalised with an indirect free kick.

If, when the ball is in play:

- a player commits an offence against a match official or an opposing player, substitute, sent-off player or team official off the pitch; or
- a substitute, sent-off player or team official commits an offence against, or interferes with, an opposing player or a match official off the pitch,

  play is restarted with a free kick on the nearest boundary-line point to where the offence/interference occurred; a penalty kick is awarded if this is a direct-free-kick offence and the nearest boundary-line point lies on the part of the end line that belongs to the offender's penalty area.

- a substitute, sent-off player or team official commits an offence against a substitute, sent-off player or team official of either team, play is restarted with a dropped ball (see Law 8).

If a substitute, a sent-off player or a team official commits a direct-free-kick offence, this counts as an accumulated foul against their team.

If an offence is committed off the pitch by a player against a player, substitute or team official of their own team, play is restarted with an indirect free kick on the boundary line closest to where the offence occurred.

If a player makes contact with the ball with an object (a boot, shinguard, etc.) held in the hand, play is restarted with a direct free kick (or penalty kick).

If a player who is on or off the pitch throws or kicks an object (other than the match ball) at an opposing player, or throws or kicks an object (including a ball) at an opposing substitute, sent-off player, team official or a match official or the match ball, play is restarted with a direct free kick from the position where the object struck or would have struck the person or the ball, or with a penalty kick if this is within the offender's penalty area. If this position is off the pitch, the free kick is taken on the nearest point on the boundary line; a penalty kick is awarded if the closest boundary-line point lies on the part of the end line that belongs to the offender's penalty area.

If a substitute, sent-off player, player temporarily off the pitch or team official throws or kicks an object onto the pitch and it interferes with play, an opponent or a match official, play is restarted with a direct free kick where the object interfered with play or struck or would have struck the opponent, match official or ball (or with a penalty kick if this is within the offender's penalty area).

If the referees stop play for an offence committed by a player, on or off the pitch, against an outside agent, play is restarted with a dropped ball, unless an indirect free kick is awarded for leaving the pitch without the referees' permission; the indirect free kick is taken from the point on the boundary line where the player left the pitch.

Law 13

Free Kicks

1 TYPES OF FREE KICK

Direct and indirect free kicks are awarded to the opposing team of a player, substitute, sent-off player or team official guilty of an offence.

The four-second count must be shown clearly by one of the referees when a direct or indirect free kick is taken.

Indirect-free-kick signal

The referees indicate an indirect free kick by raising one arm above the head; this signal is maintained until the kick has been taken and the ball touches another player or goes out of play.

An indirect free kick must be retaken if either or both of the referees fail(s) to signal that the kick is indirect and the ball is kicked directly into the goal.

Ball enters the goal

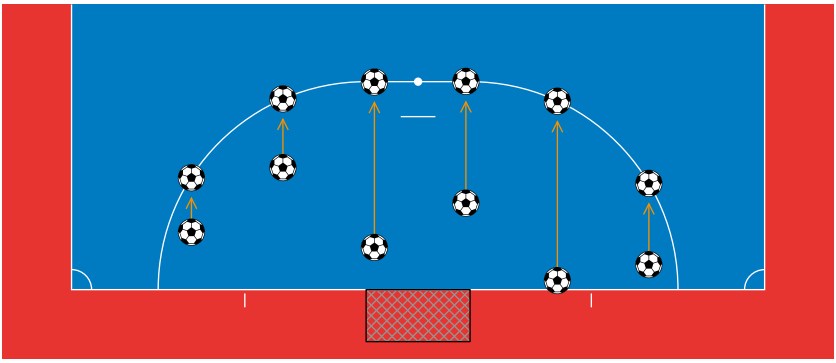
- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded to the opponents (unless the indirect-free-kick signal was not made by either or both of the referees).
- If a direct or indirect free kick is kicked directly into the kicker's own goal, a corner kick is awarded to the opponents.

2 PROCEDURE

All free kicks must be taken:

- within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play;
- from the place where the offence occurred, except:
  - free kicks to the defending team in its penalty area, which may be taken from anywhere in that area;
  - indirect free kicks for an offence committed by the defending team inside its own penalty area or for an applicable offence when play was stopped with the ball inside the defending team's penalty area, which are taken from the penalty-area line at the point nearest to the place where the offence was committed or the ball

was located, following an imaginary line parallel to the touchline (as illustrated in the image below);



- indirect free kicks for offences involving a player entering, re-entering or leaving the pitch without permission, which are taken from the position of the ball when play was stopped, unless play was stopped with the ball inside the penalty area, in which case the free kick is to be taken from the penalty-area line at the point nearest to the place where the ball was located when play was stopped, following an imaginary line parallel to the touchline (see the image above). However, if a player commits an offence off the pitch (except against an outside agent), play is restarted with a free kick taken from the point on the boundary line nearest to where the offence occurred; a penalty kick is awarded if this is a direct-free-kick offence and the closest boundary-line point lies on the part of the end line that belongs to the offender's penalty area;
- direct free kicks beginning with the sixth accumulated foul by each team in each period, which are taken from the 10m mark when the offence is committed outside the area between the defending team's end line and the imaginary line outside the penalty area (10m from and parallel to the end line), or when the offence is committed inside this area but the team chooses to take the kick from the 10m mark;
- where the Law designates another position.

The ball:

- must be stationary and the kicker must not touch it again until it has touched another player;
- is in play when it is kicked and clearly moves.

Until the ball is in play, all opponents must remain:

- at least 5m from the ball;
- outside the penalty area for free kicks inside the opponents' penalty area.

Where two or more defending-team players form a "wall", all attacking-team players must remain at least 1m from the "wall" until the ball is in play.

A free kick can be taken by lifting the ball with a foot or with both feet simultaneously. Feinting to take a free kick is permitted as part of futsal.

If a player, while correctly taking a free kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

3 OFFENCES AND SANCTIONS

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; notwithstanding, if a player takes a free kick quickly and an opponent who is closer than 5m from the ball intercepts it, the referees allow play to continue. However, an opponent who deliberately prevents a free kick from being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken, an attacking-team player is less than 1m from a "wall" formed by two or more defending-team players, an indirect free kick is awarded to the defending team.

If, when a free kick is taken by the defending team inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referees allow play to continue.

If an opponent who is in the penalty area when the free kick is taken, or who enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the free kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded; if the kicker commits a handball offence:

- a direct free kick is awarded;
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area.

  If the kicker was the goalkeeper and the offence occurred inside their own penalty area, an indirect free kick is awarded for touching the ball again inside their penalty area with any part of the body, including the hand/arm, before it has touched another player.

If, after the ball is in play, the kicker leaves the pitch and is replaced by a substitute (in accordance with the substitution procedure) who then touches the ball before it has been touched by another player, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball was touched by the player who has just entered the pitch, unless this was inside the player's own penalty area. In the latter case, the indirect free kick is awarded to the opposing team on the penalty-area line at the point nearest to the place where the offence was committed, following an imaginary line parallel to the touchline (see the image in section 2 of this Law).

If the free kick is not taken within four seconds, an indirect free kick is awarded to the opposing team from the place where the kick was to be taken, except when a team commits such an offence inside its own penalty area; in that case, the indirect free kick is awarded to the opposing team on the penalty-area line at the point nearest to the place where the offence was committed, following an imaginary line parallel to the touchline (see the image in section 2 of this Law).

4 ACCUMULATED FOULS

Accumulated fouls are those penalised with a direct free kick, as well as offences not penalised with a direct free kick that result in an occupant of the technical area being cautioned or sent off for irresponsible behaviour, as specified in Law 3, Law 4 and 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 offending team has not previously committed five or more accumulated fouls in the period in question and the opposing team is not denied a goal or an obvious goalscoring opportunity.

If they apply the advantage, the referees should 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 of the match continue to count during extra time.

Accumulated fouls when a caution or sending-off is issued to an occupant of the technical area.

If an occupant of the technical area is cautioned or sent off for irresponsible behaviour, this counts as an accumulated foul.

However, if the number of accumulated fouls committed by a team in a period reaches six or more due to such an offence, no direct free kick beginning with the sixth accumulated foul is awarded, and the match is restarted in accordance with the previous decision (whether the referees stop play to caution or send off the offender or they do so when the ball has gone out of play).

Irresponsible behaviour refers to dissent by word or action or using offensive, insulting or abusive language and/or action(s).

5 DIRECT FREE KICK BEGINNING WITH THE SIXTH ACCUMULATED FOUL BY EACH TEAM IN EACH PERIOD (DFKSAF)

A direct free kick beginning with the sixth accumulated foul is awarded for the sixth accumulated foul and all subsequent such fouls committed by a team in each period.

A goal may be scored directly from a DFKSAF and the kicker must attempt to do so.

The defending team's players may not form a "wall" to defend a DFKSAF.

Procedure

The ball must be stationary with part of the ball touching or overhanging the centre of the 10m mark or at the place where the DFKSAF offence was committed (provided that this was in the area between the defending team's end line and the imaginary line outside the penalty area, 10m from and parallel to the end line).

If the DFKSAF offence was committed in this area, the kicker may choose to take the DFKSAF either from the 10m mark or from the place where the offence was committed.

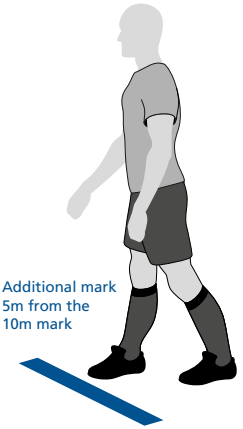
The goalposts, crossbar and goal net must not be moving.

The player taking the DFKSAF must be clearly identified.

The defending goalkeeper must be at least 5m away from the ball until it has been kicked and must not behave in a way that unfairly distracts the kicker, e.g. delay the taking of the kick or touch the goalposts, crossbar or goal net.

The players, other than the kicker and defending goalkeeper, must be:

- on the pitch;
- at least 5m from the ball;*
- behind the ball;
- outside the penalty area.



* A player's position at a restart is determined by the position of their feet or any part of their body which is touching the pitch (see Futsal Terms).

After the players have taken positions in accordance with this Law, one of the referees signals for the DFKSAF to be taken.

The player taking the DFKSAF must kick the ball towards the opponents' goal and with the intention of scoring a goal directly; back-heeling is permitted provided the ball moves towards the opponents' goal and it is an attempt to score directly.

The ball is in play when it is kicked and clearly moves towards the opponents' goal.

The kicker may take the kick using both feet simultaneously (whether deliberately or accidentally).

The kicker must not play the ball again until it has touched another player.

If a DFKSAF is awarded when a period is about to end, the period will be considered to have ended when the DFKSAF has been completed. The kick is considered completed when, after the ball is in play, one of the following occurs:

- the ball stops moving or goes out of play;
- the ball is played by any player (including the kicker) other than the defending goalkeeper;
- the referees stop play for an offence by the kicker or a team-mate of the kicker.

Offences and sanctions

Once the referees have signalled for a DFKSAF to be taken, the kick must be taken within four seconds. If the kick is not taken within four seconds, an indirect free kick is awarded to the opposing team from the place where the kick was to be taken.

Encroachment by players (except the defending-team goalkeeper)

- A team-mate of the player taking the DFKSAF is penalised for encroachment only if:
  - the encroachment clearly impacted on the goalkeeper; or
  - the encroaching player plays the ball or challenges an opponent for the ball and then scores, attempts to score or creates a goalscoring opportunity.
- A team-mate of the goalkeeper is penalised for encroachment only if:
  - the encroachment clearly impacted on the kicker; or
  - the encroaching player plays the ball or challenges an opponent for the ball and this prevents the opponents from scoring, attempting to score or creating a goalscoring opportunity.

If a team-mate of the goalkeeper is penalised for encroachment, they are warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

If, before the ball is in play, one of the following occurs:

- the kicker takes the kick with both feet simultaneously (deliberately or accidentally):
  - if the ball enters the goal from the kick, a goal is awarded;
  - if the ball does not enter the goal from the kick, play continues.
- the kicker accidentally touches the ball with their non-kicking foot or leg immediately after the kick:
  - if the ball enters the goal from the kick, the kick is retaken;
  - if the ball does not enter the goal from the kick, an indirect free kick is awarded to the opposing team.
- the player taking the DFKSAF or a team-mate commits an offence:
  - if the ball enters the goal, the kick is retaken;
  - if the ball does not enter the goal, the referees stop play and restart with an indirect free kick to the opposing team;

    except for the following situations, when play will be stopped and restarted with an indirect free kick to the opposing team, regardless of whether or not a goal is scored:
    - a DFKSAF is not kicked towards the opponents' goal and with the intention of scoring a goal directly;
    - a team-mate of the identified kicker takes the kick: the referees caution the player who took the kick;
    - the kicker feints to kick the ball after having completed the run-up (feinting in the run-up is permitted): the referees caution the kicker.
- the defending goalkeeper commits an offence:
  - if the ball enters the goal, a goal is awarded;
  - if the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaken if the goalkeeper's offence clearly impacted on the kicker;
  - if the ball is prevented from entering the goal by the goalkeeper, the kick is retaken.

If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

- a team-mate of the defending goalkeeper commits an offence:
  - if the ball enters the goal, a goal is awarded;
  - if the ball does not enter the goal, the kick is retaken; the offender is warned for the first offence in the game. If the same player commits any subsequent offence(s) in the game, they are cautioned.
- a player of both teams commits an offence, the kick is retaken unless a player commits a more serious offence (e.g. illegal feinting); the offenders are warned for the first offence in the game. If the same players commit any subsequent offence(s) in the game, they are cautioned. If a player commits a more serious offence, an indirect free kick is awarded to the opponents and the offender is cautioned without warning.
- both the defending goalkeeper and the kicker commit an offence at the same time, the kicker is cautioned and play restarts with an indirect free kick to the defending team.

An opponent who obstructs the kicker from moving towards the ball when a DFKSAF is going to be taken must be cautioned, even if the offender was respecting the 5m minimum distance.

If, after the DFKSAF has been taken:

- the kicker deliberately touches the ball again before it has touched another player:
  - an indirect free kick (or a direct free kick for a handball offence) is awarded to the opposing team.
- the ball is touched by an outside agent as it moves towards the opponents' goal:
  - the kick is retaken unless the ball is going into the goal and the interference does not prevent the defending goalkeeper or a defending-team player from playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team.
- the ball rebounds into 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 position where the ball touched the outside agent.

6 DFKSAF SUMMARY TABLE

Outcome of the direct free kick beginning with the sixth accumulated foul (DFKSAF)		
Offence	**Goal scored from kick**	**No goal scored from kick**
Encroachment only by attacking-team player(s)	Impact: DFKSAF is retaken No impact: goal	Impact: indirect free kick to defending team No impact: no retake
Encroachment only by defending-team player(s)	Impact: goal No impact: goal	Impact: DFKSAF is retaken and warning for offending player(s); caution for any further offence(s) No impact: no retake
Encroachment by defending- and attacking-team player(s)	Impact by both defending- and attacking-team player(s): DFKSAF is retaken and warning for offending players; caution for any further offence(s) Impact by defending-team player(s) only: goal Impact by attacking-team player(s) only: DFKSAF is retaken No impact: goal	Impact by both defending- and attacking-team player(s): DFKSAF is retaken and warning for offending players; caution for any further offence(s) Impact by defending-team player(s) only: DFKSAF is retaken and warning for offending player(s); caution for any further offence(s) Impact by attacking-team player(s) only: no retake No impact: no retake
Offence only by goalkeeper	Goal	Not saved: DFKSAF is not retaken (unless kicker is clearly impacted) Saved: DFKSAF is retaken and warning for goalkeeper; caution for any further offence(s)

Goalkeeper and kicker commit offence at same time	DFKSAF is retaken unless kicker commits one of offences below	DFKSAF is retaken unless kicker commits one of offences below
Kicker touches ball with non-kicking foot/leg immediately after kick	Accidental: DFKSAF is retaken Deliberate: indirect free kick to defending team	Accidental: indirect free kick to defending team; DFKSAF is retaken if goalkeeper also commits offence Deliberate: indirect free kick to defending team
Ball not kicked towards opponents' goal and with intention of scoring directly	Indirect free kick to defending team	Indirect free kick to defending team
Kick not taken within four seconds	Indirect free kick to defending team	Indirect free kick to defending team
Illegal feinting	Indirect free kick to defending team and caution for kicker without warning	Indirect free kick to defending team and caution for kicker without warning
Wrong kicker (not identified)	Indirect free kick to defending team and caution for wrong kicker without warning	Indirect free kick to defending team and caution for wrong kicker without warning
Unsporting behaviour by kicker	Indirect free kick to defending team and caution for kicker without warning	Indirect free kick to defending team and caution for kicker without warning

Law 14

The Penalty Kick

A penalty kick is awarded if a player commits a direct-free-kick offence inside their penalty area or off the pitch as part of play as outlined in Law 12.

A goal may be scored directly from a penalty kick.

1 PROCEDURE

The ball must be stationary with part of the ball touching or overhanging the centre of the penalty mark, and the goalposts, crossbar and goal net must not be moving.

The player taking the penalty kick must be clearly identified.

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts, until the ball has been kicked. The goalkeeper must not behave in a way that unfairly distracts the kicker, e.g. delay the taking of the kick or touch the goalposts, crossbar or goal net.

The players other than the kicker and goalkeeper must be:

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

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 forwards; back-heeling is permitted provided the ball moves forwards.

When the ball is kicked, the defending goalkeeper must have at least part of one foot touching, in line with or behind the goal line.

The ball is in play when it is kicked forwards and clearly moves.

The kicker must not play the ball again until it has touched another player.

If a penalty kick is awarded when a period is about to end, the period will be considered to have ended once the penalty kick has been completed. The kick is considered completed when, after the ball is in play, any of the following occurs:

- the ball stops moving or goes out of play;
- the ball is played by any player (including the kicker) other than the defending goalkeeper;
- the referees stop play for an offence by the kicker or a team-mate of the kicker.

2 OFFENCES AND SANCTIONS

Once the referees have signalled for a penalty kick to be taken, the kick must be taken. If it is not taken, one of the referees may take disciplinary action before signalling again for the kick to be taken.

Encroachment by players (except the defending-team goalkeeper)

- A team-mate of the player taking the penalty kick is penalised for encroachment only if:
  - the encroachment clearly impacted on the goalkeeper; or
  - the encroaching player plays the ball or challenges an opponent for the ball and then scores, attempts to score or creates a goalscoring opportunity.
- A team-mate of the goalkeeper is penalised for encroachment only if:
  - the encroachment clearly impacted on the kicker; or
  - the encroaching player plays the ball or challenges an opponent for the ball and this prevents the opponents from scoring, attempting to score or creating a goalscoring opportunity.

If a team-mate of the goalkeeper is penalised for encroachment, they are warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

If, before the ball is in play, one of the following occurs:

- the kicker accidentally kicks the ball with both feet simultaneously or the ball touches their non-kicking foot or leg immediately after the kick:
  - if the ball enters the goal from the kick, the kick is retaken;
  - if the ball does not enter the goal from the kick, an indirect free kick is awarded to the opposing team.

- the player taking the penalty kick or a team-mate commits an offence:
  - if the ball enters the goal from the kick, the kick is retaken;
  - if the ball does not enter the goal from the kick, the referees stop play and restart with an indirect free kick to the opposing team;

  except for the following situations, when play will be stopped and restarted with an indirect free kick to the opposing team, regardless of whether or not a goal is scored:

  - a penalty kick is kicked backwards;
  - a team-mate of the identified kicker takes the kick: the referees caution the player who took the kick;
  - the kicker feints to kick the ball after having completed the run-up (feinting in the run-up is permitted): the referees caution the kicker.
- the defending goalkeeper commits an offence:
  - if the ball enters the goal from the kick, a goal is awarded;
  - if the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaken if the goalkeeper's offence clearly impacted on the kicker;
  - if the ball is prevented from entering the goal by the goalkeeper, the kick is retaken.

  If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.
- a team-mate of the defending goalkeeper commits an offence:
  - if the ball enters the goal from the kick, a goal is awarded;
  - if the ball does not enter the goal from the kick, the kick is retaken; the offender is warned for the first offence in the game. If the same player commits any subsequent offence(s) in the game, they are cautioned.
- a player of both teams commits an offence, the kick is retaken unless a player commits a more serious offence (e.g. illegal feinting); the offenders are warned for the first offence in the game. If the same players commit any subsequent offence(s) in the game, they are cautioned. If a player commits a more serious offence, an indirect free kick is awarded to the opponents and the offender is cautioned without warning.

An opponent who obstructs the kicker from moving towards the ball when a penalty kick is going to be taken must be cautioned, even if the offender was respecting the 5m minimum distance.

If, after the penalty kick has been taken:

- the kicker deliberately touches the ball again before it has touched another player:
  - an indirect free kick (or a direct free kick for a handball offence) is awarded to the opposing team.
- the ball is touched by an outside agent as it moves forwards:
  - the kick is retaken unless the ball is going into the goal and the interference does not prevent the defending goalkeeper or a defending-team player from playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team.
- the ball rebounds into 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 position where the ball touched the outside agent.

3 SUMMARY TABLE

Outcome of the penalty kick		
Offence	**Goal scored from kick**	**No goal scored from kick**
Encroachment only by attacking-team player(s)	Impact: penalty is retaken No impact: goal	Impact: indirect free kick to defending team No impact: no retake
Encroachment only by defending-team player(s)	Impact: goal No impact: goal	Impact: penalty is retaken and warning for offending player(s); caution for any further offence(s) No impact: no retake
Encroachment by defending- and attacking-team player(s)	Impact by both defending- and attacking-team player(s): penalty is retaken and warning for offending players; caution for any further offence(s) Impact by defending-team player(s) only: goal Impact by attacking-team player(s) only: penalty is retaken No impact: goal	Impact by both defending- and attacking-team player(s): penalty is retaken and warning for offending players; caution for any further offence(s) Impact by defending-team player(s) only: penalty is retaken and warning for offending player(s); caution for any further offence(s) Impact by attacking-team player(s) only: no retake No impact: no retake
Offence only by goalkeeper	Goal	Not saved: penalty is not retaken (unless kicker is clearly impacted) Saved: penalty is retaken and warning for goalkeeper; caution for any further offence(s)

Goalkeeper and kicker commit offence at same time	Penalty is retaken unless kicker commits one of offences below	Penalty is retaken unless kicker commits one of offences below
Double touch by kicker	Accidental: penalty is retaken Deliberate: indirect free kick to defending team	Accidental: indirect free kick to defending team; penalty is retaken if goalkeeper also commits offence Deliberate: indirect free kick to defending team
Ball kicked backwards	Indirect free kick to defending team	Indirect free kick to defending team
Illegal feinting	Indirect free kick to defending team and caution for kicker without warning	Indirect free kick to defending team and caution for kicker without warning
Wrong kicker (not identified)	Indirect free kick to defending team and caution for wrong kicker without warning	Indirect free kick to defending team and caution for wrong kicker without warning
Unsporting behaviour by kicker	Indirect free kick to defending team and caution for kicker without warning	Indirect free kick to defending team and caution for kicker without warning

Law 15

The Kick-In

A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline on the floor or in the air, or when the ball hits the ceiling while in play.

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

- If the ball enters the opponents' goal, a goal clearance is awarded.
- If the ball enters the kicker's goal, a corner kick is awarded.

1 PROCEDURE

At the moment of delivering the ball:

- the ball must be stationary on the touchline at the point where it left the pitch or the nearest point to where it touched the ceiling;
- only the kicker may be off the pitch (except as otherwise provided for in the Futsal Laws of the Game – see the section on authorised departure from the pitch within the Interpretation and Recommendations part of the Practical Guidelines for Futsal Referees and Other Match Officials);
- all opponents must stand at least 5m from the point on the touchline where the kick-in is to be taken.

The ball is in play when it is kicked and clearly moves.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.

If the kick-in is taken and then, after it has been in play, the ball goes off the pitch over either touchline without touching any other player, a kick-in is awarded to the opposing team, to be taken from the point where the ball went off the pitch.

If a player, while correctly taking a kick-in, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

The kicker must not touch the ball again until it has touched another player.

2 OFFENCES AND SANCTIONS

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded; if the kicker commits a handball offence:

- a direct free kick is awarded;
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area.

  If the kicker was the goalkeeper and the offence occurred inside their own penalty area, an indirect free kick is awarded for touching the ball again inside their penalty area with any part of the body, including the hand/arm, before it has touched another player.

If, after the ball is in play, the kicker leaves the pitch and is replaced by a substitute (in accordance with the substitution procedure) who then touches the ball before it has been touched by another player, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball was touched by the player who has just entered the pitch, unless this was inside the player's own penalty area. In the latter case, the indirect free kick is awarded to the opposing team on the penalty-area line at the point nearest to the place where the offence was committed, following an imaginary line parallel to the touchline (see Law 13).

An opponent who unfairly distracts or impedes the kicker (including moving closer than 5m to the point from where the kick-in is to be taken) is cautioned for unsporting behaviour and, if the kick-in has been taken, an indirect free kick is awarded.

If a team-mate of the kicker is off the pitch when the kick-in is taken, a kick-in is awarded to the opposing team. If this was an attempt to deceive an opponent or take up an advantageous position, the offending player is cautioned.

For any other offence, including if a kick-in is not taken within four seconds, a kick-in is awarded to the opposing team.

Law 16

The Goal Clearance

A goal clearance is awarded when the whole of the ball passes over the end line on the floor or in the air, having last touched a player of the attacking team, and a goal is not scored.

A goal may not be scored directly from a goal clearance. If the ball directly enters the goal of the team whose goalkeeper took the goal clearance, a corner kick is awarded to the opponents. If the ball directly enters the goal of the team that did not take the goal clearance, the said team is awarded a goal clearance.

1 PROCEDURE

The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.

The ball is in play when it is thrown or released.

A goal clearance is not considered to have been taken when the goalkeeper deliberately drops the ball or places it on the floor prior to being substituted.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.

Opponents must be outside the penalty area until the ball is in play.

2 OFFENCES AND SANCTIONS

If, after the ball is in play, the goalkeeper who took the goal clearance touches the ball again before it has touched another player, an indirect free kick is awarded, unless this involves the goalkeeper handling the ball outside their own penalty area, in which case a direct free kick is awarded.

If, when a goal clearance is taken, any opponents are inside the penalty area because they did not have time to leave, the referees allow play to continue. If an opponent who is in the penalty area when the goal clearance is taken, or who enters the penalty area before the ball is in play, touches or challenges for the ball before it is in play, the goal clearance is retaken.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal clearance is retaken and the offender may be cautioned or sent off, depending on the offence.

If the goal clearance is not taken within four seconds, an indirect free kick is awarded to the opposing team.

Where this is outlawed by domestic rules for youth, veterans', disability and/or grassroots futsal, if the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line.

For any other offence, the goal clearance is retaken.

Law 17

The Corner Kick

A corner kick is awarded when the whole of the ball passes over the end line on the floor or in the air, having last touched a player of the defending team, and a goal is not scored.

A goal may be scored directly from a corner kick, but only against the opposing team; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

1 PROCEDURE

The ball must be placed in the corner area nearest to the point where the ball passed over the end line.

The ball must be stationary and is kicked by a player of the attacking team.

The ball must be put into play within four seconds of the team being ready to put the ball into play or the referee signalling that the team is ready to put it into play.

The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.

At the moment when the ball is put into play, only the kicker may be off the pitch (except as otherwise provided for in the Futsal Laws of the Game – see the section on authorised departure from the pitch within the Interpretation and Recommendations part of the Practical Guidelines for Futsal Referees and Other Match Officials).

Opponents must remain at least 5m from the corner arc until the ball is in play.

2 OFFENCES AND SANCTIONS

If, after the ball is in play, the kicker touches the ball again before it has touched another player, an indirect free kick is awarded; if the kicker commits a handball offence:

- a direct free kick is awarded;
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area.

  If the kicker was the goalkeeper and the offence occurred inside their own penalty area, an indirect free kick is awarded for touching the ball again inside their penalty area with any part of the body, including the hand/arm, before it has touched another player.

If a player, while correctly taking a corner kick, deliberately kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

If a team-mate of the kicker is off the pitch when the corner kick is taken, a goal clearance is awarded to the opposing team. If this was an attempt to deceive an opponent or take up an advantageous position, the offending player is cautioned.

For any other offence, including if a corner kick is not taken within four seconds or from the corner area, a goal clearance is awarded to the opposing team.

Video Support Protocol

1 PRINCIPLES

The referees make use of video support (VS) when a team's head coach (or, in the head coach's absence, a designated team official as stipulated on the team list) challenges a decision in relation to the following situations:

1. Goal/no goal
2. Penalty/no penalty
3. Red cards (including a second caution)
4. Mistaken identity (when one of the referees cautions or sends off the wrong player)
5. Kick-in or corner kick awarded prior to a goal being scored
6. Direct free kick beginning with the sixth accumulated foul (DFKSAF)/no DFKSAF

In addition, VS can be used at the referees' discretion to check any incident in one of the above-mentioned categories, including when there is a disagreement between the two referees.

VS can also be used at the referees' discretion in the following situations:

7. If the chronometer malfunctions
8. If the chronometer is incorrectly (re)started/stopped by the timekeeper pursuant to the provisions of Laws 6 and 7

A successful challenge means that the referees' initial decision is changed, while an unsuccessful challenge means that the initial decision is confirmed. The initial decision does not change unless the replay footage shows that a "clear and obvious error" was committed or a "serious missed incident" occurred.

There is no limit on the number of successful challenges available to each team.

In addition, each team is allowed one unsuccessful challenge in each half of the match. Challenges not used during the first half of the match cannot be carried forward into the second half.

If extra time is played to determine the winners of the match, each team is allowed an additional unsuccessful challenge during extra time. Challenges not used during the second half of the match cannot be carried forward into extra time.

If penalties (penalty shoot-out) are taken to determine the winners of the match, each team is allowed an additional unsuccessful challenge during penalties (penalty shoot-out). Challenges not used during the match cannot be carried forward into penalties (penalty shoot-out).

Once a timeout has been granted, challenges cannot be used in relation to incidents that took place prior to the timeout.

The referees will review the replay footage directly (referees' review – RR) and the referee will make the final decision.

The referees must remain "visible" during the RR to ensure transparency.

If play continues after an incident that is then reviewed, any disciplinary action taken/required during the post-incident period is not cancelled, even if the initial decision is changed (except a caution for stopping or interfering with a promising attack or a sending-off for denial of an obvious goalscoring opportunity (DOGSO)).

The period of play before and after an incident that can be reviewed is determined by this protocol.

2 REVIEWABLE DECISIONS/INCIDENTS

The categories of decision/incident that can be reviewed through a challenge are:

1. Goals
    - 1.1 Attacking-team offence in the build-up to or scoring of the goal (e.g. handball, foul, etc.)
    - 1.2 Ball out of play prior to the goal
    - 1.3 Goal/no goal situations
    - 1.4 Whether the ball entered the goal before the acoustic signal at the end of a period (notwithstanding the exception of periods extended to allow the completion of penalty kicks or DFKSAFs)
2. Penalty-area incidents
    - 2.1 Penalty-kick offence not penalised
    - 2.2 Penalty kick incorrectly awarded

2.3 Attacking-team offence in the build-up to the penalty incident (e.g. handball, foul, etc.)

2.4 Location of the offence (inside or outside the penalty area)

2.5 Ball out of play prior to the incident

3. Red cards

3.1 DOGSO

3.2 Serious foul play

3.3 Violent conduct, biting or spitting at another person

3.4 Offensive, insulting or abusive action(s)

3.5 Second caution

4. Mistaken identity (red or yellow cards)

If the referees penalise an offence but have clearly misidentified the player who committed that offence, only the identity of the offender can be reviewed.

5. Kick-in or corner kick awarded prior to a goal being scored

When a team that was incorrectly awarded a kick-in or corner kick scores from the kick in question.

6. DFKSAF/no DFKSAF

6.1 DFKSAF offence not penalised

6.2 DFKSAF incorrectly awarded

6.3 Attacking-team offence in the build-up to the DFKSAF incident (e.g. handball, foul, etc.)

6.4 Ball out of play prior to the incident

VS can also be used at the referees' discretion to check any incident in one of the above-mentioned categories, including when there is a disagreement between the two referees, and in relation to the following incidents:

1. If the chronometer malfunctions, to determine how the time should be corrected
2. If the chronometer is incorrectly (re)started/stopped by the timekeeper pursuant to the provisions of Laws 6 and 7

3 PRACTICALITIES

The use of VS during a futsal match involves the following practical arrangements:

1. In principle, the cameras to be used should be able to cover the whole pitch, the main clock, the goals and both penalty areas. This means that at least one camera covering the whole pitch must be used, and it is recommended that separate cameras be used for each penalty area (including a camera for each end line, with a focus on the goal line) and for the main clock.
2. The replay operator (RO) has independent access to, and replay control of, all TV broadcast footage.
3. The referee review area (RRA) is where the referees review the replay footage before the final decision is made. It must be located close to the pitch and its location must be clearly identified.
4. Two monitors must be available within the RRA:
   - One monitor for the RO, who assists the referees during the review of the replay footage
   - One monitor facing the pitch for the referees to review the replay footage
5. The RO assists the referees during the review by showing the footage as requested by the referees (e.g. different camera angles, adjusting the replay speed, etc.) on the referees' monitor.
6. The RO must undergo special training, including familiarisation with the Futsal Laws of the Game, and obtain the necessary certification.
7. If the technology malfunctions and there is no approved spare equipment available, VS cannot be used. Both teams must be informed immediately.
8. As certification is required to serve as an RO, an RO who is unable to start or continue the match may only be replaced by someone who is qualified for the role. If no qualified replacement can be found, the match must be played/continue without the use of VS and both teams must be informed immediately.

4 PROCEDURE

Initial decision

The referees must always make an initial decision (including taking any disciplinary action needed) as if there were no VS (except for serious missed incidents).

Challenge or decision by the referees to perform a review

1. To challenge a decision, the head coach (or, in their absence, a designated team official as stipulated on the team list) must immediately:
   - twirl their finger in the air; and
   - inform the third or fourth referee of their request for a review.
2. The third or fourth referee will inform the referees of the challenge via the communication system and by raising a "paddle".
3. Alternatively, where applicable, the referees may decide to perform a review at their own discretion.
4. If play has already stopped, the referees delay the restart to perform the review.
5. If play has not already stopped, the referees stop play when the ball is in a neutral zone/situation, i.e. when neither team has a good attacking opportunity.
6. In all cases, the referees must indicate that a review will take place by clearly showing the "TV signal" (outline of a TV screen).

Review

1. The referees go to the RRA to view replay footage. The review will be performed by both referees, but the referee will make the final decision.
2. During the RR, the other match officials will supervise what is happening on the pitch and within the technical area.
3. Players, substitutes or team officials who enter the RRA or try to influence the RR or the final decision will be cautioned.
4. The referees can request different camera angles/replay speeds but, in general, slow-motion replays should only be used for facts, e.g. the position of an offence or player, the point of contact for physical offences and handball, or whether the ball was out of play (including in goal/no goal situations); normal speed should be used for the intensity of an offence or to decide if it was a handball offence.

5. For decisions/incidents relating to goals, penalty/no penalty, DFKSAF/no DFKSAF and red cards for DOGSO, it may be necessary to review the attacking phase of play (APP) that led directly to the decision/incident; this may include how the attacking team gained possession of the ball in open play.
6. For other red-card offences (serious foul play or violent conduct), chronometer incidents and mistaken identity, only the incident is reviewed.
7. The Futsal Laws of the Game do not allow restart decisions to be changed if play has restarted. However, for the purposes of the VS system, following an immediate challenge, an incident can still be reviewed, and the initial decision changed, even if play has already restarted.
8. The review process should be completed as efficiently as possible, but the accuracy of the final decision is more important than speed. For this reason, and because some situations are complex, with several reviewable decisions/incidents, there is no time limit for the review process.

Final decision and restart

1. The referee is the only person who can make the final decision.
2. When the RR is complete, the referee must show the TV signal and communicate the final decision in front of the timekeeper's table and, if necessary, to both teams' head coaches; competitions may also implement a system in which the referee publicly explains and announces decisions following an RR.
3. The referee will then take/change/rescind any disciplinary action (where appropriate) and restart play in accordance with the Futsal Laws of the Game.
4. If the initial decision is overturned, or a serious missed incident is identified, play will restart in accordance with the Futsal Laws of the Game.
5. If the initial decision is not overturned, play will restart:
   - according to the initial decision if play had already stopped; or
   - with a dropped ball if play was stopped by the referees to perform the RR.
6. If the initial decision is overturned, or a serious missed incident is identified, the time when the incident occurred is relevant. The referee must inform the timekeeper of the correct time so that the chronometer can be adjusted.
7. If the RR relates to a chronometer incident, the referee must inform the timekeeper of the correct time so that the chronometer can be adjusted.
8. Once the referees are ready to restart the match, the timekeeper can restart the chronometer from the newly adjusted time.

Match validity

In principle, a match is not invalidated because of one or more:

1. malfunctions of the technology;
2. wrong decisions involving VS;
3. decisions not to review an incident; or
4. reviews of a non-reviewable situation.

“Only the Captain” Protocol

1 INTRODUCTION

Respect and fairness are core values of futsal, but referees and other match officials are regularly subjected to verbal and/or physical dissent when they make decisions. In extreme cases, players sometimes run at referees and surround or mob them, which shows a lack of respect for the referees, harms the image of the game and can be intimidating and upsetting.

Stronger collaboration between the referees and the team captains can help instil fairness and mutual respect. In this regard, so that the referees can explain key decisions, only the captains will be allowed to approach the referees, provided that they do so respectfully and conduct themselves as such. At the same time, it will be the responsibility of each captain to ensure that their team-mates remain a reasonable distance from the referees and do not interfere in the interaction between the referees and the team captain(s).

2 PRINCIPLES AND PROCEDURE

- Normal interactions between players and the referees are allowed and remain important (to promote transparency and avoid possible frustration and conflict).
- Any player (including the captain) who shows dissent by word or action will be cautioned (yellow card).
- The referees will, where appropriate, explain important decisions to the captain(s) and/or the player(s) involved in an incident.
- If the captain(s) has/have been substituted, the referees will invite them onto the pitch to provide the explanation.
- To prevent players mobbing or surrounding the referees in major situations and following key incidents or decisions:
  - only one player from each team – usually the captain – is allowed to approach the referees and, when doing so, they must always interact in a respectful manner;
  - the referees may instruct or encourage players (verbally or with gestures) not to approach them;
  - the team captains are responsible for helping to direct their team-mates away from the referees;
  - players who approach/surround the referees when they are not permitted to do so may be cautioned (yellow card);

- if appropriate, the referees may delay the restart of play to allow the captain(s) time to speak with their team-mates to explain a decision, demand proper behaviour, etc.

- Interaction with, or an approach by, any player other than the captain is at the discretion of the referees, e.g. if the player has committed an offence, been fouled and/or is injured.

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SIGNALLING

Referee and Other Match Official Signals

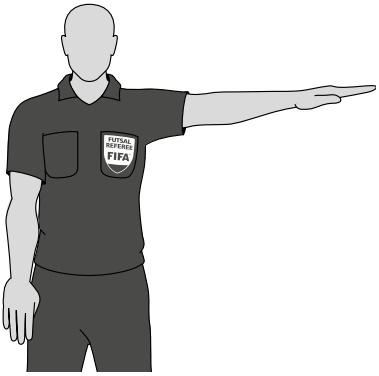
The referees must give the signals detailed below, bearing in mind that most of the signals need only be made by one of the referees, but one signal must be made by both referees at the same time.

The assistant referees must give the signals for a timeout and the fifth accumulated foul.

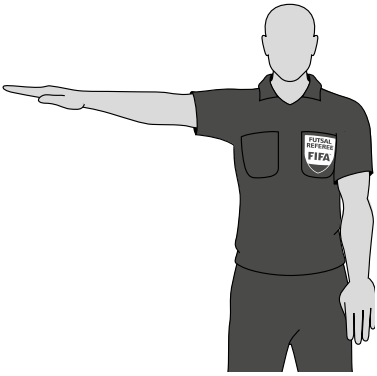
1. Signals by at least one of the referees



Kick-off/restart of play



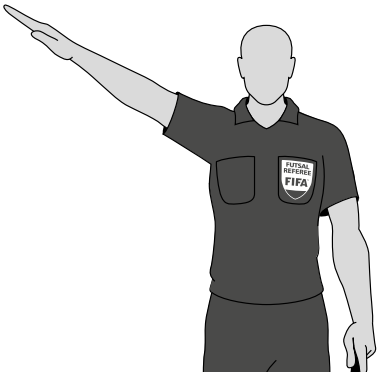
Direct free kick/penalty kick (Option 1)



(Option 2)



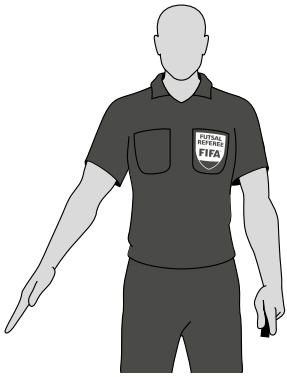
Kick-in (Option 1)



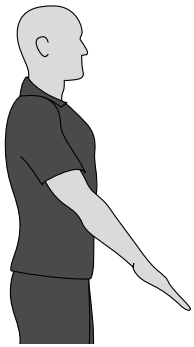
(Option 2)



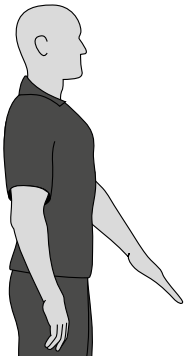
Corner kick (Option 1)



(Option 2)



Goal clearance (Option 1)

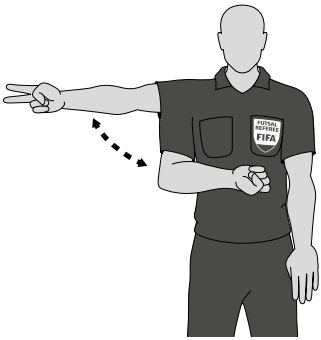


(Option 2)

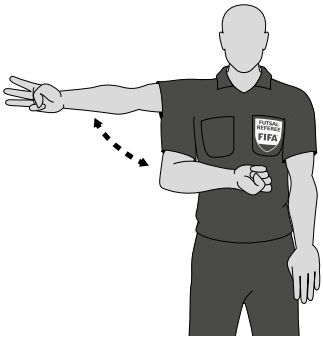
Four-second count



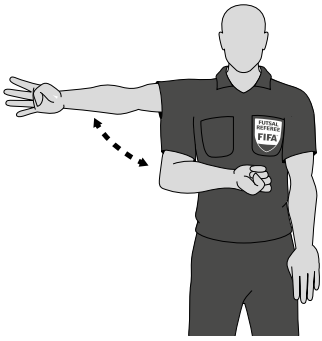
(Step I)



(Step II)



(Step III)



(Step IV)



(Step V)

At least one of the referees must clearly show the four-second count:

- at the following restarts:
  - corner kicks;
  - kick-ins;
  - goal clearances;
  - direct or indirect free kicks (including DFKSAFs);
- when the goalkeeper is in control of the ball in their own half of the pitch.

Referees do not count four seconds for the following restarts:

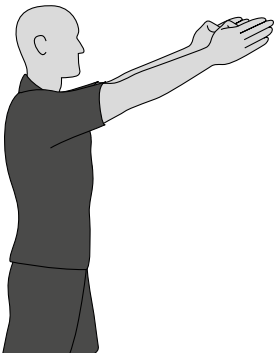
- Kick-offs
- Penalty kicks



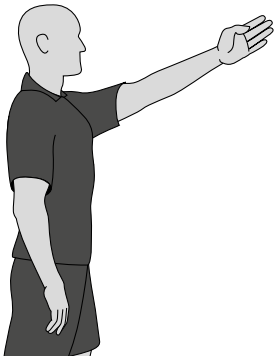
Fifth accumulated foul



Timeout



Advantage after accumulated foul



Advantage after any other offence

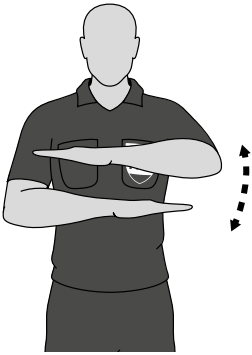


Caution (yellow card)

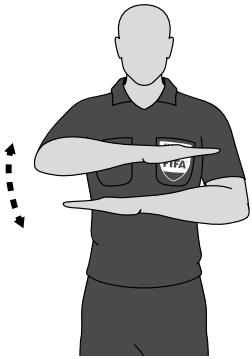


Sending-off (red card)

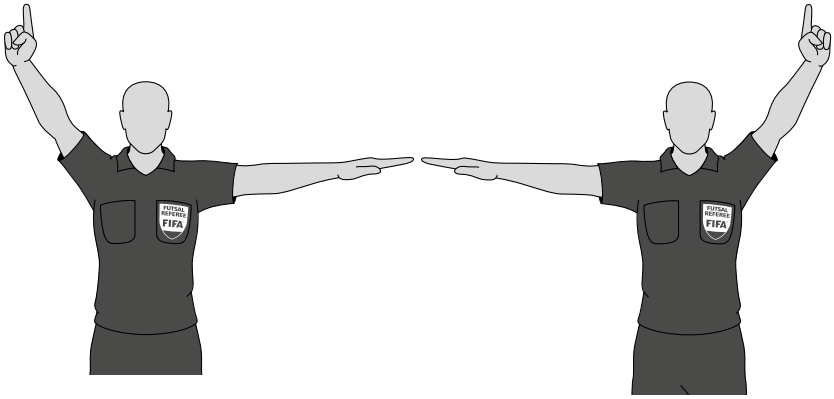
Accumulated foul: signal to be made to the timekeeper and third referee after the advantage has been applied and the ball has gone out of play



(Step I)



(Step II)



(Step III: two options)



Number of player – 1



Number of player – 2



Number of player – 3



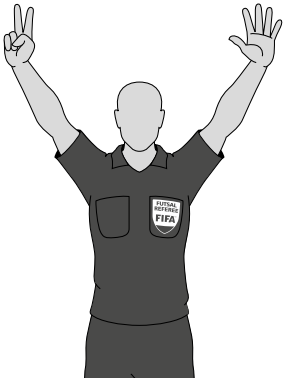
Number of player – 4



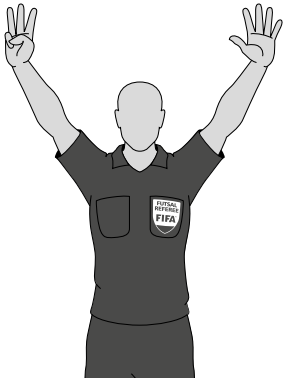
Number of player – 5



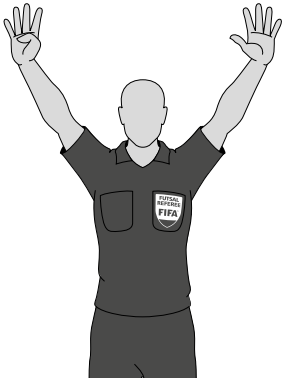
Number of player – 6



Number of player – 7



Number of player – 8



Number of player – 9



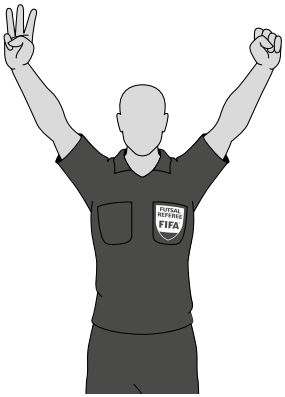
Number of player – 10



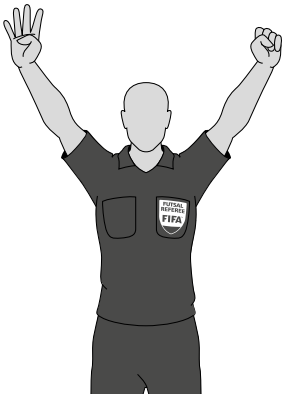
Number of player – 11



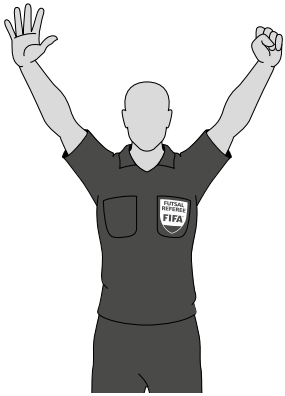
Number of player – 12



Number of player – 13



Number of player – 14



Number of player – 15



Number of player – 16 (Step I)



(Step II)



Number of player – 17 (Step I)



(Step II)



Number of player – 18 (Step I)



(Step II)



Number of player – 19 (Step I)



(Step II)



Number of player – 30 (Step I)



(Step II)



Number of player – 52 (Step I)



(Step II)



Number of player – 60 (Step I)



(Step II)



Number of player – 84 (Step I)



(Step II)



Number of player – 90 (Step I)



(Step II)



Number of player – 96 (Step I)



(Step II)





Number of player who scored own goal

(Step I) (Step II)

2. Signal by both referees on restarting play



Indirect free kick

(The same signal only needs to be made by one of the referees when the free kick is awarded)

3. Signals by the assistant referees



Timeout

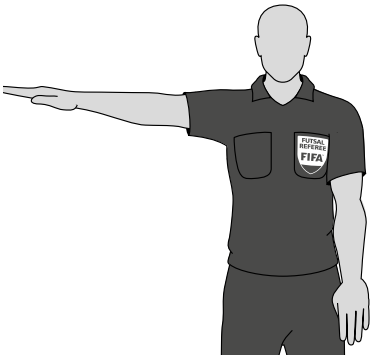


Fifth accumulated foul

Third or fourth referee signals after a goal is scored when they are monitoring the goal line of the attacking team



(Step I)



(Step II)

POSITIONING

1. Positioning with the ball in play

Recommendations:

- Play should be between the referee and the second referee.
- The referees should use a diagonal system.
- Staying outside and parallel to the touchline makes it easier to keep the play and the other referee within each respective referee's field of vision.
- The referee nearest to the play (the "action area", i.e. the place where the ball is located at any given moment) should be within the other referee's field of vision, and the latter should focus on controlling the "influence area" (the place where the ball is not located at that moment but where an offence or a foul is likely to occur).
- One of the referees should be close enough to see play without interfering with it.
- The referees only enter the pitch to obtain a better view of the play.
- "What needs to be seen" is not always in the vicinity of the ball. The referees should also pay attention to:
  - aggressive individual player confrontations off the ball;
  - possible offences in the penalty area towards which play is heading;
  - offences occurring after the ball is played away;
  - the next phase of play.

2. General positioning during the match

It is recommended that one of the referees be in line with, or behind, the second-last defending-team player or the ball if it is nearer the end line than the second-last defending-team player.

The referees must always face the pitch. One of the referees should control the action area and the other referee should control the influence area.

3. Goalkeeper releasing the ball

One of the referees must take a position in line with the goalkeeper and check that the goalkeeper does not touch the ball a second time after putting it into play or

with the hands or arms outside the penalty area, while also timing the number of seconds for which the goalkeeper is in possession of the ball.

The same position should be taken by one of the referees for a goal clearance. The four-second count will start if the goalkeeper is inside their own penalty area. A goalkeeper who is outside their own penalty area may be cautioned for delaying the restart of play.

Once the goalkeeper has released the ball, the referees take suitable positions for controlling the match.

4. "Goal/no goal" situations

When a goal has been scored and there is no doubt about the decision, the referee and the second referee must make eye contact and the referee nearest to the timekeeper's table must approach the timekeeper and the third referee to communicate the number of the player who scored the goal with the mandatory signal.

If a goal has been scored but play has continued because the situation is unclear, the referee nearest to the goal blows the whistle to attract the attention of the other referee, and then the referee nearest to the timekeeper's table approaches the timekeeper and the third referee to communicate the number of the player who scored the goal with the mandatory signal.

When a team is playing with a flying goalkeeper, the third or fourth referee should assist the on-pitch referees by taking a position on the end line of the team playing with the flying goalkeeper in order to have a better view of goal/no goal situations.

5. Positioning in ball-out-of-play situations

The best position is one from which the referees can make the right decision and have the optimal view of play and the players. All recommendations about positioning are based on probabilities, which must be adjusted using specific information about the teams, the players and the events in the match up to that point.

6. Positioning off the end line when video support (VS) is in use

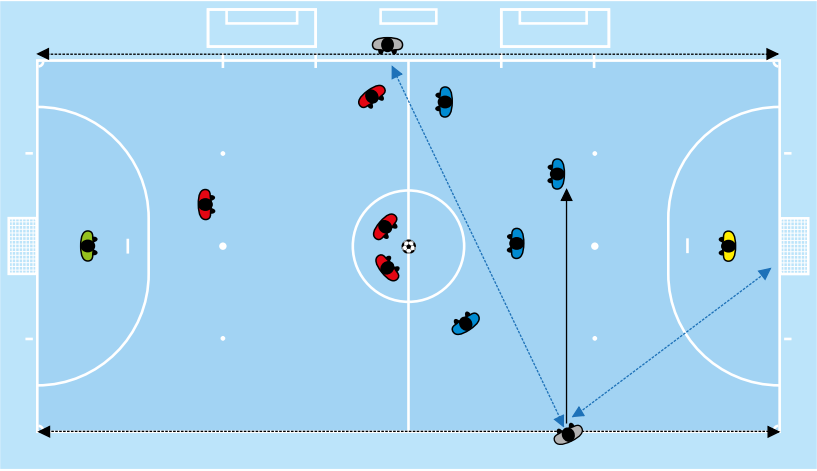
When VS is in use and a match official takes a position to check whether the ball enters the goal, such as at a penalty kick, DFKSAF or corner kick or during penalties (penalty shoot-out), they should stand off the end line to avoid obstructing the VS camera(s), particularly the view of the goal line.

7. Positioning in specific scenarios

1. Positioning – kick-off

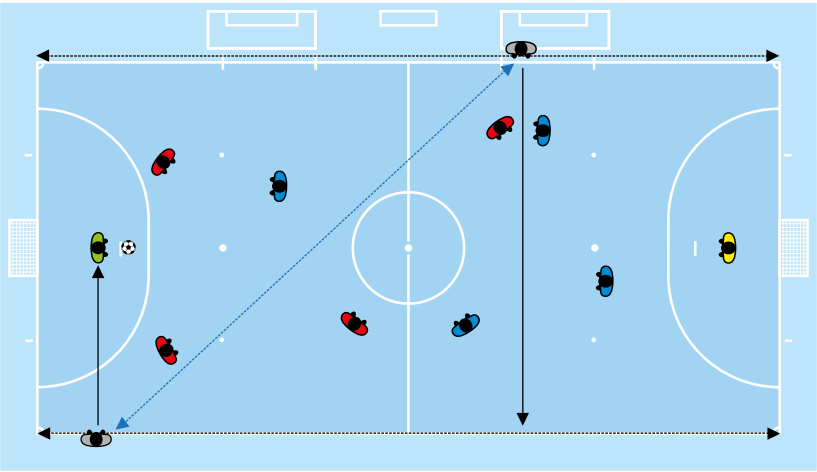
At every kick-off, one of the referees must be situated on the same touchline as where the substitution zones are located, 1m along from the halfway line on the side of the team taking the kick-off, to check that the kick-off is taken in accordance with the established procedure.

The other referee must be on the other touchline, in line with the second-last player from the team not taking the kick-off.



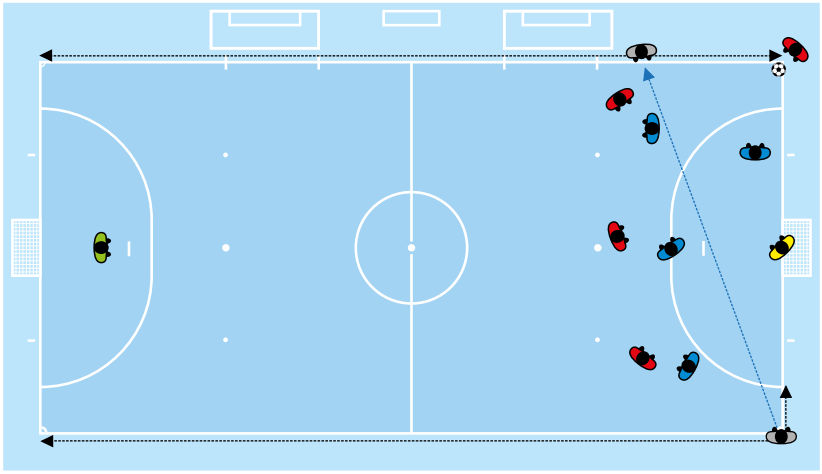
2. Positioning – goal clearance

1. One of the referees must first check if the ball is inside the penalty area. If the ball is not inside the area, the referees may start the four-second count if they consider that the goalkeeper is ready to take the goal clearance or is delaying picking up the ball for tactical reasons.
2. When the ball is inside the penalty area, one of the referees must take a position in line with the goalkeeper to check that the goalkeeper is ready to put the ball into play and that the opposing team's players are outside the penalty area. The referees then signal the four-second count, unless it has already started in accordance with the previous point.
3. Finally, whichever of the on-pitch referees supervised the goal clearance must take a suitable position to control the match, which is a priority in all cases.

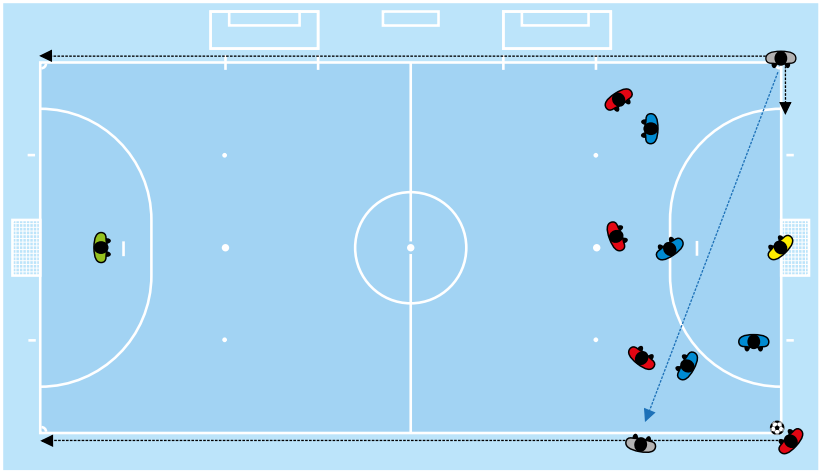


3. Positioning – corner kick (1)

At a corner kick, the referee nearest to the location of the kick takes a position on the touchline at a distance of approximately 5m from the corner arc where the kick is to be taken. From this position, this referee must check that the ball is properly placed inside the corner area and that the defending-team players are at least 5m away from the corner arc. The other referee takes a position at the same end of the pitch but on the other side, at the intersection of the touchline and the end line. From this position, this referee watches the ball and the behaviour of the players.

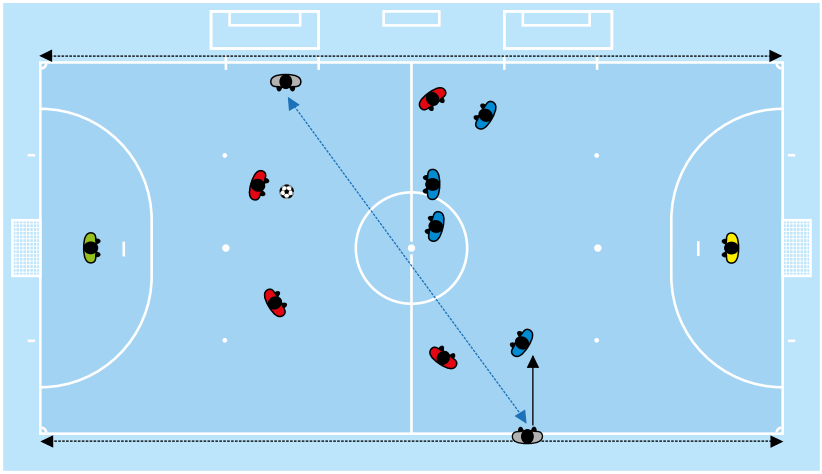


4. Positioning – corner kick (2)

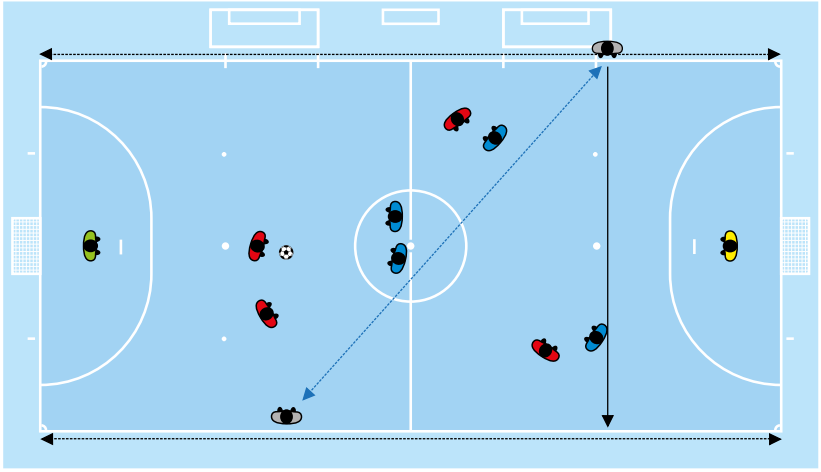


5. Positioning – free kick (1)

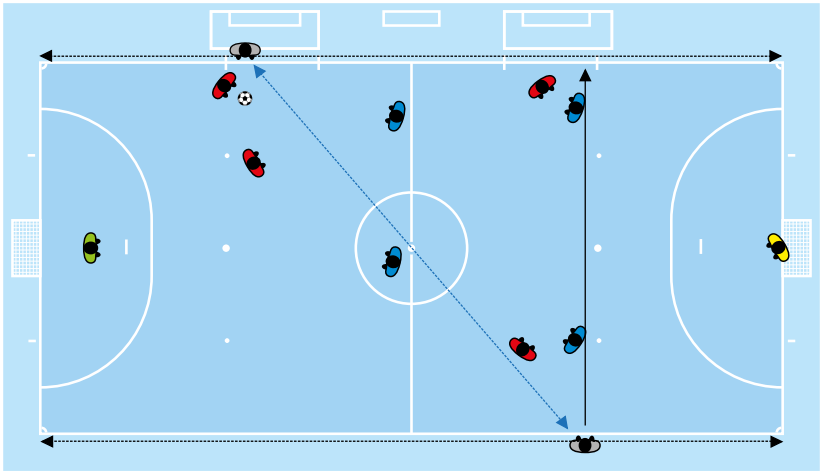
At a free kick, the nearest referee takes a position in line with the place from where the kick is to be taken and checks that the ball is properly placed, as well as watching the players for encroachment while the kick is being taken. The other referee must take a position in line with the second-last defending-team player or the end line, which is a priority in all cases. Both referees must be ready to follow the trajectory of the ball and run along the touchlines towards the corners of the pitch if a direct free kick is taken towards the goal and they are not in line with the end line.



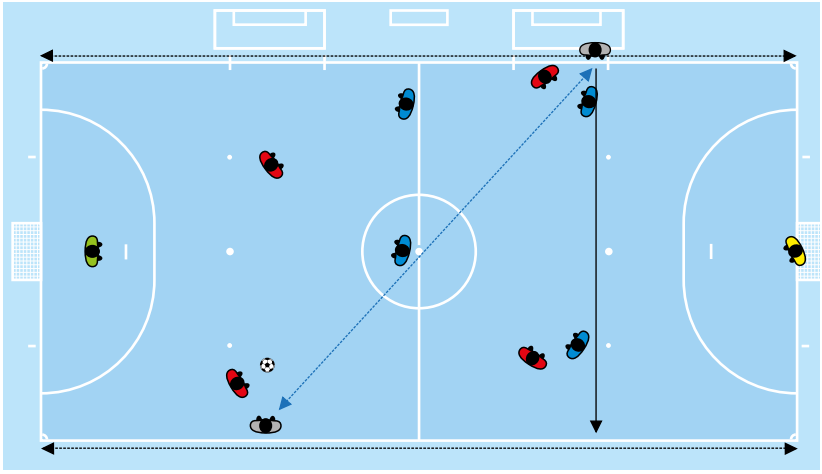
6. Positioning – free kick (2)



7. Positioning – free kick (3)

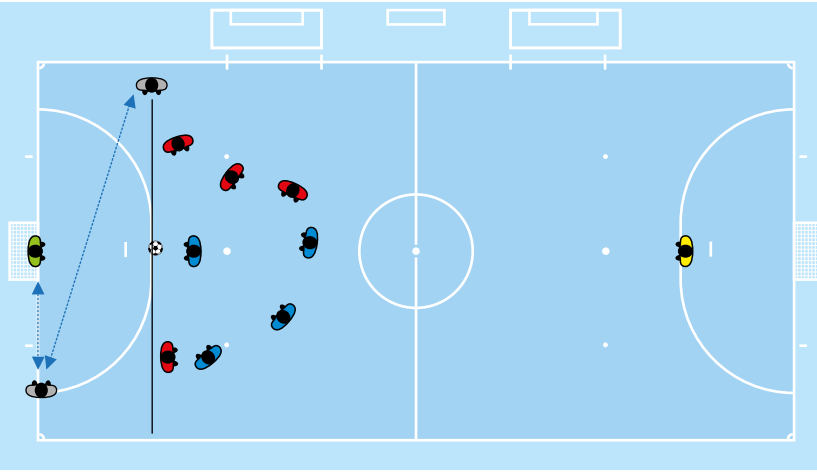


8. Positioning – free kick (4)



9. Positioning – penalty kick

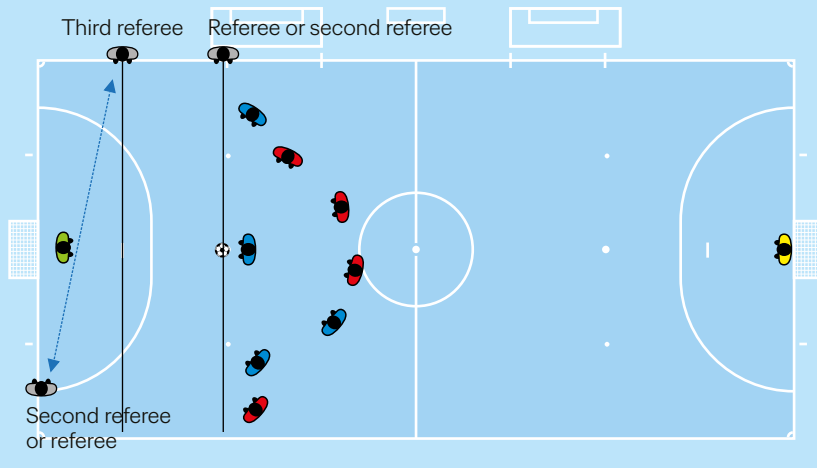
One of the referees takes a position in line with the penalty mark at an approximate distance of 5m and checks that the ball is properly placed, identifies the kicker and watches the players for encroachment while the kick is being taken. This referee does not order the kick to be taken until it has been checked that the positions of all the players are correct, and may be assisted by the other referee, if necessary. The other referee must be positioned at the intersection of the end line and the penalty area and checks whether the ball enters the goal. If the defending goalkeeper commits a relevant offence in accordance with Law 14 and a goal is not scored, this referee should blow the whistle to order the penalty kick to be retaken.



10. Positioning – DFKSAF from the 10m mark

One of the referees takes a position in line with the 10m mark, identifies the kicker and watches the players for encroachment while the kick is being taken. This referee does not order the kick to be taken until it has been checked that the positions of the players are correct and the ball is properly placed, and may be assisted by the other referee, if necessary. The other referee must be positioned at the intersection of the end line and the penalty area and checks whether the ball enters the goal. If the defending goalkeeper commits a relevant offence in accordance with Law 13 and a goal is not scored, this referee should blow the whistle to order the DFKSAF to be retaken.

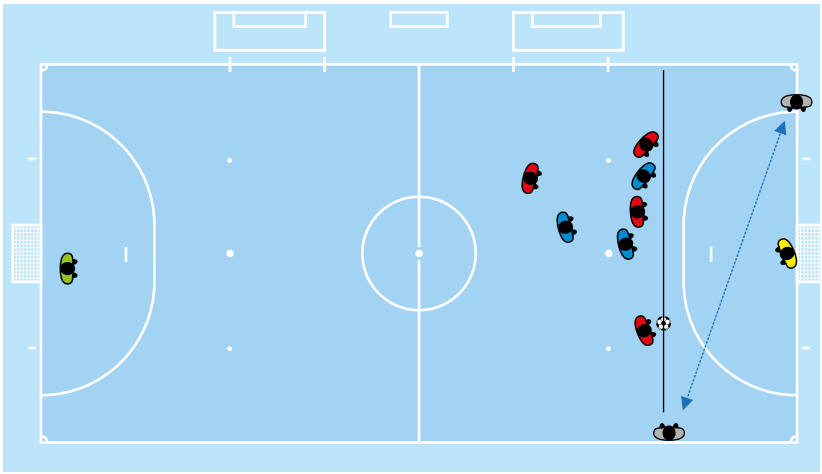
The third referee takes a position in line with the mark inside the penalty area indicating the minimum distance of 5m from the 10m mark that must be respected by the goalkeeper, as mentioned in Law 1.



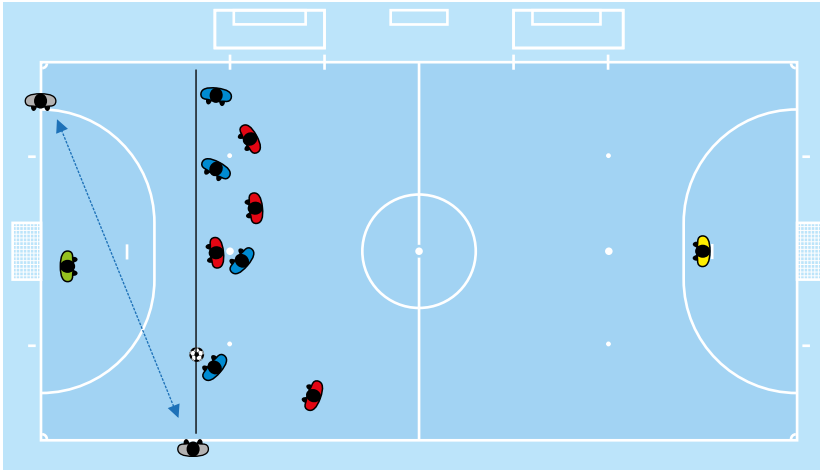
11. Positioning – DFKSAF not from the 10m mark (1)

One of the referees takes a position in line with the ball, checks that the ball is properly placed, identifies the kicker and watches the players for encroachment while the kick is being taken. This referee does not order the kick to be taken until it has been checked that the positions of the players are correct and may be assisted by the other referee, if necessary.

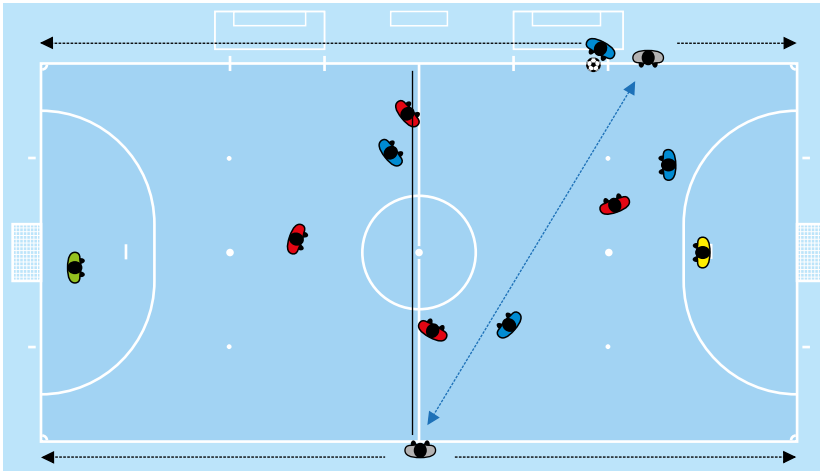
The other referee must be positioned at the intersection of the end line and the penalty area and checks whether the ball enters the goal. If the defending goalkeeper commits a relevant offence in accordance with Law 13 and a goal is not scored, this referee should blow the whistle to order the DFKSAF to be retaken.



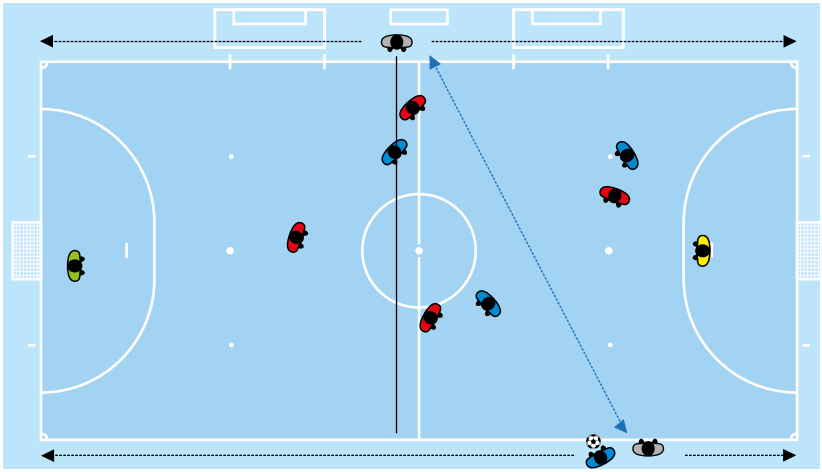
12. Positioning – DFKSAF not from the 10m mark (2)



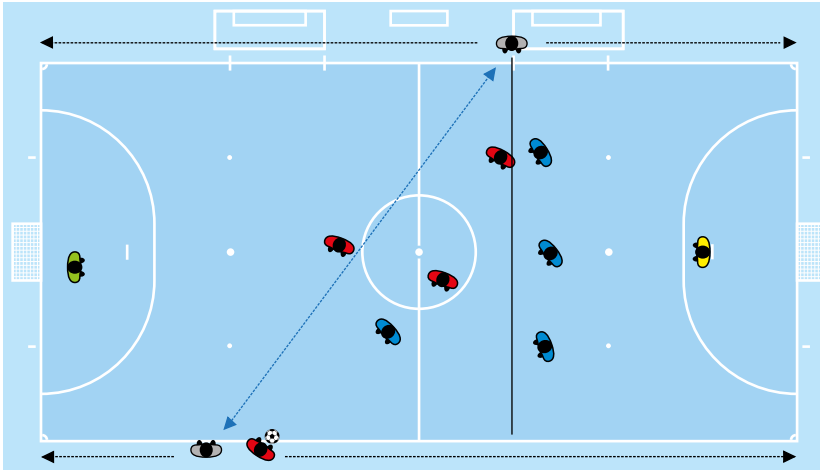
13. Positioning – kick-in (1)



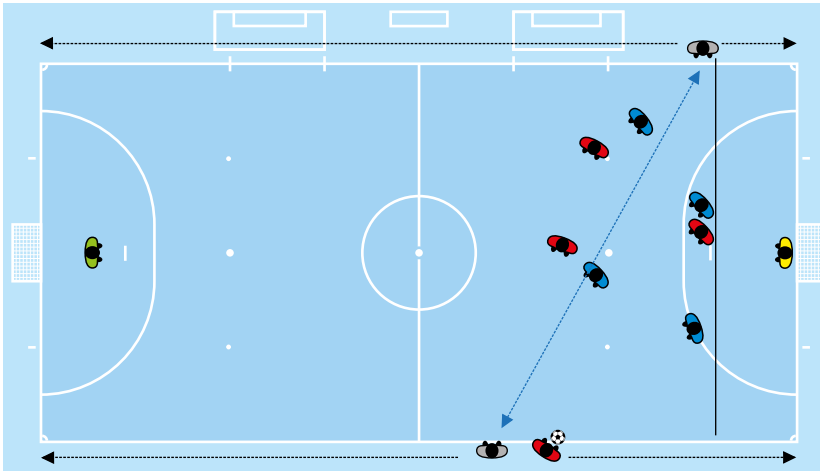
14. Positioning – kick-in (2)



15. Positioning – kick-in (3)

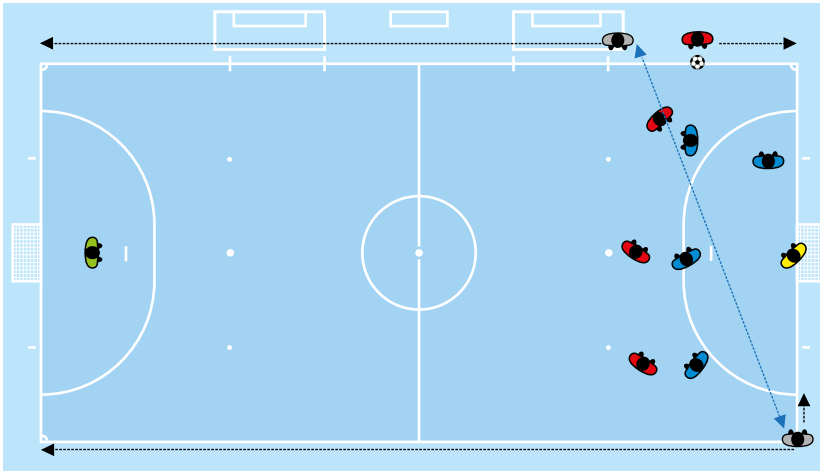


16. Positioning – kick-in (4)



17. Positioning – kick-in (5)

At a kick-in close to the corner arc in favour of the attacking team, the referee nearest to the point from where the kick-in is to be taken remains at an approximate distance of 5m. From this position, this referee checks that the kick-in is taken in accordance with the procedure and that the defending-team players are at least 5m from the point from which the kick-in is to be taken. The other referee takes a position at the same end of the pitch but on the other side, at the intersection of the touchline and the end line. From this position, this referee watches the ball and the behaviour of the players.



18A. Positioning – penalties (penalty shoot-out) to determine the winners of a match or a home-and-away tie (without a fourth referee)

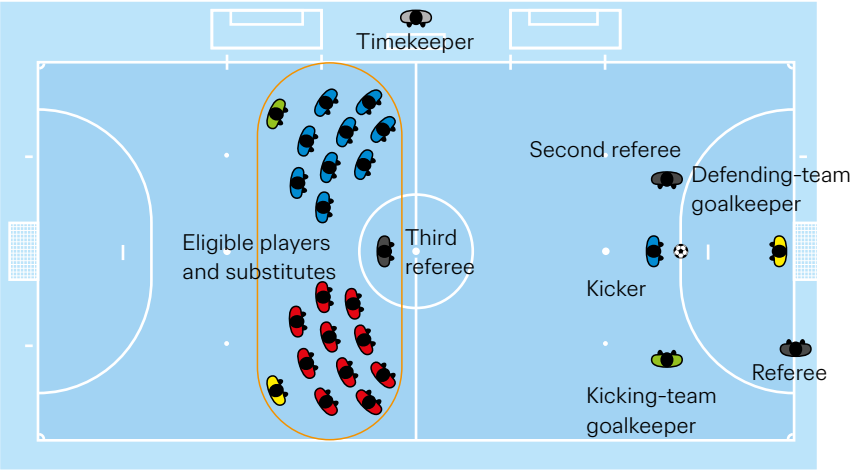
Taking a position on the end line approximately 2m from the goal, the referee's main duty is to check whether the ball enters the goal and the goalkeeper complies with the requirements of Law 14.

When it is clear that the ball has entered the goal, the referee must make eye contact with the second referee to check that no offence has been committed.

The second referee takes a position in line with the penalty mark, at an approximate distance of 3m, to check that the ball and the goalkeeper of the kicker's team are correctly positioned. The second referee blows the whistle for the kick to be taken.

The third referee takes a position in the centre circle to control the remaining eligible players and substitutes of both teams.

The timekeeper takes a position at the timekeeper's table and ensures that any players excluded from taking a kick and the team officials behave correctly, as well as resetting the scoreboard to 0-0 and recording the outcome of the kicks on the scoreboard.



All the match officials make a note of the kicks taken and the numbers of the players who took them.

18B. Positioning – penalties (penalty shoot-out) to determine the winners of a match or a home-and-away tie (with a fourth referee)

If a fourth referee is appointed, the positions of the match officials are as follows:

The referee takes a position on the end line approximately 2m from the goal. The referee's main duty is to check whether the ball enters the goal and the goalkeeper complies with the requirements of Law 14.

When it is clear that the ball has entered the goal, the referee must make eye contact with the second and third referees to check that no offence has been committed.

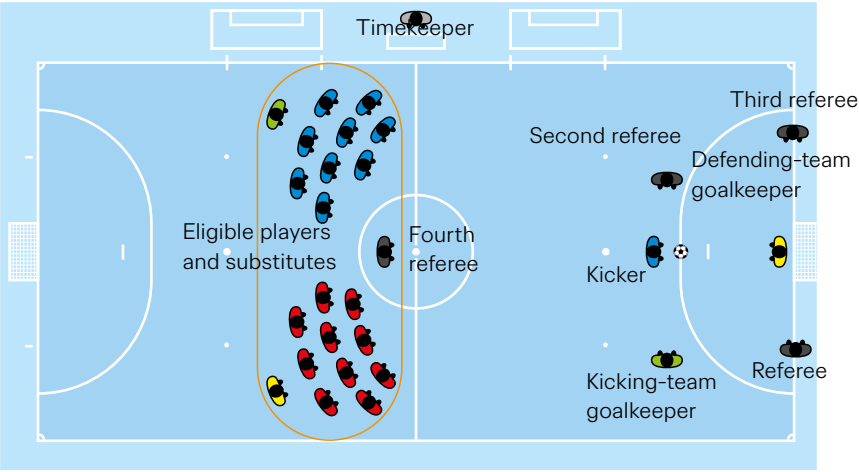
The second referee takes a position in line with the penalty mark, at an approximate distance of 3m, to check that the ball and the goalkeeper of the kicker's team are correctly positioned. The second referee blows the whistle for the kick to be taken.

The third referee takes a position on the end line approximately 2m from the goal, on the opposite side to the referee. The third referee's main duty is to check whether the ball enters the goal and assist the referee if needed.

The fourth referee takes a position in the centre circle to control the remaining eligible players and substitutes of both teams.

The timekeeper takes a position at the timekeeper's table to:

- ensure that any players and substitutes excluded from taking a kick and the team officials behave correctly;
- reset the scoreboard to 0-0 and record the outcome of the kicks on the scoreboard.



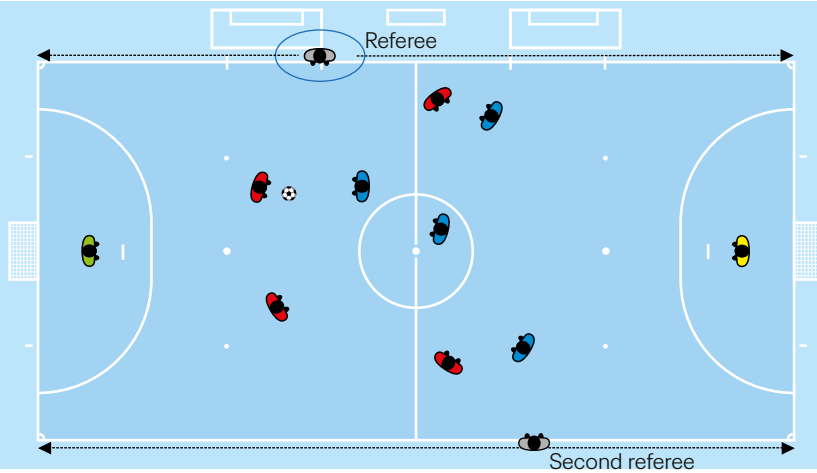
All the match officials make a note of the kicks taken and the numbers of the players who took them.

19. Positioning – changing of sides by the on-pitch referees

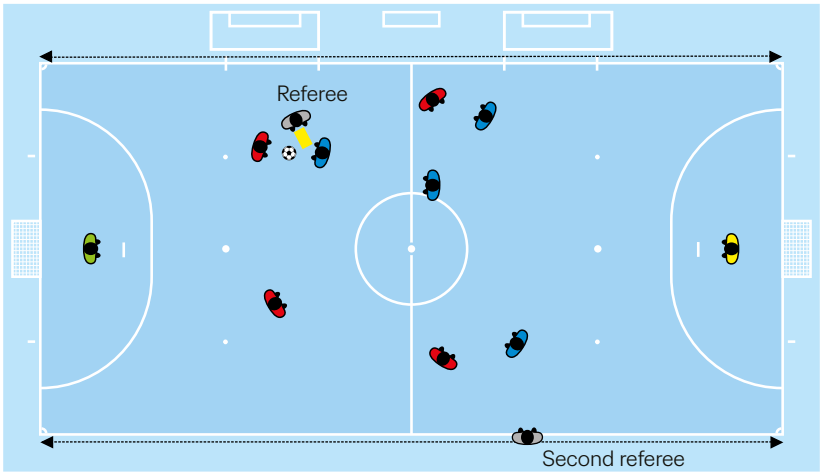
The referees may change sides of the pitch if they consider that it will positively impact the game. However, the referees should bear in mind the following:

- They must not change sides when the ball is in play.
- In principle, they should only change sides when the referee on the bench side shows a YC/RC or makes any other crucial decision which may lead to criticism or dissent from one or more of the teams.
- The referee who shows the YC/RC typically decides whether to change sides or not.
- The referee who is on the bench side after changing sides always signals for the restart.
- The referees may return to their "normal" sides when the game permits.

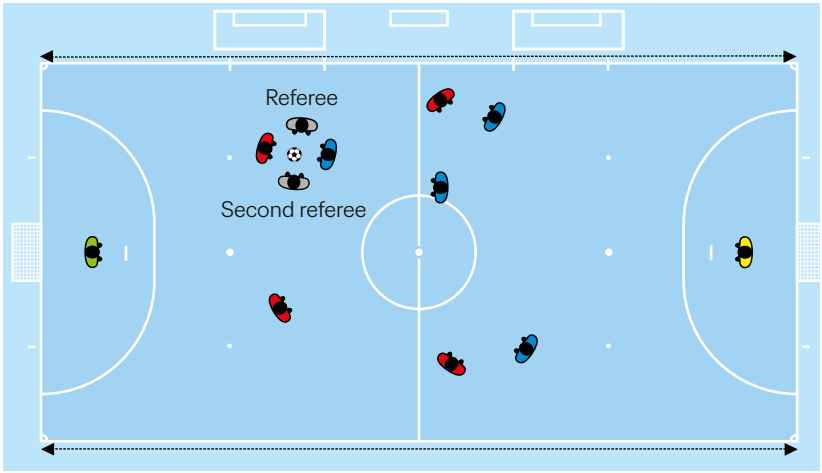
Examples



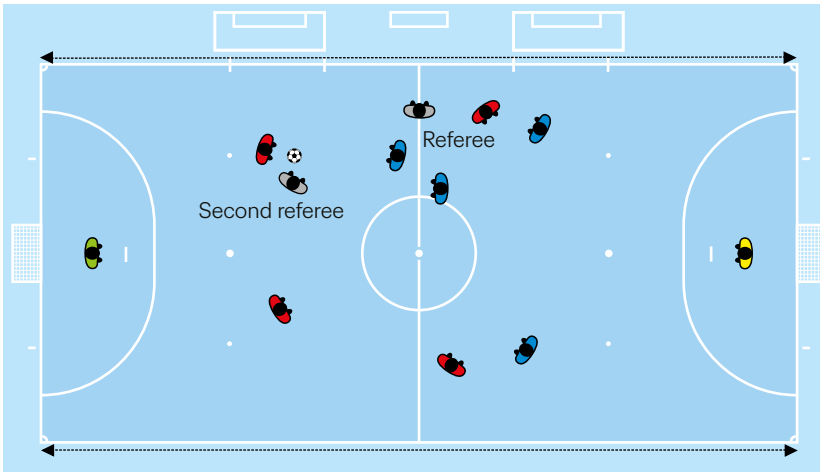
1. The referee near the bench blows the whistle for a foul.



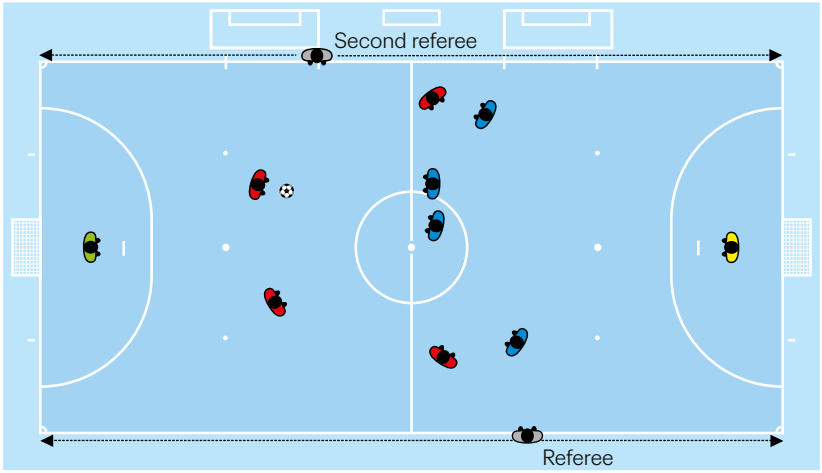
2. The referee who blew the whistle goes to the place where the foul was committed to show a YC/RC.



3. The other referee goes to the place where the foul was committed to help control the situation (the players and the ball).



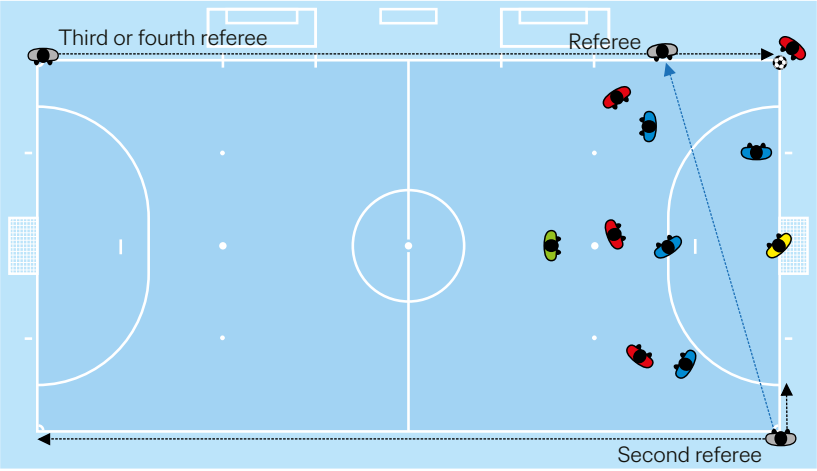
4. The referee who showed the YC/RC goes towards the timekeeper's table to inform the other match officials of the guilty player's number. The signal must be made from the halfway line, approximately 5m from the timekeeper's table.



5. The referees restart play having changed sides. Play is restarted by the referee who is now on the bench side blowing the whistle.

20. Positioning – third or fourth referee when one or more teams play with a flying goalkeeper

When a team plays with a flying goalkeeper, the third or fourth referee controls the goal line of this team when it is attacking. If a goal is scored in the flying goalkeeper's goal, the third or fourth referee informs the other referees using the approved signal.



If both teams play with a flying goalkeeper and both a third and fourth referee are available, the third referee should control one team's goal line and the fourth referee should control the other goal line.

INTERPRETATION AND RECOMMENDATIONS

Law 3 – The Players

If a player who is off the pitch with one of the referees' permission, and who has not been substituted, re-enters the pitch without permission from one of the referees and commits another cautionable offence, the player must be sent off for two cautionable offences, e.g. if the player enters without permission from one of the referees and then trips an opponent in a reckless manner. If this offence is committed with excessive force, the player is sent off directly.

A player who accidentally crosses one of the boundary lines of the pitch and/or who leaves the pitch as part of a playing movement is not deemed to have committed an offence.

Substitutes

If a substitute enters the pitch in contravention of the substitution procedure or causes a team to be playing with an extra player, the referees, assisted by the other match officials, must adhere to the following guidelines:

- Stop play, although not immediately if the advantage can be applied.
- Caution the substitute for unsporting behaviour if the team plays with an extra player or for contravening the substitution procedure if the substitution was not made correctly.
- The substitute must leave the pitch at the next stoppage in the match if they have not left it before – either to complete the substitution procedure, if the offence was for this reason, or to move to the technical area, if the team was playing with an extra player.
- If the referees apply the advantage:
  - they must stop play once the substitute's team is in possession of the ball and restart it with an indirect free kick to the opposing team, to be taken from the position of the ball when play was stopped, unless play was stopped with the ball inside the penalty area (see Law 13);
  - and then the substitute's team commits an offence punishable with an indirect free kick, a direct free kick or a penalty kick, or the substitute interferes with play, they must sanction the substitute's team by awarding the relevant restart to the opposing team. If necessary, they also take the disciplinary action corresponding to the offence committed;

  - and then stop play because the opponents of the substitute's team commit an offence or because the ball goes out of play, they must restart play with an indirect free kick to the opponents of the substitute's team. If necessary, they also take the disciplinary action corresponding to the offence committed.
- If a named substitute enters the pitch instead of a named player at the start of the match and the referees or other match officials are not informed of this change:
  - the referees allow the named substitute to continue the match;
  - no disciplinary action may be taken against the named substitute;
  - the referees report the incident to the appropriate authorities.
- If a substitute commits a sending-off offence before entering the pitch, the number of players in the team is not reduced and another substitute or the player who was going to be replaced may enter the pitch.

Authorised departure from the pitch

In addition to a normal substitution, a player may leave the pitch without either the referee's or the second referee's permission in the following situations:

- as part of a playing movement whereby the player immediately returns to the pitch, i.e. to play the ball or dribble past an opponent. However, it is not permitted to leave the pitch and move behind one of the goals or along the touchline before re-entering the pitch with the aim of deceiving the opponents or taking up an advantageous position. If this happens, the referees stop play if they cannot apply the advantage. If they stop play, they must restart it with an indirect free kick. The player is cautioned for unsporting behaviour.
- due to injury. The player needs the permission of one of the referees to re-enter the pitch if the player has not been substituted. If the player has suffered bleeding, the bleeding must have stopped before the player re-enters the pitch, and the player must be checked by the referees or one of the other match officials.
- to correct or put back on their equipment. The player needs one of the referees' permission to re-enter the pitch if the player has not been substituted, and the referees or one of the other match officials must check the equipment before the player returns to the match.

Unauthorised departure from the pitch

If a player leaves the pitch without one of the referees' permission and for reasons not permitted under the Futsal Laws of the Game, the timekeeper or the third referee sounds the acoustic signal to inform the referees if the advantage cannot be applied. If it is necessary to stop play, the referees sanction the offending player's team by awarding an indirect free kick to the opposing team. If the advantage is applied, the timekeeper or the third referee must sound the acoustic signal at the next stoppage in play. The player is cautioned for leaving the pitch without either referee's permission.

Minimum number of players

Although a match may not start if either team consists of fewer than three players, the minimum number of players, including substitutes, required for a match is left to the discretion of national football associations.

A match may not continue if either of the teams has fewer than three players (not including two-minute numerical reductions). However, if a team has fewer than three players because one or more players has deliberately left the pitch, the referees are not obliged to stop the match immediately and the advantage may be applied. In such cases, the referees must not restart the match after play has been stopped if a team does not have the minimum number of three players.

In principle, where a team is responsible for a match not continuing and/or being abandoned because it has fewer than three players, the match will be forfeited by that team, subject to the relevant competition regulations.

Refreshments

The referees allow players to take refreshments during timeouts or during a stoppage in the match, but only off the pitch, so that it does not become wet. It is not permitted to throw bags or any other receptacle containing liquids onto the pitch.

Players sent off

If a player commits a sending-off offence during the half-time interval or before the start of either period of extra time, the offending team starts the next period with one fewer player on the pitch.

Law 5 – The Referees

Powers and duties

Futsal is a competitive sport, and referees must understand that physical contact between the players is normal and an acceptable part of the game. Nevertheless, if the players do not respect the Futsal Laws of the Game and the spirit of fair play, the referees must take the appropriate action to ensure that they are respected.

The referees have the power to caution or send off players or team officials during the half-time interval and after the match has finished, as well as during extra time and penalties (penalty shoot-out).

Advantage

The referees may apply the advantage whenever an offence occurs and the Futsal Laws of the Game do not explicitly prohibit the application of the advantage.

The following are examples of scenarios when the advantage may be applied:

- The goalkeeper decides to restart play quickly with a goal clearance and throws the ball straight to an opponent who did not have time to leave the penalty area.
- The goalkeeper immediately loses possession after having been in control of the ball in their own half of the pitch for more than four seconds.
- The goalkeeper immediately loses possession in their own half of the pitch after the ball has been deliberately played to them by a team-mate and after the goalkeeper had previously played it in controlled possession, without an opponent having played or touched it in the interim.
- A free kick, kick-in, goal clearance or corner kick is taken incorrectly.

The referees should consider the following factors in deciding whether to apply the advantage:

- The severity of the offence: if the offence warrants a sending-off, the referees must stop play and send off the player unless there is an opportunity to score a goal.
- The position where the offence was committed: the closer to the opposing goal, the more effective the advantage can be.
- The chances of an immediate, promising attack.

- The offence committed must not be a team's sixth or greater accumulated foul, unless there is an opportunity to score a goal.
- The atmosphere of the match.

The decision to penalise the original offence must be taken within a few seconds, but it is not possible to go back if the corresponding signal has not previously been given or a new passage of play has been allowed.

If the offence warrants a caution, it must be issued at the next stoppage. However, unless there is a clear advantage, it is recommended that the referees stop play and caution the player immediately. If the caution is not issued at the next stoppage, it cannot be shown later.

If the offence was denying the opposing team an obvious goalscoring opportunity, the player is cautioned for unsporting behaviour, except where a goal is scored by the non-offending team as a result of the advantage having been applied, in which case there is no disciplinary sanction. If the offence was interfering with or stopping a promising attack, the player is not cautioned (see Law 12 – Advantage).

However:

- If the offence was a reckless challenge or a tactical foul, such as tactical holding, the offending player must be cautioned (see the section dedicated to Law 12 below).
- If the offence involved the use of excessive force, the offending player must be sent off.

If an offence requires play to be restarted with an indirect free kick, the referees must apply the advantage to ensure that play flows, provided that this does not lead to any retaliation and is not prejudicial to the team against which the offence was committed.

More than one offence occurring at the same time

Where more than one offence is committed at the same time, the referees punish the more serious offence in terms of sanction, restart, physical severity and tactical impact.

If the offences committed are punishable with a direct free kick, the referees order the corresponding accumulated fouls to be recorded.

External interference

The referees stop play if a spectator blows a whistle and they consider that this action interferes with play, e.g. if a player picks up the ball with the hands. If play is stopped, it must be restarted with a dropped ball (see Law 8).

Four-second count when the ball is in play

Each time that a team's goalkeeper is in possession of the ball, while it is in play and in the goalkeeper's own half of the pitch, one of the referees must visibly perform the four-second count.

Restart of play

The referees must ensure that restarts of play are carried out quickly and must not allow restarts (kick-ins, goal clearances, corner kicks or free kicks) to be delayed for tactical reasons. Where restarts are carried out lawfully, the four-second count starts and it is not necessary to use the whistle. If, in the referees' opinion, the restart is being delayed for tactical reasons, they must blow the whistle and then start the four-second count, irrespective of whether the player or team due to take the restart is ready or not. This includes if the team attempts to tactically delay taking the restart by making substitutions, such as by replacing all its players so that no player is on hand to take the restart. In cases where the four-second count does not apply (kick-offs or penalty kicks), any player who delays the restart is cautioned.

Persons holding balls are permitted to position themselves around the pitch to facilitate restarts and the development of play.

Use of the whistle

The use of the whistle is mandatory for:

- kick-offs:
  - to start play (first and second period and first and second period of extra time, if necessary);
  - to restart play after a goal;
- stopping play:
  - to award a free kick or penalty kick;
  - to suspend or abandon a match or to confirm the timekeeper's acoustic signal when ending the period of play;

- restarting play for:
  - free kicks to ensure that the defending-team players observe the required distance;
  - DFKSAFs;
  - penalty kicks;
- restarting play after it has been stopped due to:
  - the issue of a caution or sending-off for misconduct;
  - injury to one or more players.

The use of the whistle is not needed to:

- stop play for:
  - a goal clearance, corner kick or kick-in (but it is mandatory if the situation is unclear);
  - a goal (but it is mandatory if the ball has not clearly entered the goal);
- restart play from:
  - a free kick if the minimum distance of 5m has not been requested or the opposing team to the kicker has not committed six accumulated fouls;
  - a goal clearance, corner kick or kick-in if the minimum distance of 5m has not been requested;
- restart play with a dropped ball.

Using the whistle too frequently will result in the impact being diminished when it is truly needed. When the team taking a free kick, kick-in or corner kick requests that the defending-team players observe the required distance (or the correct positioning at a goal clearance), the referees will clearly inform the players that play cannot be restarted until after the whistle. If, in these cases, a player restarts play before the referees' whistle, the player is cautioned for delaying the restart of play.

If, during play, one of the referees sounds the whistle by mistake, the referees must stop the match if they consider that this action has interfered with play. If the referees stop the match, they must restart play with a dropped ball (see Law 8). If the sound of the whistle does not interfere with play, the referees give clear signals to play on.

Body language

Body language is a tool that the referees use to:

- help themselves control the match;
- show authority and self-control.

Body language is not a means of justifying a decision.

Injuries

The safety of the players is of paramount importance and the referees should facilitate the work of the medical personnel, especially in the case of a severe injury and/or an assessment of a head injury. This will include respecting and assisting with agreed assessment/treatment protocols.

However, as a general guide, the restart should not be delayed for more than about 20-25 seconds beyond the point when everyone was ready for play to restart, except in the case of a severe injury and/or an assessment of a head injury.

Law 6 – The Other Match Officials

Duties and responsibilities

The third referee and the timekeeper help the referees to control the match in accordance with the Futsal Laws of the Game. They also assist the referees in all other matters involving the running of the match at the request of and under the direction of the referees. This commonly includes such matters as:

- inspecting the pitch, the balls used and players' equipment;
- determining if problems with equipment or bleeding have been resolved;
- monitoring the substitution procedure;
- maintaining back-up records of time, goals, accumulated fouls and misconduct.

Positioning of the assistant referees and teamwork

1. Kick-off

The third referee is situated at the timekeeper's table and checks that the substitutes, team officials and other persons are correctly positioned.

The timekeeper is situated at the timekeeper's table and checks that the kick-off is taken correctly.

2. General positioning during the match

The third referee checks that the substitutes, team officials and other persons are in the correct positions. To do so, the third referee may move along the touchline, if necessary, but without entering the pitch.

The timekeeper is positioned at the timekeeper's table and ensures that the chronometer is stopped and started in accordance with the development of play.

3. Substitutions

The third referee checks that the substitutes' equipment is correct and that the substitutions are made correctly. To do so, the third referee may move along the touchline, if necessary, but without entering the pitch.

4. Penalties (penalty shoot-out)

Where no fourth referee is in place, the third referee must be positioned in the half of the pitch where the penalties (penalty shoot-out) are not being taken, together with the eligible players and substitutes. From this position, the third referee observes the players' behaviour and ensures that no player takes another kick before all of the other eligible players and substitutes in their team have taken a kick.

If a fourth referee is appointed, the positions of the referees are as follows:

The referee must be positioned on the end line approximately 2m from the goal. The referee's main duty is to monitor whether the ball enters the goal and the goalkeeper advances from the line.

When it is clear that the ball has entered the goal, the referee must make eye contact with the second and third referees to check that no offence has been committed.

The second referee must be positioned in line with the penalty mark, at an approximate distance of 3m, to ensure that the ball and the goalkeeper of the kicker's team are correctly positioned. The second referee blows the whistle for the kick to be taken.

The third referee must be positioned on the end line approximately 2m from the goal, on the opposite side to the referee.

The third referee's main duty is to monitor whether the ball enters the goal and assist the referee if needed.

The fourth referee must be positioned in the centre circle to control all the eligible players and substitutes.

The timekeeper must be positioned at the timekeeper's table to:

- ensure that any players and substitutes excluded from taking a kick and the team officials behave correctly;
- reset the scoreboard to 0-0 and record the outcome of the kicks on the scoreboard.

All the match officials make a note of the kicks taken and the numbers of the players who took them.

Assistant referee signals (mandatory)

The assistant referees must give the signals for a team's fifth accumulated foul and for a request for a timeout, indicating with their arms the bench of the team that has committed its fifth accumulated foul or requested the timeout.

If the third referee is observing the goal line when one or both teams is/are playing with a flying goalkeeper and the ball enters the goal under their observation, the third referee raises an arm and then immediately points to the centre mark to inform the referees that a goal has been scored.

Acoustic signal

The acoustic signal is an essential signal in a match, to be used only when necessary in order to gain the attention of the referees.

Situations when the acoustic signal is mandatory:

- End of the periods of play

  The timekeeper may indicate the start of a period of play with the acoustic signal after one of the referees has signalled with the whistle.
- Communication of a request for a timeout
- Communication of the end of a timeout
- Communication of the fifth accumulated foul by a team
- Communication of incorrect behaviour by substitutes or team officials
- Communication of a breach of the substitution procedure
- Communication of a disciplinary error committed by the referees
- Communication of external interference

If, during the match, the timekeeper sounds the acoustic signal by mistake, the referees must stop play if they consider that this action has interfered with play. If the referees stop play, they must restart play with a dropped ball (see Law 8). If the sound of the acoustic signal does not interfere with play, the referees give clear signals to play on.

If a team that has committed four accumulated fouls commits another one and the referees decide to apply the advantage, the third referee places a clearly visible sign for the fifth accumulated foul in the correct place on the timekeeper's table.

Chronometer

If the chronometer does not work properly, the timekeeper informs the referees accordingly. The timekeeper must then time the match using a manual chronometer. In such a situation, the assistant referees invite an official from each team in order to inform them of how much time is left to be played.

If, after a stoppage in play, the timekeeper forgets to start the chronometer, the referees order the timekeeper to add the elapsed time on the chronometer.

The chronometer is (re)started as follows:

- Kick-off: after the ball is kicked and clearly moves, in accordance with the procedure
- Goal clearance: after the goalkeeper releases the ball from the hands, in accordance with the procedure
- Corner kick: after the ball is kicked and clearly moves, in accordance with the procedure
- Kick-in: after the ball is kicked and clearly moves, in accordance with the procedure
- Direct free kick outside the penalty area: after the ball is kicked and clearly moves, in accordance with the procedure
- Indirect free kick outside the penalty area to either of the teams or taken by the attacking team from the penalty-area line: after the ball is kicked and clearly moves, in accordance with the procedure
- Direct or indirect free kick inside the penalty area to the defending team: after the ball is kicked and clearly moves, in accordance with the procedure
- Penalty kick: after the ball is kicked forwards and clearly moves, in accordance with the procedure
- Direct free kick beginning with the sixth accumulated foul: after the ball is kicked with the intention of scoring a goal directly and clearly moves, in accordance with the procedure

- Dropped ball: after the ball is released from the hands of one of the referees and touches the pitch, in accordance with the procedure

Law 7 – The Duration of the Match

Timeout

It is recommended that competition rules stipulate sounding an acoustic signal 10-15 seconds before the signal that indicates the end of the timeout in order to let the players and team officials know that the end of the timeout is imminent. However, any substitutions may only be made after the whistle or acoustic signal has sounded to indicate the end of the timeout, not after the first acoustic signal, in accordance with the substitution procedure stipulated in Law 3. If a player does not return to the pitch or a substitute enters the pitch after the whistle or acoustic signal in contravention of the substitution procedure, they are deemed to have entered without permission from the referees and must be cautioned.

Law 8 – The Start and Restart of Play

Kick-off

The referees do not have to request confirmation from the goalkeepers or any other player before ordering the kick-off to be taken.

Law 12 – Fouls and Misconduct

Charging an opponent

The act of charging is a challenge for space using physical contact within playing distance of the ball without using arms or elbows. It is an offence to charge an opponent:

- in a careless manner;
- in a reckless manner;
- using excessive force.

Holding an opponent

Holding an opponent includes the act of preventing the player from moving freely using the hands, the arms or the body.

Referees must intervene early and deal firmly with holding offences, especially inside the penalty area and when corner kicks, kick-ins or free kicks are being taken.

To deal with these situations, the referees must:

- warn any player holding an opponent before the ball is in play;
- caution the player if the holding continues before the ball is in play;
- award a direct free kick or penalty kick and caution the player if it happens once the ball is in play.

If a defending-team player starts holding an attacking-team player outside the penalty area and continues holding the player inside the penalty area, the referees award a penalty kick.

Disciplinary sanctions

- A caution for unsporting behaviour must be issued when a player holds an opponent to prevent the opponent from gaining possession of the ball or taking up an advantageous position.
- A player who denies an obvious goalscoring opportunity by holding an opponent must be sent off.
- No further disciplinary action must be taken in other situations involving a player holding an opponent.

Restart of play

- Direct free kick from the position where the offence occurred or penalty kick if the offence occurred inside the penalty area

Handling the ball

If a player scores in the opponents' goal after accidentally touching the ball with their hand/arm, without the ball having been deliberately played by any other player thereafter (a deflection does not count as deliberately playing the ball), the goal must be disallowed and an indirect free kick is awarded to the opponents.

However:

- If a goal is not scored and the hand/arm did not make the player's body unnaturally bigger, play is to be continued.
- If the ball goes off the pitch over the end line, a goal clearance is awarded to the opponents.

If a player scores a goal after a team-mate has accidentally touched the ball with their hand/arm, including immediately thereafter, the goal is awarded.

Disciplinary sanctions

There are circumstances when a caution for unsporting behaviour is required when a player handles the ball, e.g. when a player:

- attempts to score a goal by deliberately handling the ball;
- interferes with or stops a promising attack by the opposing team, except where the referees award a penalty kick for a non-deliberate handball offence;
- denies the opposing team a goal or an obvious goalscoring opportunity and the referees award a penalty kick for a non-deliberate handball offence.

However, a player who denies the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball is sent off.

Restart of play

- Direct free kick from the position where the offence occurred or penalty kick if the offence occurred inside the penalty area

Outside their own penalty area, the goalkeeper has the same restrictions on handling the ball as does any other player. Inside their own penalty area, the goalkeeper cannot be guilty of a handball offence incurring a penalty, except the offence of throwing an object at the ball or making contact with the ball with a held object. The goalkeeper can, however, be guilty of several offences that incur an indirect free kick.

Offences committed by goalkeepers

Possession of the ball means that the goalkeeper has control of the ball. The goalkeeper is considered to be in control of the ball when touching it with any part of the body, except if the ball rebounds off the goalkeeper.

A goalkeeper is not permitted to be in possession of the ball inside their own half of the pitch for more than four seconds, whether:

- with the hands or arms (inside their penalty area);
- with the feet (anywhere in their own half of the pitch).

In such cases, whichever of the referees is nearest to the goalkeeper must clearly and visibly make the four-second count.

If the goalkeeper is in possession of the ball and enters the opponents' half, the referees stop the four-second count. If the goalkeeper then returns to their own half without having lost control of the ball, the referees restart the count from zero.

If the goalkeeper is in possession of the ball in their own half and is then substituted, the referees continue the four-second count as long as the goalkeeper who enters the pitch takes possession of the ball and remains in their own half.

In addition, after playing the ball anywhere on the pitch, the goalkeeper is not permitted to touch it again in their own half of the pitch after it has been deliberately played to them by a team-mate without an opponent playing or touching it. If the goalkeeper plays the ball anywhere on the pitch and is then substituted, the goalkeeper who enters the pitch is likewise not permitted to touch the ball in their own half of the pitch after it has been deliberately played to them by a team-mate unless an opponent has played or touched it since the goalkeeping substitution.

Moreover, the goalkeeper may not under any circumstances touch the ball with the hands or arms inside their own penalty area after it has been kicked to them by a team-mate, including directly from a kick-in.

Restart of play

- Indirect free kick

No disciplinary action is taken. However, if the goalkeeper deliberately stops the ball from going towards their own goal with their hand(s) or arm outside their own penalty area, they are sent off. This applies even if the ball comes from a deliberate

pass back to them (excluding from a kick-in) or if they touch it again after it has been deliberately played to them by a team-mate without an opponent playing or touching it.

Offences committed against goalkeepers

An opponent cannot challenge a goalkeeper once the goalkeeper has gained possession of the ball with the hand(s)/arm(s).

It is an offence to:

- prevent a goalkeeper from releasing the ball from the hands, e.g. when bouncing the ball;
- play the ball or attempt to do so when the goalkeeper is holding it in the palm of the hand;
  - a player who kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it must be penalised for playing in a dangerous manner;
- unfairly impede the movement of the goalkeeper, e.g. at the taking of a corner kick.

An attacking-team player coming into physical contact with a goalkeeper inside the latter's own penalty area does not necessarily mean that any offence has been committed, except if the attacking-team player jumps at, charges or pushes the goalkeeper in a careless or reckless manner or using excessive force.

Restart of play

If play was stopped because an offence was committed against the goalkeeper as specified above and the referees could not apply the advantage rule, play will be restarted with an indirect free kick, except if the attacking-team player jumped at, charged or pushed the goalkeeper in a careless or reckless manner or using excessive force, in which case the referees, irrespective of the disciplinary action that they take, must restart play with a direct free kick from the position where the offence occurred.

Playing in a dangerous manner

Playing in a dangerous manner does not necessarily involve physical contact between the players. If there is physical contact, the action becomes an offence punishable with a direct free kick or a penalty kick. In the case of physical contact, the referees should carefully consider the likelihood that, at the very least, misconduct has also been committed.

Disciplinary sanctions

- If a player acts in a dangerous manner in a "normal" challenge, the referees do not administer any disciplinary action. If the action entails an obvious risk of injury, the referees must caution the player for making a reckless challenge on an opponent.
- If a player denies an obvious goalscoring opportunity by playing in a dangerous manner, the referees must send off the player.

Restart of play

- Indirect free kick

If there is contact or the referees consider that the challenge was made in a careless or reckless manner or using excessive force, a different offence has been committed, punishable with a direct free kick or penalty kick.

Showing dissent by word or action

A player or substitute who is guilty of dissent by protesting (verbally or non-verbally) against the decisions of the referees or assistant referees must be cautioned.

The captain of a team has no special status or privileges under the Futsal Laws of the Game but has a degree of responsibility for the behaviour of the team.

Any player or substitute who attacks a match official or is guilty of using offensive, rude or obscene action(s) or language must be sent off. In addition, a foul is accumulated whenever a substitute shows dissent by word or action or uses offensive, insulting or abusive language and/or action(s).

Delaying the restart of play

Referees must caution players who excessively delay the restart of play using tactics such as:

- taking a free kick from the wrong position with the sole intention of forcing the referees to order a retake;
- kicking or carrying the ball away after the referees have stopped play;
- delaying leaving the pitch after the medical staff is beckoned onto the pitch to assess an injury;
- provoking a confrontation by deliberately touching the ball after the referees have stopped play.

Simulation

Any player who attempts to deceive the referees by feigning injury or pretending to have suffered an offence will be guilty of simulation and will be punished for unsporting behaviour. If the match is stopped as a result of this offence, play is restarted with an indirect free kick.

Mass confrontations

In situations of mass confrontations:

- referees should quickly and efficiently identify and deal with the initiator(s) of the confrontation;
- referees should take a good position on the pitch around the confrontation so that all incidents can be viewed and offences can be identified;
- the third and fourth referees should enter the pitch, if needed, to assist the referees;
- after the confrontation, disciplinary action must be taken.

Persistent offences

The referees should be alert at all times to players who persistently commit offences against the Futsal Laws of the Game. In particular, they must be aware that, even if a player commits a number of different offences, the player must still be cautioned for persistently infringing the Futsal Laws of the Game.

There is no specific number of offences which constitutes "persistence" or the presence of a pattern – this is entirely a matter of judgement and must be determined in the context of effective game management.

Using the goal or a team-mate for support

If a player commits this kind of offence, they must be cautioned, and an indirect free kick is awarded to the opposing team (see Law 13). If a player commits this kind of offence to deny the opponents a goal or obvious goalscoring opportunity, they must be sent off, and an indirect free kick is awarded to the opposing team (see Law 13).

Denying a goal or an obvious goalscoring opportunity (DOGSO)

The following considerations apply to active and inactive players when determining whether a situation is DOGSO or not:

- Defending players should be considered active if they would have had the opportunity to intervene in the attack, including by actively pressing, challenging the attacking player or intercepting the ball.
- Attacking players should be considered active if they would have had a clear opportunity to take part in the attack.

Serious foul play

A player who is guilty of serious foul play should be sent off and play should be restarted with a direct free kick, to be taken from the position where the offence occurred, or with a penalty kick (if the offence occurred inside the offender's penalty area).

The advantage should not be applied in situations involving serious foul play unless there is a clear subsequent opportunity to score a goal. In such a case, the referees must send off the player guilty of serious foul play when the ball is next out of play.

Law 13 – Free Kicks

Distance

If a player decides to take a free kick quickly and an opponent who is closer than 5m from the ball intercepts it, the referees allow play to continue.

If a player decides to take a free kick quickly and an opponent who is near the ball deliberately prevents the kicker from taking the kick, the referees must caution the opponent for delaying the restart of play.

If the defending team decides to take a quick free kick inside its own penalty area and one or more opponents remain inside the penalty area because they did not have time to leave the area, the referees allow play to continue.

Irresponsible behaviour

If a DFKSAF or a penalty kick is awarded and then the referees caution or send off one or more occupants of the technical area for irresponsible behaviour, play is still restarted with the DFKSAF or penalty kick awarded for the original offence and a foul is accumulated for the irresponsible behaviour.

If the referees caution or send off one or more occupants of both technical areas for an irresponsible-behaviour offence, the relevant number of accumulated fouls is recorded for each team but the match is restarted in accordance with the previous decision.

Law 14 – The Penalty Kick

Procedure

If the ball becomes defective after hitting one of the goalposts or the crossbar and enters the goal, the referees award the goal.

If the ball becomes defective after hitting one of the goalposts or the crossbar and does not enter the goal, the referees do not order the penalty kick to be retaken but stop play, which is restarted with a dropped ball.

If the referees order the penalty kick to be retaken, the new penalty kick does not have to be taken by the original kicker.

If the kicker takes the penalty kick before the referees give the signal, they order the penalty kick to be retaken and caution the kicker.

Law 15 – The Kick-In

Procedure for offences

The referees are to remind the defending-team players that they must be at least 5m from the point from which the kick-in is to be taken.

Where necessary, the referees warn any player not respecting the minimum distance before the kick-in is taken and caution any player who subsequently fails to retreat to the correct distance. Play is restarted with a kick-in, and the four-second count is begun again if it has already been started.

Law 16 – The Goal Clearance

Procedure for offences

If an opponent enters the penalty area or is still in it before the ball is in play and is fouled by a player from the defending team, the goal clearance is retaken and the defending-team player may be cautioned or sent off depending on the nature of the offence.

If, when a goal clearance is taken by the goalkeeper, one or more opponents is/are still inside the penalty area because the goalkeeper decided to take the clearance quickly and the opponent(s) did not have time to leave the area, the referees allow play to continue.

If the goalkeeper, while correctly taking a goal clearance, deliberately throws the ball at an opponent but not in a careless or reckless manner or using excessive force, the referees allow play to continue.

If, when taking the goal clearance, the goalkeeper does not release the ball from inside their penalty area, the referees order the goal clearance to be retaken, although the four-second count continues from the point from where it was stopped once the goalkeeper is ready to retake it.

The referees start the four-second count whenever the goalkeeper is in control of the ball, whether with the hands or with the feet.

If a goalkeeper who has taken a goal clearance correctly then deliberately touches the ball with the hand or arm outside their penalty area after it has been in play and before another player has touched it, the referees, in addition to awarding a direct free kick to the opposing team, take disciplinary action against the goalkeeper in accordance with the Futsal Laws of the Game.

If the goalkeeper takes a goal clearance using the foot, the referees warn the goalkeeper and order them to retake the goal clearance using the hand, but the four-second count continues from the point where it was stopped once the goalkeeper is ready to retake the goal clearance.

Law 17 – The Corner Kick

Procedure for offences

The referees are to remind the defending-team players that they must remain at least 5m from the corner arc until the ball is in play. Where necessary, the referees warn any player not respecting the minimum distance before the corner kick is taken and caution any player who subsequently fails to retreat to the correct distance.

The ball must be placed inside the corner area and is in play when it is kicked; therefore, the ball does not need to leave the corner area to be in play.

If a goalkeeper, as part of a playing movement, ends up outside their own goal or off the pitch, the opposing team may take the corner kick quickly.

FUTSAL TERMS

A

Abandon

To end/terminate a match before the scheduled finish

Accumulated foul

A foul committed by a player that is penalised by a direct free kick, as well as an offence not penalised with a direct free kick that results in an occupant of the technical area being cautioned or sent off for irresponsible behaviour, as specified in Laws 3, 4 and 12; each team's tally is added up, starting from zero, in the first and second periods of the match. If extra time is needed, accumulated fouls from the second period of the match are added to those committed during extra time

Action area

Area of the pitch where the ball is and the play is taking place

Active attacking and/or defending players

Players engaged in the play or with a high possibility of becoming involved in it

Advantage

The referees allow play to continue when an offence has occurred, or a restart has been incorrectly taken and the ball is in play, if this benefits the opposing team

Assessment of injured player

Quick examination of an injury, usually by a medical person, to see if the player requires treatment

Away-goals rule

Method of deciding a match/tie when both teams have scored the same number of goals; goals scored away from home count double

B

Blocking

Action whereby a player takes up or moves into a position to distract an opponent or prevent an opponent from reaching the ball or a particular area of the pitch, but without deliberately causing contact

Brutality

An act which is savage, ruthless or deliberately violent

C

Careless

Any action (usually a tackle or challenge) by a player which shows a lack of care or attention for the opponent

Caution

Disciplinary sanction which results in a report to a disciplinary authority, indicated by showing a yellow card; two cautions in a match result in a player, substitute or team official being dismissed (sent off)

Challenge

An action when a player competes/contends with an opponent for the ball

Charge (an opponent)

Physical challenge against an opponent, usually using the shoulder and upper arm (which is kept close to the body)

D

Deceive

Act to mislead/trick the referees into giving an incorrect decision/disciplinary sanction which benefits the deceiver and/or their team

Deliberate

An action which the player intended/meant to make; it is not a "reflex" or unintended reaction

Direct free kick

A free kick from which a goal can be scored by kicking the ball directly into the opponents' goal without it having to touch another player

Discretion

Judgement used by referees or other match officials when making a decision

Dissent

Public protest or disagreement (verbal and/or physical) with a match official's decision; punishable with a caution (yellow card)

Distract

To disturb, confuse or draw attention (usually unfairly)

Drinks break

Competition rules may allow drinks breaks (of no more than one minute) for players to rehydrate at half-time in extra time

Dropped ball

The restart when play has been stopped by the referees without an offence having been committed, e.g. due to injury, a defective ball, etc. (see Law 8)

E

Electronic performance and tracking system (EPTS)

System which records and analyses data about the physical and physiological performance of a player

Endanger the safety of an opponent

Put an opponent in danger or at risk (of injury)

Excessive force

Using more force/energy than is necessary

Extra time

A method of trying to decide the outcome of a match, involving two equal additional periods of play not exceeding five minutes each

F

Feinting

An action which attempts to confuse an opponent. The Futsal Laws define permitted and "illegal" feinting

Flying goalkeeper

A goalkeeper who (temporarily) plays as an outfield player, often stationed in the opponents' half and leaving the goal unguarded. This role may be performed by the team's regular goalkeeper or another player brought on to replace the usual goalkeeper specifically for this purpose

G

Guarded

When the goalkeeper is in their own penalty area and situated within an imaginary triangle formed by the goalposts and the ball; this is one of the considerations involved in determining whether an offence qualifies as denying a goal or an obvious goalscoring opportunity

H

Holding offence

A holding offence occurs only when a player's contact with an opponent's body or equipment impedes the opponent's movement

I

Impede

To delay, block or prevent an opponent's action or movement

Indirect free kick

A free kick from which a goal can only be scored if another player (of any team) touches the ball after it has been kicked

Influence area

Area of the pitch where the ball is not being played, but a dispute between players may occur

Intercept

To prevent a ball reaching its intended destination

K

Kick

The ball is kicked when a player makes contact with it using the foot and/or the ankle and it clearly moves

N

Negligible

Insignificant, minimal

O

Offence

An action which breaks/violates the Futsal Laws of the Game

Offensive, insulting or abusive language and/or action(s)

Behaviour (verbal and/or non-verbal) which is rude, hurtful or disrespectful: punishable with a sending-off (red card)

Outside agent

Any person who is not a match official or on the team list (players, substitutes and team officials) or any animal, object, structure, etc.

P

Penalise

To punish, usually by stopping play and awarding a free kick or penalty kick to the opposing team

Penalties (penalty shoot-out)

Method of deciding the result of a match by each team alternately taking kicks until one team has scored one more goal and both teams have taken the same number of kicks (unless during the first five kicks for each team, one team could not equal the other team's score even if they scored from all their remaining kicks)

Pitch

The playing area confined by the touchlines and end lines, as well as the goal nets

Play

Action by a player which makes contact with the ball

Playing distance

Distance to the ball which allows a player to touch the ball by extending the foot/leg or jumping or, for goalkeepers, jumping with arms extended. The distance depends on the physical size of the player

Playing time

The time during which the ball is in play, as timed using the chronometer; the timekeeper stops the chronometer when the ball goes out of play or play is stopped for any other reason

Q

Quick free kick

A free kick taken (with either referee's permission) very quickly after play was stopped

R

Reckless

Any action (usually a tackle or challenge) by a player which disregards (ignores) the danger to, or consequences for, the opponent

Restart

Any method of resuming play after it has been stopped

Restart position

A player's position at a restart is determined by the position of their feet or any part of their body which is touching the pitch; if the player is airborne, their position is determined by the projected position of their feet if they were touching the floor

S

Sanction

Disciplinary action taken by the referees

Sending-off

Disciplinary action when a player is required to leave the pitch for the remainder of the match having committed a sending-off offence (indicated by a red card). A team official may also be sent off

Serious foul play

A tackle or challenge for the ball that endangers the safety of an opponent or uses excessive force or brutality: punishable with a sending-off (red card)

Serious injury

An injury that is judged to be bad enough that play must be stopped, but for which medical staff should swiftly remove the player from the pitch for treatment or assessment, if necessary, so that play may resume

Severe injury

An injury that is judged to be so serious that play must be stopped and it is necessary for medical staff to perform treatment or an assessment on the pitch before removing the injured player, such as in potential cases of concussion, broken bones or spine injuries

Shinguard

A piece of equipment worn to help protect a player's shin from injury. Players are responsible for wearing shinguards made of a suitable material and of an appropriate size to provide reasonable protection, and they must be covered by the socks

Shirt

A garment worn over a player's upper body as part of a team's uniform. Apart from the length of the sleeves, the shirts of all players in a team are the same, except for the goalkeeper, whose shirt distinguishes them from the other players and the match officials

Signal

Physical indication from the referees or any match official; usually involves movement of the hand or arm, or use of the whistle

Simulation

An action which creates a wrong/false impression that something has occurred when it has not (see also "deceive"), committed by a player to gain an unfair advantage

Spirit of the game

The main/essential principles/ethos of futsal as a sport but also within a particular match

Suspend

To stop a match for a period of time with the intention of eventually restarting play, e.g. due to leaks on the pitch or severe injury

T

Tackle

A challenge for the ball with the foot (on the floor or in the air)

Tactical foul

When a player deliberately fouls an opponent as a strategy either to help their own team attack (such as by stopping an opponent from intervening defensively) or to prevent a possible attack or counter-attack against their team, such as when the opponent has time and space to attack the goal

Team list

Official team document usually listing the players, substitutes and team officials

Team official

Any non-player listed on the official team list, e.g. coach, physiotherapist, doctor

Technical area

Defined area for the team officials and substitutes which includes seating

Timeout

A one-minute break requested by a team in each of the two periods

Two-minute numerical reduction

A situation when a team has its number of players reduced for two minutes of playing time (most commonly after having a player sent off); the number of players may, in certain circumstances, be increased before the two minutes have elapsed if the opposing team scores a goal

U

Undue interference

Action/influence which is unnecessary

Unsporting behaviour

Unfair action/behaviour: punishable with a caution

V

Violent conduct

An action, which is not a challenge for the ball, which uses or attempts to use excessive force or brutality against an opponent or when a player deliberately strikes someone on the head or face unless the force used is negligible

REFEREE TERMS

Match official(s)

General term for person or persons responsible for controlling a futsal match on behalf of a football/futsal association and/or competition under whose jurisdiction the match is played

"On-pitch" match officials

Referee

The main match official, who operates on the pitch. Other match officials operate under the referee's control and direction. The referee is the final decision-maker

Second referee

The second match official who operates on the pitch. Other match officials operate under the referee's control and direction. The second referee is always under the referee's supervision

Other match officials

Competitions may appoint other match officials to assist the referees:

Third referee

An assistant referee who particularly assists the referees with controlling the team officials and substitutes, recording match data such as accumulated fouls and making decisions

Fourth referee

An assistant referee who, together with the third referee, assists the referees with controlling the team officials and substitutes, recording match data such as accumulated fouls and making decisions, and who replaces a third referee or timekeeper who is unable to continue

Timekeeper

A match official whose main duty is to control the playing time

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