



OFFICIAL
SERIES FUTSAL
LAWS OF THE GAME

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1. The Playing Court

Court Surface

Series Futsal Matches should be played on flat, smooth and non-abrasive surfaces, preferably made out of BLUE PVC plastic sports flooring or wooden polished flooring. All other materials will require the approval of the Series Futsal Commission.

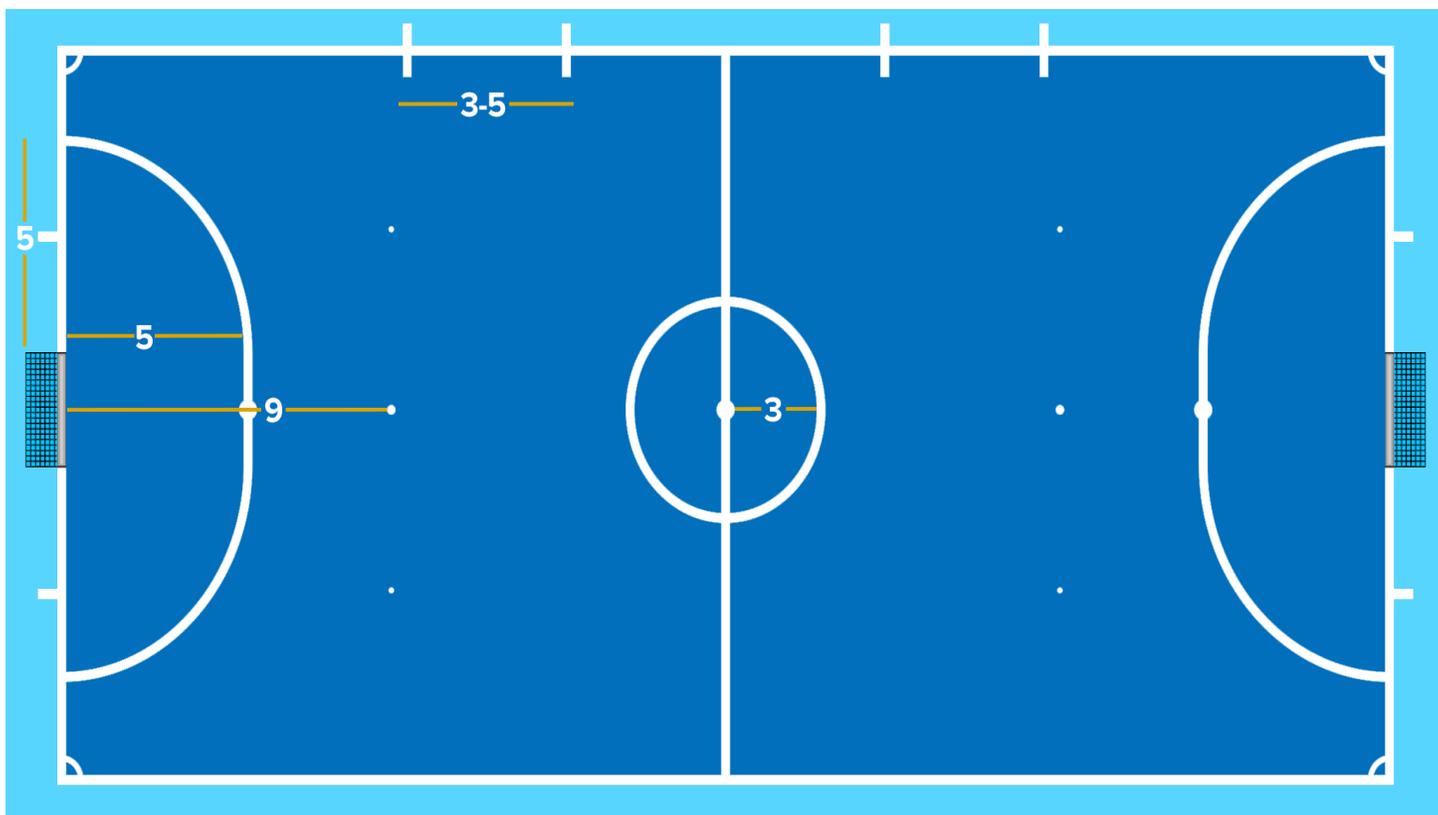
Dimensions

The field of play will be rectangular; the sideline must be greater than the length of the goal line. All lines must be 8cm wide.

Series Futsal court dimensions are as follows:

Length (sideline):	Minimum	28m
	Maximum	32m
Width (goal line):	Minimum	16m
	Maximum	20m

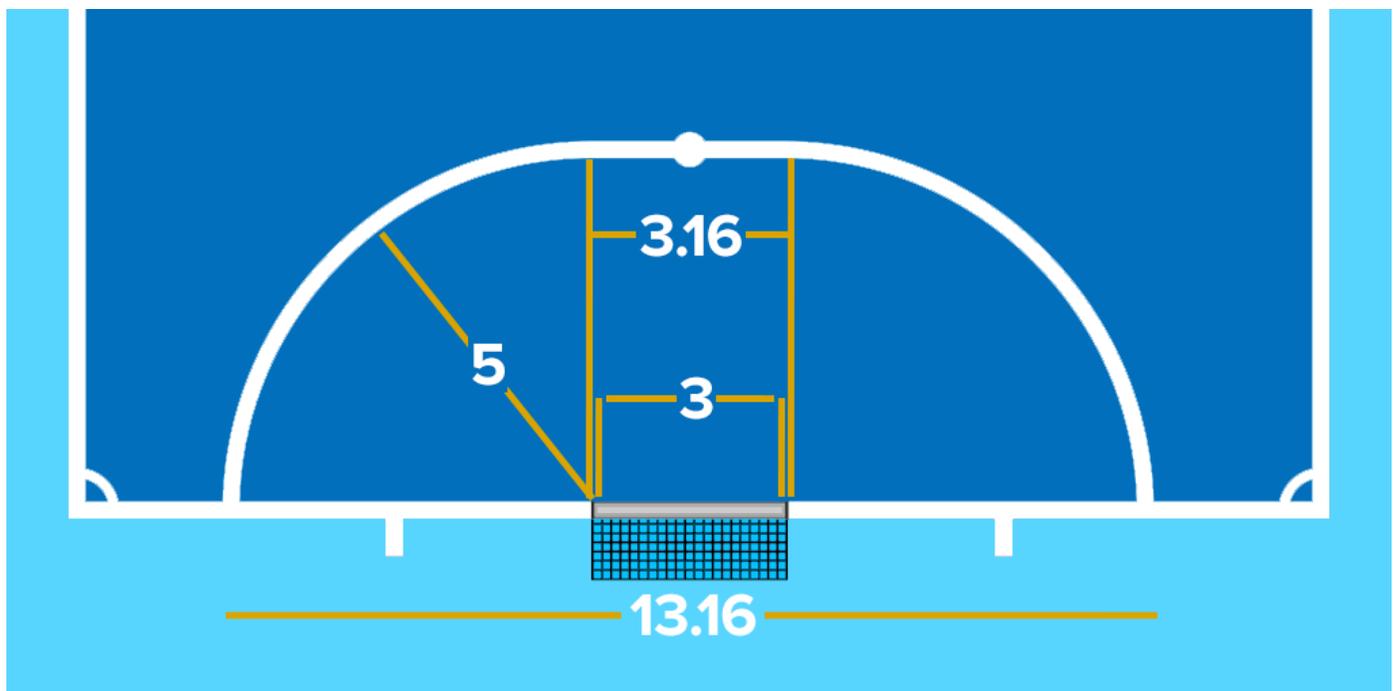
Preferred SERIES FUTSAL court dimensions are 30m x 18m



Court Markings

The width of line markings are 80mm.

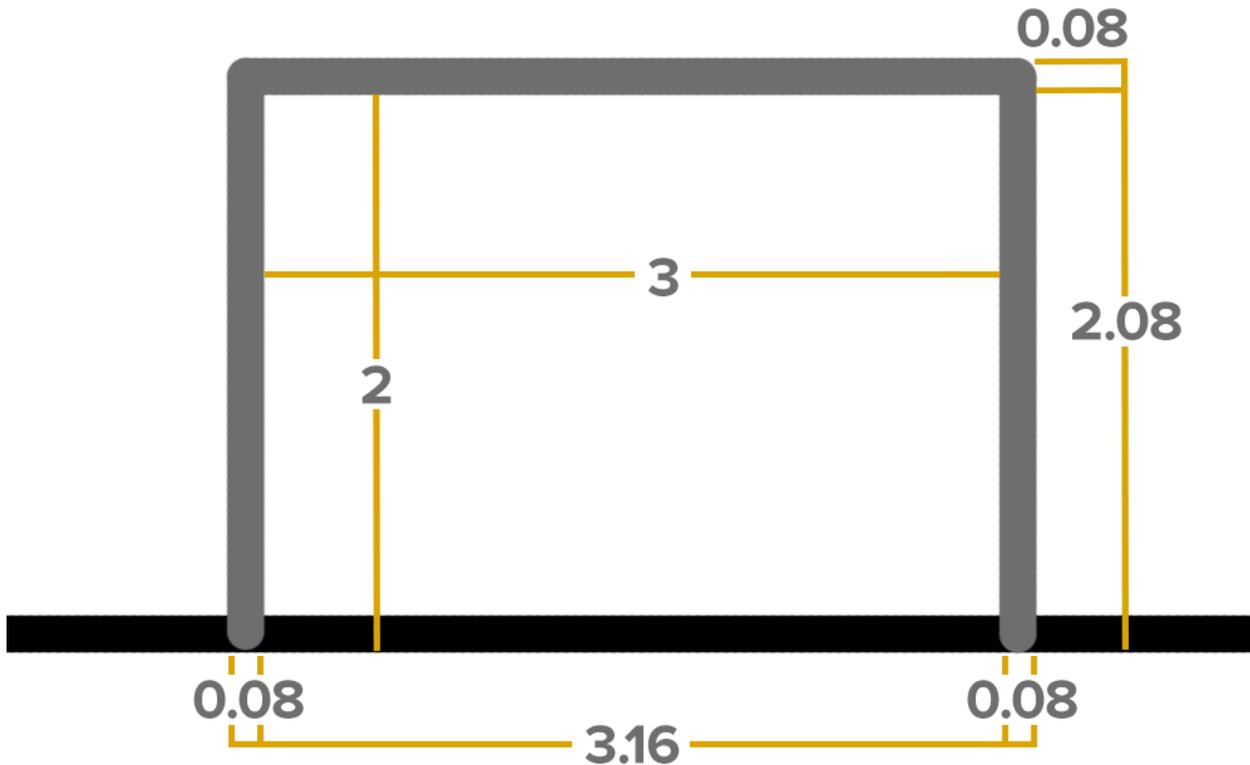
1. The court must be rectangular and marked with lines. These lines belong to the areas of which they are boundaries and must be clearly distinguishable from the colour of the pitch.
2. The two longer boundary lines are called sidelines. The two shorter lines are called goal lines.
3. The pitch is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.
4. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 3m is marked around it.
5. A mark must be drawn outside the pitch, 5m from the corner arc and at right angles to the goal line, to ensure that defending players retreat this distance when a corner kick is being taken.
6. Two additional marks, each at a distance of 5m to the left and the right of the second penalty mark, must be made on the pitch to indicate the minimum distance to be retreated when a side ball is being taken. The width of this mark is 8cm.



The Corner Arc

1. A quarter circle with a radius of 25cm from each corner is drawn inside the pitch. The width of this mark is 8cm.

Goals



1. A goal must be placed on the center of each goal line.
2. A goal consists of two upright posts equidistant from the corners and joined at the top by a horizontal crossbar.
3. The goalposts and crossbar must be made of metal or aluminum material. They must be round and white in colour.
4. The distance (inside measurement) between the posts is 3 meters and the distance from the lower edge of the crossbar to the ground is 2 meters.
5. Both goalposts and the crossbar have the same width and depth of 8cm.
6. The nets must be made of nylon or other approved material and are attached to the back of the goalposts and the crossbar with a suitable means of support. They must be properly supported and must not interfere with the goalkeeper.
7. The depth of the goal must be 80 cm at a minimum and 1 meter at maximum.
8. The goalposts and crossbars must be white colour standing out from the pitch.
9. The goals must have a stabilizing system that prevents them from overturning.

The Penalty Area

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

1. 3m Straight edge of D: A 5m perpetual straight line will be measured out from the outer side of each goalpost heading towards the center of the court, creating a mirror image of the goal line, 5 meters away from the goal line this is called the Straight edge of the D.

2. Goal line D: A 5m perpetual straight line will be measured from the outer side of each goal post heading towards the corners. This is called the Goal line D.
3. A semi circle will be drawn starting from the 5m Goal line D towards the 3m Straight edge of the D, joining the Goal Line D to the 3m Straight edge D on both sides having a radius of 5m from the outer part of the goalpost.
4. The area bounded by these lines and the goal line is the penalty area.

Penalty Kick Spot

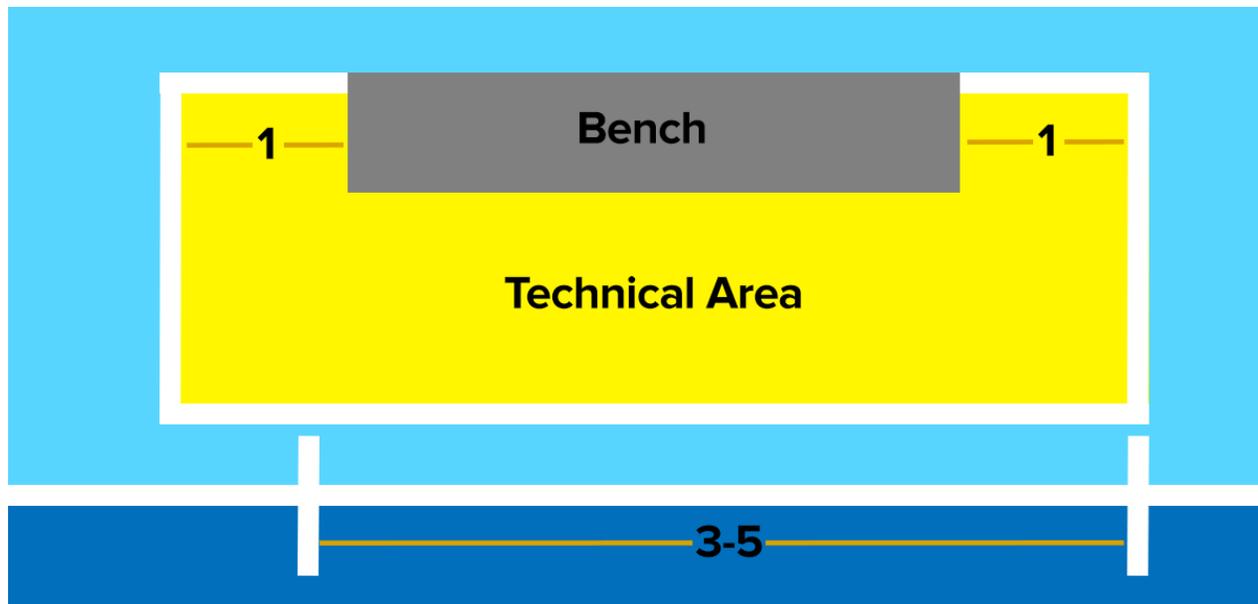
1. Within each penalty area, a penalty mark is made 5m from the midpoint between the goalposts and equidistant to them.
2. An 8cm radius solid circle is marked in the center of the 3m Straight edge D.

The Second Penalty Kick Spot – (Long Penalty)

1. A second penalty kick mark is made 9m from the midpoint between the goalposts and equidistant to them.

The Technical Area And Substitution Zones

The technical area is a special zone for technical staff and substitutes. While the size and position of technical areas may differ between facilities, the following notes are issued for general guidance:



The technical area

1. The technical area extends 1m on either side of the designated seated area and extends forward up to a distance of 75cm from the touch line
2. It is recommended that markings are used to define this area
3. The number of persons permitted to occupy the technical area is defined by the competition rules

4. The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules
5. Only one team official at a time is authorised to convey tactical instructions and may remain standing
6. The coach and other officials must remain within the confines of the technical area except in special circumstances, e.g. a physiotherapist or doctor entering the pitch, with the referees' permission, to assess an injured player or organise his removal from the pitch
7. The coach and other occupants of the technical area must behave in a responsible manner, avoiding any obstruction of the players' and referees'
8. The substitutes and the fitness coach may warm up during a match in the zone provided for this purpose, as long as they do not obstruct the movements of players and referees and they behave responsibly.

The substitution zones

The substitution zones are the areas on the sideline in front of the team benches.

1. They are situated in front of the technical area and are minimum 3m and maximum 5m in length.
2. They are marked at each end with a line 80cm in length, 40cm of which is drawn on the pitch and 40cm off the pitch, and 8cm wide
3. The area in front of the timekeeper's table 4m to either side of the halfway line is kept clear
4. A team's substitution zone is situated in the half of the pitch defended by said team and changes in the second half of the match and periods of extra time, if any
5. The substitution zones purpose is to provide a smooth transition from substitute to field player and avoid interference of match.

2. The Ball



The Ball

1. Must be round and spherical.
2. Must be made out of leather, Vinyl or other approved material.
3. Must have a circumference of not more than 64cm and not less than 62cm
4. Must not be more than 440g and not less than 400g in weight .
5. Must have air pressure equal to 0.6 – 0.9 atmosphere (600 – 900g/cm²) at sea level.
6. Must not bounce less than 55cm or more than 70cm on the first rebound when dropped from a height of 2m.
7. Only approved balls and brands may be used.

Replacement Of A Defective Ball

1. If the ball bursts or becomes defective during the course of a match, the match is stopped.
2. The match is restarted by dropping the replacement ball at the place where the original ball became defective, unless play was stopped inside the penalty area, in which case one of the referees drops the replacement ball on the penalty area line at the point nearest to where the original ball was located when play was stopped
3. The match is restarted by retaking the kick if the ball bursts or becomes defective while a direct free kick without a wall, a kick from the second penalty mark or a kick from the penalty mark is being taken and does not touch the goalposts, the crossbar or a player and no infringement is committed
4. If the ball bursts or becomes defective while not in play (at a kick-off, goal clearance, corner kick, dropped ball, free kick, penalty kick or ball inbound):
5. The match is restarted in accordance with the SERIES FUTSAL Laws of the Game
6. The ball may not be changed during the match without the authority of the referees.

3. Teams

Players

1. Players from two opposing teams play a match.
2. Each consisting of not more than five players, one of whom is the goalkeeper.
3. A match may not continue if either team consists of fewer than three players.
4. The match is abandoned if one of the teams has fewer than three players on the court including the goalkeeper.
5. Up to a maximum of nine substitutes may be used in any match.
6. The number of substitutions that may be made during a match is unlimited.
7. 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.
8. Any substitute whose name is not given to the referees at this time may not take part in the match.
9. Each team on match day will have a team Manager or an assistant Manager/coach.
10. Each team must have on their game day team sheet two goalkeepers and up to 12 court players
11. A maximum of fourteen players can be listed on the game day team sheet which two must be goalkeepers.

Team Officials

1. The manager or assistant manager/coach will have the following tasks:
2. Represent the team, and he/she will be responsible for the players' behavior before, during and after the match.
3. Will be responsible for the match day team list, ensuring the list is true and correct and handed in 24 hours before the kick off as per match day schedule.
4. Will be responsible for the team captain and vice captains actions who will be the only ones who can talk to the referees who from time to time receive essential information or instructions, conducting themselves in respectable and polite manner.
5. The Manager, assistant manager/coach or the captain will be the only person who will communicate with the timekeeper for time outs.
6. The captain will be identified by a clearly visible band around the arm, min 6 cm and max 10 cm
7. A match will not start without a minimum of 3 players.

Substitution Procedure

1. A substitution may be made at any time, whether the ball is in play or not.
2. To replace a player with a substitute, the following conditions must be observed:
3. The player leaves the pitch via his own team's substitution zone.
4. The substitute player only enters the pitch after the player being replaced has crossed the sideline.
5. The substitute enters the pitch via his own team's substitution zone.
6. The substitution is completed when a substitute enters the pitch via his own team's substitution zone, after handing his bib to the player being replaced.

7. Unless this player has had to leave the pitch via another zone for any reason, in which case the substitute shall hand his bib to the third referee.
8. From that moment, the substitute becomes a player and the player he has replaced becomes a substituted player.
9. All substitutes are subject to the authority and jurisdiction of the referees, whether called upon to play or not.

Changing The Goalkeeper

1. Any of the substitutes may change places with the goalkeeper without informing the referees or waiting for a stoppage in the match as long as the substitute enters the pitch via his own team's substitution zone.
2. A player or substitute replacing the goalkeeper must wear their teams goalkeeper's jersey with his number on the back.
3. The goal keeper may use a Series Futsal Fly keeper jersey.

Infringements And Sanctions

1. If a substitute enters the pitch before the player being replaced has left or, during a substitution, a substitute enters the pitch from a place other than his own team's substitution zone: the referees stop play (although not immediately if they can apply the advantage) the referees caution him for infringing the substitution procedure and order him to leave the pitch
2. If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage
3. If, during a substitution, the player being replaced leaves the pitch for reasons not provided for in the Series Futsal Laws of the Game and via a place other than his own team's substitution zone: the referees stop play (although not immediately if they can apply the advantage) the referees caution the player for infringing the substitution procedure.
4. If the referees have stopped play, it is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage
5. In the event of any other infringements of this Law:
 - a. the players concerned are cautioned
 - b. the match is restarted with an indirect free kick to the opposing team from the position of the ball at the time of the stoppage.
6. In special cases, play is restarted in accordance with the section entitled "Interpretation of the Series Futsal Laws of the Game and Guidelines for Referees"

Players And Substitutes Sent Off

1. A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.
2. A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.
3. A substitute may replace a sent-off player and enter the pitch after two minutes of playing time have elapsed since the sending-off, provided that he has the authorisation of the timekeeper or

the third referee (assistant referees), unless a goal is scored before the two minutes have elapsed, in which case the following conditions apply:

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

4. The Players' Equipment

Playing Gear

1. The team uniform will be official and contain the approved SERIES FUTSAL badge on the left hand sleeve. The approved badge can only be issue by Series Futsal.
2. The team uniform must be consistent without variation from player to player.
3. The team uniform may either consist of short or long sleeves jerseys, shorts, socks drawn to the bottom of the knee.
4. Non marking sole shoes made of soft leather or similar material with even soles covered with rubber can only be used.
5. Shin-pads must be worn under the socks and secured, unsecured shin pads may result in a card been shown.
6. Elastic or orthopedic elements such as suspenders, protectors (leg protectors) can be used.
7. These elements must be completely covered by the socks and must be made out of an appropriate material (plastic, rubber or similar) and must provide a reasonable degree of protection.
8. If under pants are used, they must be the same colour of the uniform.
9. The goalkeeper's uniform must be different from the others. It will have a different colour.
10. The goalkeeper will be allowed to use long pants with no pockets or zippers.
11. The goalkeeper will not be permitted to use objects that might be a danger for him or others, including any kind of accessories.
12. Team uniforms can display any number from 1 to 99.
13. Team uniform numbers may have a maximum height of 20 cm and a min height of 15 cm.
14. The colour of the numbers used must be clearly different from the colour of the jersey
15. The team uniform may not consist of the same numbers in the same team.
16. Jewelry or any dangerous or inappropriate objects will be used
17. If a player is not using a proper uniform according to this rule, he will be taken temporarily out of the playing area.
18. Once his/her uniform is in accordance to normal conditions, he/she will be able to enter the playing area again, while the ball is out of play.
19. The referee's judgment is final and may sanction a player if the following is not ahead to.

5. Substitutions Of Players

Safety

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

Basic Equipment

1. The basic compulsory equipment of a player comprises the following separate items:
2. A jersey or shirt – if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt
3. Shorts – if undershorts are worn, they must be of the same main colour as the shorts. The goalkeeper is permitted to wear long trousers
4. Stockings – if tape or similar material is applied externally it must be the same colour as that part of the stocking it is applied to
5. Shin pads
6. Footwear – non-marking shoes with soles of rubber or a similar material

Shin Pads

1. Are covered entirely by the stockings
2. Are made of rubber, plastic or a similar approved material
3. Provide a reasonable degree of protection

Colours

1. The two teams must wear colours that distinguish them from each other and also the referees and the assistant referees
2. Each goalkeeper must wear colours that distinguish him from the other players, the referees and the assistant referees.

Infringements And Sanctions

In the event of any infringement of this Law:

1. play need not be stopped
2. the player at fault is instructed by the referees to leave the pitch to correct his/her equipment when the ball next ceases to be in play, unless the player has already corrected the equipment
3. any player required to leave the pitch to correct his equipment must not re-enter without the permission of the referees or third referee

4. the referees, either directly or through the third referee, check that the player's equipment is correct before allowing him/her to re-enter the pitch
5. the player, if he/she has not been interchanged, is only allowed to re-enter the pitch when the ball is out of play or under the supervision of the third referee when the ball is in play
6. A player having been required to leave the pitch because of an infringement of this Law and not having been substituted who re-enters the pitch without the permission of the referees or third referee must be cautioned.

Restart Of Play

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

1. the match is restarted with an indirect free kick taken by a player of the opposing team, from the place where the ball was located when the referees stopped the match.

Sponsors & Advertising On Equipment

1. Club sponsors and advertising; must be approved by the Series Futsal Commission.

Basic Compulsory Equipment

1. The basic compulsory equipment must not have any political, religious or personal slogans, images or statements. The team of a player whose basic compulsory equipment has political, religious or personal slogans, images or statements will be sanctioned by the Series Futsal Commission.

Undergarments

1. Players must not reveal undergarments showing political, religious or personal slogans, images or statements, or any advertising other than the manufacturer's logo.
2. Players or teams revealing undergarments showing political, religious or personal slogans, images or statements or advertising other than the manufacturer's logo will be sanctioned by the Series Futsal Commission.

6. Referees and Officials

The Authority Of The Referees

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

Powers And Duties

The Referees Must:

1. Enforce the Series Futsal Laws of the Game
2. Control the match in cooperation with the assistant referees, where applicable
3. Ensure that any ball used meets the requirements set out in the Series Futsal Laws of the Game.
4. Ensure that the players' equipment meets the requirements set out in the Series Futsal Laws of the Game.
5. Keep a record of match incidents.
6. Stop the match, at their discretion, for any infringements of the Series Futsal Laws of the Game
7. Stop the match because of outside interference of any kind
8. Stop the match if, in their opinion, a player is seriously injured and ensure that he/she is removed from the pitch. An injured player may only return to the pitch after the match has restarted
9. Allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured
10. Ensure that any player bleeding from a wound leaves the pitch. The player may only return on receiving a signal from the referees, who must be satisfied, either directly or through the third official, that the bleeding has stopped
11. Allow play to continue when the team against which an offence has been committed stands to benefit from such an advantage and penalise the original offence if the anticipated advantage does not ensue at that time
12. Punish the more serious offence when a player commits more than one offence at the same time
13. Punish the more serious misconduct when a player commits more than one act of misconduct at the same time take disciplinary action against players guilty of punishable 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
14. Take action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the technical area and the surrounds of the pitch
15. Ensure that no unauthorised persons enter the pitch
16. Indicate the restart of the match after it has been stopped
17. Give the signals described in the section entitled "Referee and Assistant Referee Signals"

18. Position themselves on the pitch as described in the sections entitled “Positioning with ball in play” and “Positioning in ball out of play situations”, which are part of the “Interpretation of the Futsal Laws of the Game and Guidelines for Referees” (Law 5 – The Referees), when they are required to do so
19. 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

The Referee

1. Is the head referee and decisions are final.
2. Acts as timekeeper and third official in the event that the assistant referees are not present
3. Suspends or abandons the match, at his/her discretion, for any infringements of the Futsal Laws of the Game
4. Suspends or abandons the match because of outside interference of any kind

The Second Referee

1. Assists the first referee and replaces the head referee in the event that the referee or third official becomes injured or unable to continue.

Decisions Of The Referees

1. 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.
2. The referees may only change a decision on realising that it is incorrect or, at their discretion, on the advice of an assistant referee, provided that they have not restarted play or terminated the match.
3. The decisions of the referee prevail over those of the second referee if both signal an infringement and there is disagreement between them.
4. In the event of undue interference or improper conduct, the referee will relieve the second referee or the assistant referees of their duties, arrange for them to be substituted and make a report to the appropriate authorities.

Responsibilities Of The Referees

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

1. any kind of injury suffered by a player, official or spectator
2. any damage to property of any kind
3. 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:

1. A decision that the condition of the pitch or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
2. A decision to abandon a match for whatever reason
3. A decision as to the suitability of the accessories and equipment used during a match
4. A decision to stop or not to stop a match due to spectator interference or any problem in spectator
5. A decision to stop or not to stop play to allow an injured player to be removed from the pitch for treatment.
6. A decision to require an injured player to be removed from the pitch for treatment
7. A decision to allow or not to allow a player to wear certain apparel or equipment
8. 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
9. Any other decision that they may take in accordance with the Series Futsal Laws of the Game under which the match is played

The Authority Of The Assistant Referees

1. An assistant referee may be appointed as well as a third official (timekeeper) who must perform their duties in accordance with the Futsal Laws of the Game. They are positioned off the pitch, level with the halfway line and on the same side as the substitution zones.

Third Official

The third official referee:

1. is situated in a prominent place, typically next to the timekeeper.
2. is appointed under the competition rules and replaces the second referee if any of the referees is unable to continue officiating the match. He assists the referees and timekeeper at all times
3. supervises the conduct of the persons situated in the technical area, and on the benches and informs the referees of any inappropriate behavior
4. monitors the replacement of balls at the request of the referee
5. checks the substitutes' equipment before they enter the pitch
6. assists with any administrative duties before, during and after the match, as required by the referees
7. submits a report after the match to the appropriate authorities on any misconduct or other incident that occurred out of the view of the referees. He must advise the referees of any report being made
8. records all incidents occurring before, during and after the match
9. carries an alternative manual chronometer in case it is required due to an incident of any kind
10. informs the officials of each team regarding when a substitute can enter the pitch to replace a player who has been sent off
11. under the referees' supervision, checks the entry of a player who has left the pitch to correct his equipment

12. under the referees' supervision, checks the entry of a player who has left the pitch due to an injury of any kind
13. signals to the referees when an obvious error has been made in cautioning or sending off a player or if an act of violence has been committed out of their field of vision. In any case, the referees decide on any facts connected with play
14. keeps a record of stoppages in play because of outside interference and the reasons for them
15. provides any other information relevant to the game
16. replaces the second referee in the event that the referee or second referee becomes injured or indisposed

Timekeeper

1. The timekeeper ensures that the duration of the match complies with the Provisions of Law 7 by:
 - a. starting the chronometer after a kick-off has been taken correctly
 - b. only during the final two minutes of the second half in appropriate league:
 - i. Stopping the chronometer when the ball is out of play
 - ii. Restarting the chronometer after play has been correctly resumed after a side-ball, a goal clearance, a corner kick or kick-off, a free kick, kicks from the penalty mark or second penalty mark or a dropped ball
2. keeps a record of the players taking part in the match
3. records the goal-scorers' numbers
4. recording the goals, accumulated fouls and periods of play on the public scoreboard, if available
5. hands a document to the officials of each team before the start of each period of play with which they can request time-outs and collects it at the end of each period if none have been requested
6. keeps a record of the time-outs requested
7. informs the assistant referee of a request for a time-out when a team official makes one
8. gives the mandatory time-out signal to inform the referees and the teams that the time-out has been granted
9. indicating the end of the one-minute time-out with a different whistle or acoustic signal from the one used by the referees
10. keeps a record of the accumulated fouls by each team signaled by the referees in each period
11. advises the third official and/or referees that a team has committed five accumulated fouls in one period of play
12. records the names and numbers of any players cautioned or sent off
13. times a player's two-minute expulsion
14. provides any other information relevant to the game
15. also performs the specific duties of the third official in the event of the latter's absence

7. The Game

Preliminaries

1. A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.
2. The other team takes the kick-off to start the match.
3. The team that wins the toss takes the kick-off to start the second half of the match.
4. In the second half of the match, the teams change ends and attack the opposite goals.

Kick-Off

1. A kick-off is a way of starting or restarting play:
 - a. At the start of the match
 - b. After a goal has been scored
 - c. At the start of the second half of the match
 - d. At the start of each period of extra time, where applicable
2. A goal may not be scored directly from the kick-off

Procedure

1. All players must be in their own half of the pitch
2. The opponents of the team taking the kick-off are at least 3 meters from the ball until it is in play
3. The ball must be stationary on the center mark
4. The referee gives a signal to begin play
5. The ball is in play when it is kicked in any direction
6. After a team scores a goal, provided that the period has not ended, the kick-off is taken by the other team
7. The ball can be played either backwards or forward from the kick-off.

Infringements And Sanctions

1. If the ball is in play and the player taking the kick-off touches the ball again (except with his/her hands) before it has touched another player:
 - a. an indirect free kick is awarded to the opposing team, to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of free kick)
2. If the ball is in play and the player taking the kick-off deliberately handles the ball before it has touched another player:
 - a. an indirect free kick is awarded to the opposing team, to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of free kick) and the player's team is sanctioned with an accumulated foul
3. In the event of any other infringement of the kick-off procedure:
 - a. the kick-off is retaken and the advantage cannot be applied

Dropped Ball

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

Procedure

1. The referee or second referee drops the ball from the position of the ball when play was stopped, unless play was stopped inside the penalty area, in which case one of the referees drops the ball on the penalty area line at the point nearest to where the ball was located when play was stopped.
2. Play restarts when the ball touches the ground within the boundaries of the pitch. If the ball leaves the pitch after it makes contact with the ground, without a player touching it after being in play, the ball is dropped at the same point where it was dropped the first time.

Infringements And Sanctions

1. The ball is dropped again at the same place where it was dropped the first time:
 - a. if it is touched by a player before it makes contact with the ground
 - b. if the ball leaves the pitch after it makes contact with the ground without a player touching it
 - c. if any infringement is committed before the ball makes contact with the ground
2. If, after the ball has made contact with the ground, a player kicks it once directly towards one of the goals and the ball goes directly into the opponent's goal;
 - a. a goal clearance is awarded if the ball is kicked into the team's own goal,
 - b. a corner kick is awarded if the ball is kicked into the opposing team's goal
3. If, after the ball has made contact with the ground, a player kicks the ball with more than one touch towards one of the goals and the ball enters one of the goals,
 - a. a goal is awarded.

Ball Out Of Play

The ball is out of play when:

1. it has wholly crossed the goal line or touch line whether on the ground or in the air
2. play has been stopped by the referees
3. it hits the ceiling

Ball In Play

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

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

Indoor Pitch

1. The minimum height of ceilings is 4 meters and shall be stipulated in the competition rules.
2. If the ball hits the ceiling while in play, the game is restarted with a side-ball taken by the opponents of the team that last touched the ball. The side-ball is taken from the point on the touch line nearest to the place on the ground above which the ball hit the ceiling (see Law 15 – Position of side-ball).

Duration And Periods Of Play

1. A Series Futsal match lasts two equal periods as per the following list unless otherwise mutually agreed between the referee and the two teams:
 - a. Series Futsal Men: 23 minute halves (final two minutes of the second half is stop clock)
 - b. Series Futsal Women: 20 minute halves
 - c. Series Futsal Youth: 18 minute halves
 - d. Series Futsal Under 16s and younger age groups: 18 minute halves
2. Any agreement to alter the duration of the periods of play must be made before the start of play and must comply with the competition rules.

Ending The Periods Of Play

1. The timekeeper indicates the end of each period with an acoustic signal. After hearing the timekeeper's acoustic signal, one of the referees announces the end of the period or match with his/her whistle, bearing in mind the following:
 - a. If a kick from the second penalty mark or direct free kick, beginning with the sixth accumulated foul, must be taken or retaken, the period in question is extended until the kick has been taken
 - b. If a penalty kick has to be taken or retaken, the period in question is extended until the kick has been taken
2. If the ball has been played towards one of the goals before the timekeeper sounds the acoustic signal, the referees must wait for the kick to end before announcing the end of the period or match with a whistle. The period or match ends when:
 - a. The ball goes directly into the goal and a goal is scored
 - b. The ball leaves the boundaries of the pitch
 - c. The ball touches the goalkeeper or another player in the defending team, the goalposts, crossbar or ground, crosses the goal line and a goal is scored
 - d. The defending goalkeeper or another player in the defending team touches the ball or it rebounds from the goalposts or crossbar and does not cross the goal line

- e. The ball touches any player in the team that played the ball, except if an indirect free kick was taken and the ball was heading towards the opponent's goal after being touched by the second player
 - f. No infringement has been committed that is sanctioned with a direct free kick, an indirect free kick or a penalty kick, and a direct free kick, indirect free kick or penalty kick does not have to be retaken
3. If an infringement has been committed during this period that is sanctioned with a direct free kick after the fifth accumulated foul of one of the teams, or sanctioned with a penalty kick, the period ends when:
- a. The ball is not kicked directly at the goal
 - b. The ball goes directly into the goal and a goal is scored
 - c. The ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is scored
 - d. The ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is not scored
 - e. No other infringement that is sanctioned with a direct free kick, indirect free kick or penalty kick is committed
4. If, during this period, an infringement sanctioned with a direct free kick is committed before the sixth accumulated foul of one of the teams, the period ends when:
- a. The ball is not kicked directly at the goal
 - b. The ball goes directly into the goal and a goal is scored
 - c. The ball leaves the boundaries of the pitch
 - d. The ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is scored
 - e. The ball hits one or both posts, the crossbar, the goalkeeper or another player in the defending team and a goal is not scored
 - f. The ball touches a player in the team taking the kick
 - g. No other infringement that is sanctioned with a direct free kick, indirect free kick or penalty kick is committed
5. If an infringement sanctioned with an indirect free kick is committed during this period, the period ends when:
- a. The ball goes directly into the goal without being touched by another player during its trajectory or touching one or both posts or the crossbar, in which case the goal will not be allowed
 - b. The ball leaves the boundaries of the pitch
 - c. The ball hits one or both posts or the crossbar after touching the goalkeeper or another player in the defending or attacking team, not the player taking the kick, and a goal is scored
 - d. The ball hits one or both posts or the crossbar after touching the goalkeeper or another player in the defending or attacking team, not the player taking the kick, and a goal is not scored
 - e. No other infringement that is sanctioned with a direct free kick, indirect free kick or penalty kick is committed.

Time-Out

The teams are entitled to a one-minute time-out in each period. The following conditions apply:

1. The team officials are authorised to request the third official, or the assistant referee if there is no third official, for a one-minute time-out using the document provided
2. The third official grants the time-out when the team that has requested it is in possession of the ball and the ball is out of play, using a different whistle or acoustic signal from the ones used by the referees
3. During the time-out, the players may remain on or off the pitch.
4. In order to have a drink, the players must leave the pitch
5. During the time-out, the substitutes must stay off the pitch
6. During the time-out, officials are not allowed to give instructions on the pitch
7. Substitutions may only be made after the acoustic signal or whistle has sounded to indicate the end of the time-out
8. A team that does not request a time-out in the first period of the match is only entitled to one time-out during the second period
9. If there is no third official, a team official may request the referees for a time-out
10. There are no time-outs during extra time, if played.

Half-Time Interval

1. Players are entitled to an interval at half-time.
2. The half-time interval must not exceed 3 minutes.
3. Competition rules must state the duration of the half-time interval.
4. The duration of the half-time interval may be altered only with the consent of the referee.

Abandoned Match

1. An abandoned match is replayed unless the Series Futsal Commission deems otherwise.

8. Scoring

Goal Scored

1. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Futsal Laws of the Game has been committed previously by the team scoring the goal.
2. A goal is disallowed if the goalkeeper of the attacking team throws or hits the ball intentionally with his hand or arm from inside his own penalty area and is the last player to touch or play the ball. The match is restarted with a goal clearance to the opposing team.
3. If, after a goal is scored the referees realise before play restarts, that the team that scored the goal was playing with an extra player or had carried out a substitution incorrectly, they must disallow the goal and restart play with an indirect free kick to be taken by the opponents of the offending player from any point inside the penalty area.
4. If the kick-off has already been taken, they sanction the offending player in accordance with Law 3, but the goal is allowed. The referees report the fact to the appropriate authorities. If the goal was scored by the other team, they must allow it.

Winning Team

1. 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 two teams compete in a penalty shootout from the second penalty kick spot.

Competition Rules

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

1. Long penalties
2. Extra time
3. Kicks from the penalty mark

These procedures are described in the section entitled “Procedures to Determining the Winner of a Match”.

9. Fouls And Misconduct

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

Fouls

1. Fouls are penalised with a direct free kick, penalty kick or indirect free kick.

Direct Free Kick

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

1. Kicks or attempts to kick an opponent
2. Trips an opponent
3. Jumps at an opponent
4. Charges an opponent
5. Strikes or attempts to strike an opponent
6. Pushes an opponent
7. Tackles an opponent

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

1. Holds an opponent
2. Spits at an opponent
3. Handles the ball deliberately (except for the goalkeeper within his own penalty area)

A direct free kick is taken from the place where the offence occurred (see Law 13 – Position of free kick).

The above offences are accumulated fouls.

Penalty Kick

1. A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.
2. A goal may be scored directly from a penalty kick.
3. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the ball and the players

The ball:

1. must be placed on the penalty mark

The player taking the penalty kick:

1. must be properly identified

The defending goalkeeper:

1. must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

1. on the pitch
2. outside the penalty area
3. behind the penalty mark
4. at least 3m from the penalty mark

Procedure

1. After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken
2. The player taking the penalty kick must kick the ball forward
3. The ball is in play when it is kicked and moves forward

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

1. the ball touches either or both goalposts and/or the crossbar and/or the goalkeeper

The referees decide when a penalty kick has been completed.

Infringements and sanctions

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

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

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

1. a player of the same team as the player taking the kick infringes the Futsal Laws of the Game:
 - a. the referees allow the kick to be taken
 - b. if the ball enters the goal, the kick is retaken
 - c. if the ball does not enter the goal, the referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the place where the offence occurred (see Law 13 – Position of free kick)
2. a player of the defending team infringes the Futsal Laws of the Game:
 - a. the referees allow the kick to be taken
 - b. if the ball enters the goal, a goal is awarded
 - c. if the ball does not enter the goal, the kick is retaken
3. one or more players of the defending team and one or more players of the attacking team

infringe the Futsal Laws of the Game:

- a. the kick is retaken

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following four offences:

1. Controls the ball with his hands or feet in his own half of the pitch for more than four seconds
2. After playing the ball, he touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it
3. Touches the ball with his hands inside his own penalty area after it has been deliberately kicked to him by a team-mate
4. Touches the ball with his hands inside his own penalty area after he has received it directly from a side-ball by a team-mate

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

1. plays in a dangerous manner in the presence of an opponent
2. impedes the progress of an opponent
3. prevents the goalkeeper from releasing the ball from his hands
4. commits against a team-mate one of the nine offences penalised with a direct free kick if they are committed against an opponent
5. commits any other infringement not previously mentioned in Law 12 or in any other Law, for which play is stopped to caution or dismiss a player
6. The indirect free kick is taken from the place where the offence occurred

Misconduct

1. Misconduct is penalised with a caution or a sending-off.

Disciplinary Sanctions

1. The yellow card is used to communicate that a player or substitute has been cautioned.
2. The red card is used to communicate that a player or substitute has been sent off.
3. Only a player or substitute may be shown the red or yellow card. The relevant card is only shown publicly on the pitch if the match has started. In other cases, the referees verbally inform the players and team officials of the disciplinary sanction taken.
4. The referees have the authority to take disciplinary sanctions from the moment they enter the premises where the pitch is located before the start of the match until they leave them.
5. A player who commits a punishable or sending-off offence, either on or off the pitch, whether directed towards an opponent, a team-mate, the referees or any other person, is disciplined according to the nature of the offence committed.

Cautionable Offences

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

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement of the Futsal Laws of the Game
4. Delaying the restart of play.
5. Failure to respect the required distance when play is restarted with a corner kick, free kick or side-ball (defending players)
6. Entering or re-entering the pitch without the referees' permission or in contravention of the substitution procedure
7. Deliberately leaving the pitch without the referees' permission

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

1. Unsporting behaviour
2. Dissent by word or action
3. Delaying the restart of play
4. Entering the pitch in contravention of the substitution procedure

Sending-Off Offences

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

1. Serious foul play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Using offensive, insulting or abusive language and/or gestures
7. Receiving a second caution in the same match

A substitute is sent off if he commits the following offence:

1. Denying a goal or an obvious goal-scoring opportunity

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

10. Free Kicks and Accumulative Fouls

Types Of Free Kick

Free kicks are classed as either direct or indirect.

Direct Free Kick

Signal

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

Ball Enters The Goal

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

Accumulated Fouls

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

Indirect Free Kick

Signal

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

Ball Enters The Goal

1. A goal can be scored only if the ball subsequently touches another player before it enters the goal.
2. If an indirect free kick is kicked directly into the opponents' goal, a goal clearance is awarded
3. If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Procedure

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

Direct Free Kick Beginning With The Sixth Accumulated Foul By Each Team

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

Position Of Free Kick

Free Kick Outside The Penalty Area

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

Direct Or Indirect Free Kick Inside The Penalty Area To The Defending Team

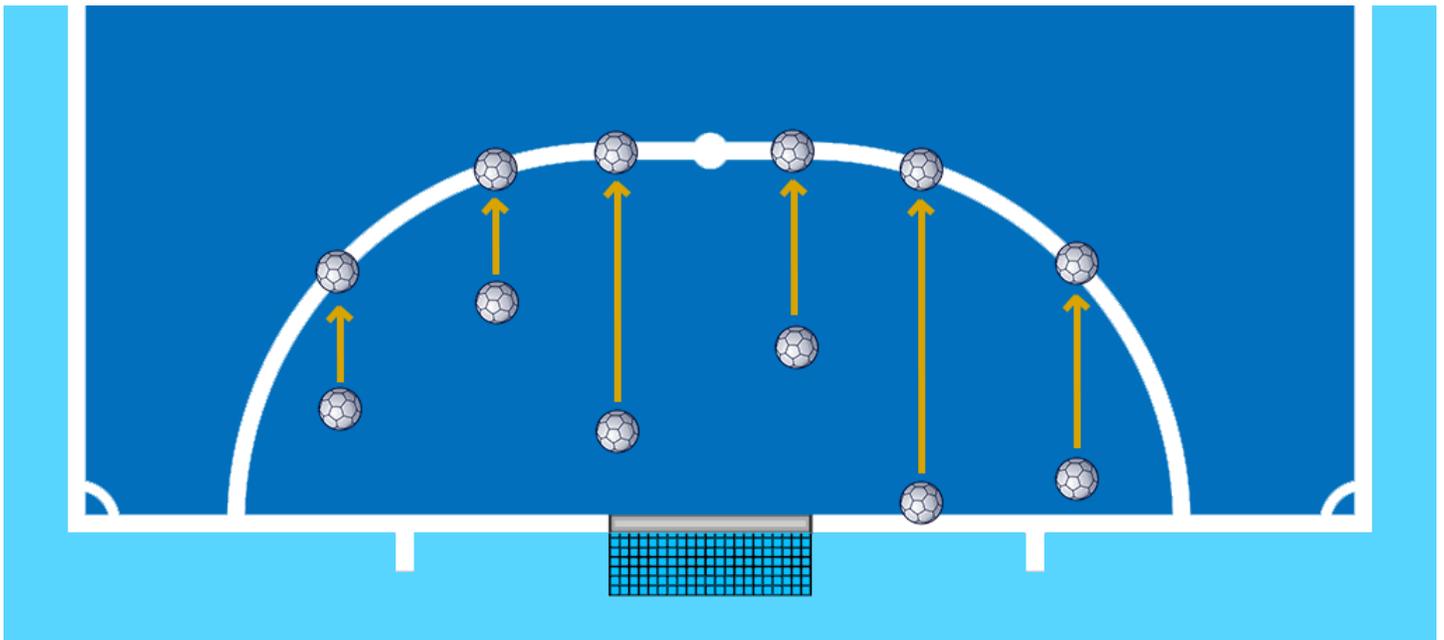
1. All opponents must be at least 5m from the ball until it is in play
2. All opponents must remain outside the penalty area until the ball is in play
3. The ball is in play when it is kicked directly out of the penalty area
4. A free kick awarded in the penalty area may be taken from any point inside that area

Direct Free Kick Beginning With The Sixth Accumulated Foul In Each Period

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

Indirect Free Kick For The Attacking Team

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



Infringements And Sanctions

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

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

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

1. the kick is retaken

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

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

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

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

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

2. the referees stop play, caution him for unsporting behaviour and restart the match with an indirect free kick to the defending team to be taken from where he kicked the ball.

Free Kick Taken By A Player Other Than The Goalkeeper

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

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

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

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

Free Kick Taken By The Goalkeeper

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

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

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

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

If The Referees Give The Signal To Take The Direct Free Kick, Beginning With The Sixth Accumulated Foul, And Before The Ball Is In Play, And:

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

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

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

1. the referees allow the kick to be taken
2. if the ball enters the goal, a goal is awarded
3. if the ball does not enter the goal, the kick is retaken

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

1. the kick is retaken

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

1. the kicker does not kick the ball forward with the intention of scoring a goal:
2. the referees stop play and order the match to be restarted with an indirect free kick to the defending team, to be taken from the place where the offence occurred (see Law 13 – Position of free kick)
3. the kicker touches the ball again (except with his hands) before it has touched
4. another player:
5. an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick)

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

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

a player deliberately handles the ball:

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

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

1. the kick is retaken

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

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

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

1. the kick is retaken

Penalty Kick

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

A goal may be scored directly from a penalty kick.

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

Position Of The Ball And The Players

The ball:

1. must be placed on the penalty mark

The player taking the penalty kick:

1. must be properly identified

The defending goalkeeper:

1. must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

1. on the pitch
2. outside the penalty area
3. behind the penalty mark
4. at least 3m from the penalty mark

Procedure

1. After the players have taken positions in accordance with this Law, one of the referees signals for the penalty kick to be taken
2. The player taking the penalty kick must kick the ball forward
3. The ball is in play when it is kicked and moves forward

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

1. the ball touches either or both goalposts and/or the crossbar and/or the goalkeeper
2. The referees decide when a penalty kick has been completed.

Infringements And Sanctions

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

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

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

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

If The Referees Give The Signal For The Penalty Kick To Be Taken And, Before The Ball Is In Play, One Of The Following Occurs:

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

1. the referees allow the kick to be taken
2. if the ball enters the goal, the kick is retaken

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

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

1. the referees allow the kick to be taken
2. if the ball enters the goal, a goal is awarded
3. if the ball does not enter the goal, the kick is retaken

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

1. the kick is retaken

If, After The Penalty Kick Has Been Taken:

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

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

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

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

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

1. the kick is retaken

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

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

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

1. the kick is retaken

The above procedure is the same for Long Penalties - Kicks From The Second Penalty Mark except the defending goalkeeper is not limited to remaining on the goal line before the ball is kicked.

11. Side-ball

A side-ball is awarded to the opponents of the player who last touches the ball when the whole of the ball crosses the sideline, either on the ground or in the air, or touches the ceiling of the stadium.

A goal may not be scored directly from a side-ball.

Position Of The Players

The opponents must be:

1. on the pitch
2. at a distance of no less than 5m from the place on the touch line where the side-ball is taken

Procedure

There are two ways to execute or take a side-ball:

1. throw-in
2. side-ball

Position Of Side-ball taken

At the moment of delivering the ball, the player:

1. delivers the ball within four seconds of being ready to do so
2. has one foot on the touch line or outside the field of play
3. throws the ball with both hands ensuring the ball is released from behind the player's head or kicks the ball, which must be stationary, either from the point where it left the pitch or on the ground outside it at a distance no greater than 25cm from that point

The ball is in play when it enters the pitch.

Infringements And Sanctions

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

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

If an opponent unfairly distracts or impedes the player taking the side-ball:

1. the player is cautioned for unsporting behaviour

For any other infringement of the procedure for the side-ball:

1. the side-ball is taken by a player of the opposing team

Side-ball taken by a player other than the goalkeeper

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

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

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

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

Side-ball taken by the goalkeeper

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

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

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

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

12. Goal Clearance

The goal clearance is a method of restarting play.

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

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

Position Of The Players

The opponents must be:

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

Procedure

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

Infringements And Sanctions

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

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

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

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

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

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

If the ball is in play and the goalkeeper touches it again in his own half of the pitch after it has been deliberately played to him by a team-mate without an opponent playing or touching it:

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

If the goal clearance is not taken within four seconds:

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

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

1. the clearance is retaken if any of the attacking players touches the ball or prevents the clearance from being taken properly

In the event of any other infringements of this Law:

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

13. Corner Kick

The corner kick is a method of restarting play.

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

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

Position Of The Ball And The Players

The ball must be:

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

The opponents must be:

1. on the pitch at least 5m from the corner arc until the ball is in play

Procedure

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

Infringements And Sanctions

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

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

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

1. the player is cautioned for unsporting behaviour

If the corner kick is not taken within four seconds:

1. a goal clearance is awarded to the opposing team

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

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

Corner kick taken by a player other than the goalkeeper

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

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

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

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

Corner kick taken by the goalkeeper

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

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

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

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

14. Determining The Winner Of The Match

Long penalties, extra time and kicks from the penalty mark are the three methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Series Futsal Victoria home and away season requires a winner of each match. The winner after a match has been drawn will be decided by long penalties.

Only Series Futsal Australia finals matches requires a winner of each match. The winner after a match has been drawn will be decided by extra time then kicks from the penalty mark.

Long Penalties - Kicks From The Second Penalty Mark

1. In the event of a 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.

Extra Time

1. Competition rules may provide for two further equal periods, of three minutes each, to be played. The conditions of Law 8 will apply. The competition regulations must state the precise duration of the two equal periods of extra time. No golden goal is applicable.

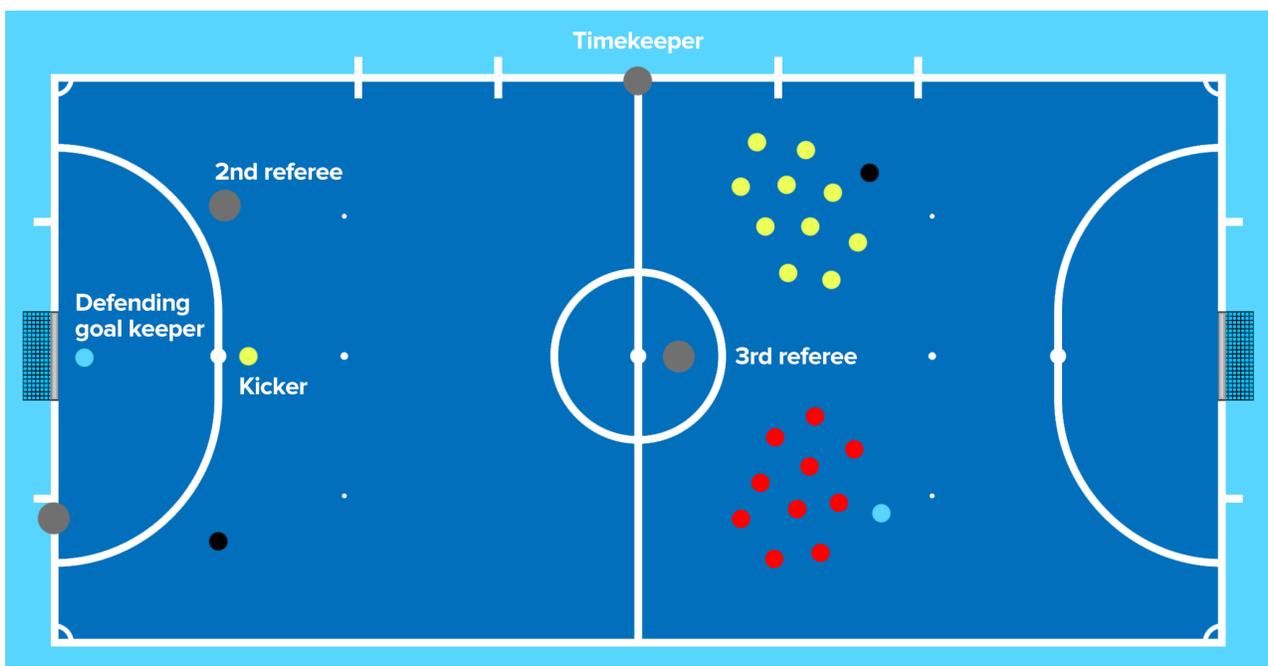
Kicks From The Penalty Mark

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

Procedure

1. The referee chooses the goal at which the kicks will be taken.
2. The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
3. The referee, the second referee, the third referee and the timekeeper keep a record of the kicks being taken
4. Subject to the conditions explained below, both teams take three kicks.
5. The kicks are taken alternately by the teams
6. If, before both teams have taken three kicks, one has scored more goals than the other could score even if it were to complete its three kicks, no more kicks are taken.
7. If, after both teams have taken three kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks

8. All players and substitutes are authorised to take the penalty kicks
9. A goalkeeper may be replaced by any player while kicks are being taken from the penalty mark
10. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
11. An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken, provided that the referee is informed and his equipment is suitable
12. Only the eligible players, including the goalkeepers, the referees and the third referee are permitted to remain on the pitch when kicks from the penalty mark are being taken
13. All eligible players, except the player taking the kick and the two goalkeepers, must remain in the opposite half of the pitch with the third referee
14. The goalkeeper who is the team-mate of the kicker must remain on the opposite side to the substitution zones, on the pitch level with the penalty mark and at least 5m from it
15. If, at the end of the match or extra time and before the kicks start to be taken from the penalty mark, one team has a greater number of players, including substitutes, than its opponents, it must reduce its numbers to equate with that of its opponents and the team captain must inform the referee of the name and number of each player excluded
16. If a team must reduce its numbers to equate with that of its opponents, it may exclude the goalkeepers as players eligible to take the penalty kicks
17. A goalkeeper excluded from taking penalty kicks in order to equate the number of players of his team with that of its opponents, i.e. who is located in his technical area, may replace his team's goalkeeper at any time
18. Before the start of the kicks from the penalty mark, the referee must ensure that an equal number of players from each team eligible to take the penalty kicks remains in the other half of the pitch



15. Referee Signals

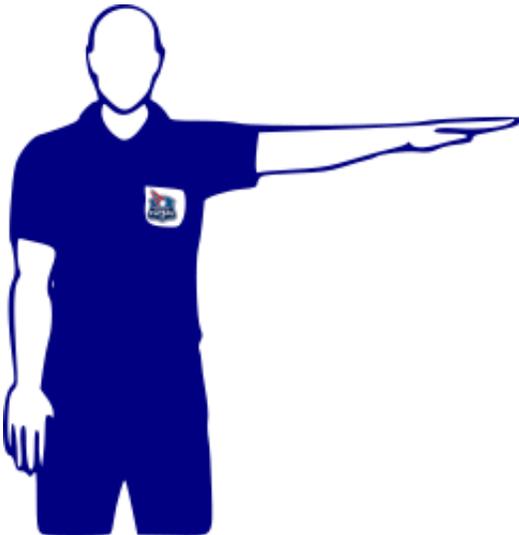
The referees must give the signals listed below, bearing in mind that there are signals that only one of the referees must make and one signal that both referees must make at the same time.

The assistant referees must give the signals for a time-out and the fifth accumulated foul.

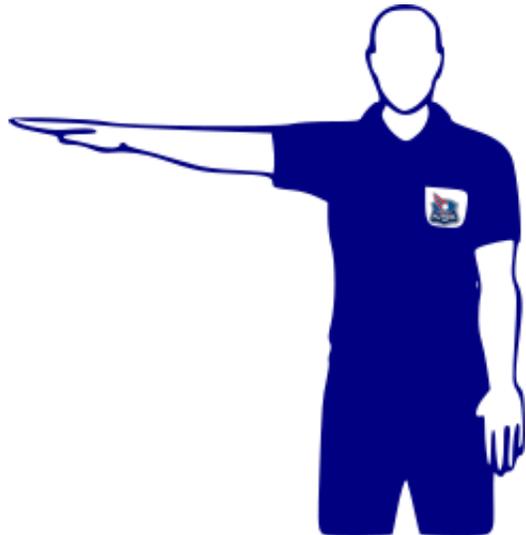
Signals By Only One Referee



Kick-off/restart of play



Direct free kick/penalty kick



Direct free kick/penalty kick

Referee And Assistant Referee Signals



Kick-in (1)



Kick-in (2)



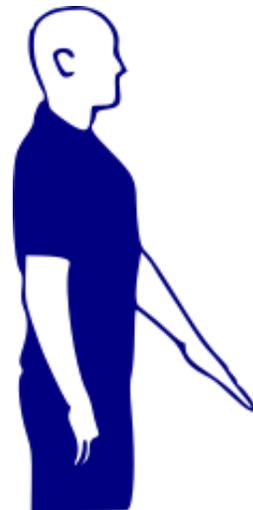
Corner kick (1)



Corner kick (2)



Goal clearance (1)



Goal clearance (2)



Four-second count (1)



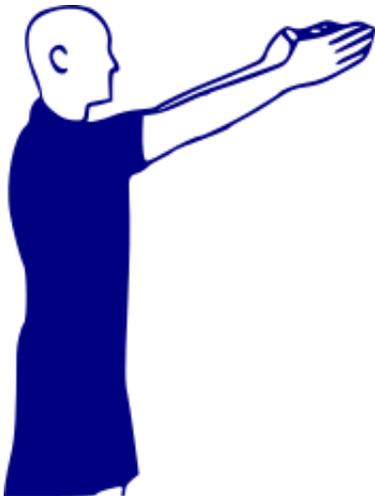
Four-second count (2)



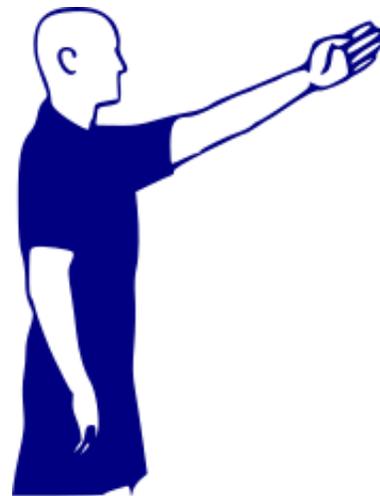
Time-out



Fifth accumulated foul



Advantage after accumulated foul



Advantage after non-accumulated foul



Accumulated foul after the advantage has been applied (1)



Accumulated foul after the advantage has been applied (2)



Accumulated foul after the advantage has been applied (3)



Accumulated foul after the advantage has been applied (4)



Caution (Yellow card)



Sending-off (Red card)



Indirect free kick



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



Goal



Own goal (1)

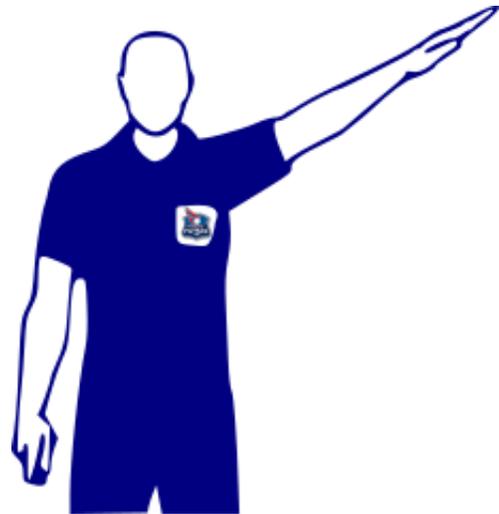


Own goal (2)

Signal By Both Referees On Restarting Play



Indirect free kick



Kick-in (2)

Signal By Third Official And Timekeeper



Time-out



Fifth accumulated foul