

IGLFA Sin City Soccer Classic Small Sided Tournament Rules & Laws of the game

Sin City Classic Version - Update 01/2024



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IGLFA MISSION 3

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IGLFA MISSION

The IGLFA is the world's foremost international organization devoted solely to developing and promoting LGBTQ+ football (soccer). Our mission is to promote a safe space for participation in football among LGBTQ+ people and friends of our community, while ensuring physical and tactical understanding of the highest standards for football competitions and establishing international standards for all IGLFA sanctioned tournaments, events and Gay Games.

IGLFA Mission Goals

- The IGLFA strives to promote equality in the international football community while supporting LGBTQ+ football worldwide
- The IGLFA supports, encourages, and promotes the growth of LGBTQ+ football clubs and Referees worldwide while promoting fair play and a positive football experience.
- The IGLFA promotes the physical and tactical understanding of football
- The IGLFA provides opportunities for LGBTQ+ football participants and our allies to come together in both social and competitive arenas
- The IGLFA supports numerous sporting organizations and coalition groups whose goals are to rid homophobia/transphobia/biphobia in sport
- The IGLFA provides an "Outreach Program" to assist teams and individuals with attending sanctioned tournaments that they may not have been able to attend otherwise

All tournaments shall be governed by the Laws of the Game as established by the International Football Association Board (IFAB) with the following modifications contained in this document. References to the male gender in the Laws of the Game in respect of all Referees, Players, and Team Officials are for simplification and apply to all genders.

This document pertains to small-sided matches and may be adjusted accordingly to any variation of small sided football competition (e.g.: 5v5, 6v6 7v7).

Authority Statement

A tournament committee shall be formed for the interpretation, modification and resolution of issues that arise during a tournament and shall hereinafter be referred to as the "Committee". In situations that involve discipline, the same committee members listed below will also form a separate "Disciplinary Committee".

The Committee shall include:

- The IGLFA Director of Referees or nominated deputy,
- A representative of the IGLFA Board, and/or
- A representative of the Host Committee/Tournament Organiser

Commentary on Tournament Committee

It is the intent of the Authority Statement that there be a committee formed with sufficient expertise to address unexpected issues that may arise during tournament play, and that the Committee fairly represents the organizers and the participants.

The Committee is formed to support the Host Committee (where applicable) and ensure that all are represented.

Tournament Format

1. Championships

1.1.1 The IGLFA has established a World Championship for the purpose of tournament play which includes both All-Gender Division(s) and Women's Division(s). Championship groups are separate and distinct, and it is not intended that there be play between them.

1.2 Divisions

1.2.1 Multiple Divisions - The IGLFA shall allow the Host Committee to divide the Championship groups into Divisions by level of competition, when there are adequate teams to allow at least three games per team against different opponents within each Division.

1.2.2 Division Names - Division names shall be in ascending numeric order, such as Division One, Division Two, and so forth.

1.2.3 Champions - When more than one Division exists for a Championship group, the IGLFA Champions shall be the winners of Division One in each Championship group.

1.2.4 Division Assignment - When more than one Division exists for a Championship group, teams shall be assigned to Divisions by self-selection, except those teams who qualify for seeding (Rule 3.3) shall not be permitted to enter a lower Division.

2.0 Eligibility and Identification

2.1 Players

2.1.1 All players must be registered with the host organisation

2.1.2 No player shall be permitted to participate without appropriate identification. (Rule 2.4.1)

2.1.3 Players may be required to present a photo identification with birth date information to a tournament official at any time during the tournament.

2.1.4 All players must be eighteen (18) years or older to play.

2.1.5 Individuals whose teams do not qualify for the tournament, or where a team does not exist, may be assigned to a team to participate, provided the individual is in good standing and pays the appropriate registration fees.

2.1.6 Each player may only roster with one team (per division or group) and be listed on that team's Final Roster (Rule 3.6.2). Players are not permitted to play for multiple teams within their own registered club without authorization of the host organisation. E.G injury to field a team

2.1.7 Individuals who identify as female shall be allowed to play on men's teams.

2.1.8 Players suspended for disciplinary action are ineligible to play during this time (Rule 5.0).

2.1.9 Individuals who identify as Transgender will be permitted to play in their gender-based division in which they identify. (Rule 2.1.6)

2.2.1 Commentary on Club and Team Eligibility

It is the intent of Club and Team Eligibility to allow the IGLFA to support the Host Committee by serving as the "institutional memory" of IGLFA sanctioned tournaments. Whereas, if a team exhibits behavior that indicated it did not support the IGLFA Mission, the IGLFA would make this information available to the Host Committee.

2.2.2 Each team shall consist of a maximum of thirteen (13) players and must always have a minimum of five (5) players and a maximum of seven (7) on the field of play. If a team is reduced to

less than five (5) players, the match will be terminated and the team with less than the required number of players will forfeit the match.

2.2.3 Teams meeting the starting time requirement (Rule 3.1) shall be eligible for play.

2.3 Ineligibility

2.3.1 A player, club or team not meeting the criteria for eligibility (Rule 2.1 and 2.2 respectively) shall be deemed to be ineligible.

2.3.2 An ineligible club or team or a team playing an ineligible player shall automatically forfeit the match, and the matter shall be referred to the Committee for further consideration.

2.4 Player Identification

2.4.1 Player Identification - For match play, the tournament photo identification shall be sufficient.

2.4.2 Team Identification - For seeding, teams shall be identified by name, as listed on their Final Roster.

2.4.3 Identity Challenge - If a team's identity is challenged, or two teams claim the same identity, the Committee shall decide of identity for seeding and tournament participation by finding in favor of the team with the same leadership and a minimum of five (5) of the actual participants from the previous tournament Final Roster to claim the Team Identification. When two teams meet these criteria equally, a coin toss shall be used to determine the identity.

It is the intent of Player Identification to provide a method of preventing unauthorized participation in the tournament and allow players to use alias names at the field for personal security when required. In emergency situations, some Host Committees have had the necessary staff to allow players to participate without their tournament identification, by using a positive photo identification, such as a passport, to verify their identity. The IGLFA sees this as a generous accommodation, and under no circumstances requires it.

3.0 Tournament Rules

3.1 Starting Times

3.1.1 All matches must begin at their scheduled starting time. All teams must check-in at the tournament headquarters a minimum thirty (30) minutes prior to the scheduled starting time of their match. Check in consists of a fully completed match report, including identifications of everyone listed including coaching, management, and training staff. This report shall constitute the complete listing of those allowed on the bench.

3.1.2 Team player shortage shall automatically result in team ineligibility (Rule 2.2.2) and shall not be accepted as a reason for the delay of start times.

3.2 Number of Matches

3.2.1 All teams will play 2 games + 1 seeding games in the round robin stage.

3.2.2 Each team shall play the same number of qualifying matches.

3.2.3 Qualifying matches shall be "round-robin" format, where each team shall play each of the other teams in its preliminary group an equal number of times. Qualifying round matches shall be permitted with teams "outside" a Qualifying group only under unusual circumstances. E.g. a Division of fourteen teams divided into two qualifying round groups of four and two groups of three; the groups of three could play a cross-group match to provide the three minimum qualifying matches.

3.3 Team Placement and Seeding

3.3.1 Division Seeding - Teams shall be seeded into the qualifying groups as appropriate to the number of qualifying groups. Fewer than four may be seeded.

3.3.2 Draw - After the assignment of seeded teams, the remaining teams shall be assigned to their qualifying groups by random draw. The limitations shall be in force unless they substantially eliminate the random nature of the Draw. The Draw to assign teams shall be blind, and shall be made in public by a person, or people, neutral to the tournament.

3.3.3 Intra-Club Assignments - Teams originating from the same Club shall not be assigned to the same qualifying group, whenever possible.

3.3.4 Intra-Region Assignments - Teams originating from the same geographic region, who frequently play as competitors in regional tournaments, shall not be assigned to the same qualifying group, whenever practical, and would not substantially impact the random draw. Determinations regarding the designations of teams as Intra-Club and Intra-Region shall be made by the Committee and announced in advance of the Draw.

3.4 Determination of Standings

3.4.1 Point System - In round-robin matches, points will be awarded for the purpose of determining the standings based on the following scale:

- 3 points for a win
- 1 point for a tie
- 0 point for a loss

3.4.2 Forfeited Match Points - When a team forfeits a match, it shall be recorded as a loss. When both teams forfeit a match (Rule 4.3), both teams shall receive zero (0) points.

3.4.3 Forfeited Match Score - The score of a forfeited match shall be recorded as 3-0 for the winner.

3.4.4 Tie Breakers - At the end of round-robin matches, if there is a tie in total points, the winners will be determined as per the following order:

- a. Result of head-to-head competition
- b. Goal difference

c. Ratio of goals scored divided by goals conceded

It is the intent of the Forfeit Score to fairly award a victory to a team in case an opponent forfeits a match. The 3-0 victory score is an award that is not intended to penalize a winning team, in case a second-tier tiebreaker is required to determine the final preliminary standings.

It is the intent of the Tie-Breaker to provide a system that decides final qualifying that is broadly based on FIFA standards, but is modified so as not to encourage "running up" a score against a weaker opponent. Therefore, the first-tier tiebreaker is based solely on victory, regardless of score, and the second and third tier tiebreakers are based on the goals scored and conceded.

3.4.4 Forfeits - If a team forfeits a match (Rule 4.3), thus denying another team an opportunity to play, and is deemed by the Committee to have gained an unsporting tactical advantage by not playing, then the forfeiting team shall be disqualified from the tournament and shall not be allowed to advance to the next round of play.

3.4.5 Match Fixing – If a team displays deliberate tactics to “purposely throw a match” in order to benefit themselves by way of a better position in standings, seeding, division or otherwise, or to cause their opponent to be positioned where it would be a benefit for the team throwing the match or causing purposeful harm to the team, the disciplinary committee will disqualify the offending

team from further participation in the tournament. The result of the match will also be reviewed in the “spirit of the game” so as not to penalize the opponent.

The IGLFA Disciplinary Board may also place further suspensions towards future participation in any sanctioned IGLFA tournaments against the offending team, club and or specific person(s) once a full investigation has been completed. Results of sanctions will be shared with the IGLFA Membership for them to be able to determine ineligibility from any localized tournaments.

3.5 Results Reporting

3.5.1 Match Reports – Each team will provide a completed match report to the Referee prior to each match. This match report will include Date, Kickoff Time, Division, Field No., Home and Away Team Names, Coaches Name and Signature, Players Full Names and Uniform Nos, Goal Scorers, Disciplinary Yellow and Red Cards and Referees Names and Signatures. The Referee must report the score and any infractions or injuries immediately following each game to the Tournament Committee, or designee. ***(All of the above contained in 3.5.1 may be in electronic format, controlled by the host organization)***

3.5.2 Standings - Results of team standings are to be posted via various methods for public and player review within one (1) hour of the conclusion of a match.

3.6 Team Rosters

3.6.1 A team Final Roster shall consist of a maximum of thirteen (13) players and a minimum of seven (7) players, when it is submitted at the end of the Coaches Meeting.

3.6.2 A Final Roster shall be submitted to the Committee or designee at the conclusion of the pre-tournament Coaches Meeting.

4.0 Match Rules

The Normal Laws of Association Football apply with exceptions. See the Laws of the Game listed at the end of this document for specifics.

*Note - These rules may allow for the following adjustments to be made based on the competition:

- Field Dimensions, Areas, Markings & their Distances
- Size of the Ball
- Number of Players on the field, bench and named substitutes
- Size of the goals
- Referee/Assistant Referee
- Duration of match, stop time
- Allowance for Slide Tackling
- Free Kicks
- Any other modifications necessary for tournament/league play

4.1 Forfeits

4.1.1 A forfeit will be given when a

- team abandons a match in progress
- team fails to field the minimum number of players required. (Rule 3.1.2 and Rule 3.4.5)

- player is found to be ineligible. (Rule 2.3)

4.2 Player Equipment

4.2.1 Teams are required to wear matching-colored jerseys with numbers, shorts, socks and appropriate footwear. Every player must wear shin guards that are fully covered by socks. At no times will metal spike shoes be allowed. Goalkeepers shall wear colors distinguishing them from the other players on the field and the referees. If thermal shorts are worn beneath team uniform shorts, their color shall match the predominant color of the team uniform shorts.

4.2.2 In the event of a uniform color conflict, the team listed first on the game schedule shall be designated as the "Home" team and must change shirts. The alternate shirts must have player numbers that are recorded on the match report of players for that game.

4.2.3 Players will not be permitted to play with any object posing a danger to themselves or others

The intent of the Player Equipment Rule is to restate the requirements with minor modifications. The rule disallows the use of metal studs for player safety and requires jersey numbers to allow better control of the game.

5.0 Discipline and Protest

5.1.1 A person receiving three (3) Yellow Cards during the tournament shall be suspended for the following match. This will be reset for teams who reach the Semi-final stage.

5.2 Red Cards (Dismissal)

5.2.1 A person receiving a straight Red Card for a "Send Off Offence" shall result in the player being dismissed for the remainder of the match and serve a minimum one game suspension (**the next match**).

5.2.2 Red Card send offs are subject to further review by the disciplinary committee and are subject to further discipline depending on the reason for the ejection.

5.2.3 If a player receives a second caution in the same match (2 x Yellow Cards) they shall be dismissed by being shown a red card and dismissed for the remainder of the match. They will be permitted to play the next match so long as they haven't accumulated a total of 3 Yellow Cards.

5.2.4 If a player accumulates/accrues 3 yellow cards in the tournament, they will be suspended for the next game. (Miss next game).

5.2.5 In all situations where a player has been ejected, they must leave the field area immediately after receiving the Red Card. This applies to all matches regardless of tournament phase.

5.3 Additional Penalties

5.3.1 The Committee may increase the penalty for a Yellow or Red Card if deemed necessary. Any person may be required to appear at a discipline and protest hearing upon request.

5.3.2 The IGLFA Disciplinary Board may also place further suspensions towards future participation in any sanctioned IGLFA tournaments against the offending team, club and or specific person (s) once a full investigation has been completed. Results of sanctions will be shared with the IGLFA Membership for them to be able to determine ineligibility from any localized tournaments.

If the dismissal is for Violent Conduct the offending player will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will

be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions should be considered.

5.3.3 Misconduct against referees may occur before, during, and after the match, including travel to or from the match. Misconduct may also occur at any time when directly related to the duties of a game official or as a referee.

Nothing in this policy shall be construed to restrict or limit from applying equal or greater restrictions to anyone not listed in this policy (i.e., a spectator associated with a club or team).

“Referee” includes the following:

- all currently registered IGLFA head referees, assistant referees, reserve referees, or others duly appointed to assist in officiating a match.
- any non-licensed, non-registered person serving in an emergency capacity as a referee.
- any tournament staff or volunteer.

Referee assault is an intentional act of physical violence directed at or upon a referee. For purposes of this policy, “intentional act” shall mean any act intended to bring about a result that will invade the interests of another in a way that is socially unacceptable. Unintended consequences of the act are irrelevant.

Assault includes, but is not limited to the following acts committed upon a referee: hitting, kicking, punching, choking, spitting on, grabbing or bodily running into a referee; head butting; the act of kicking or throwing any object at a referee that could inflict injury; damaging the referee’s uniform or personal property, i.e. car, equipment, etc.

Referee abuse is a verbal statement or physical act not resulting in bodily contact which implies or threatens physical harm to a referee or the referee’s property or equipment. Abuse includes, but is not limited to the following acts committed upon a referee: using foul or abusive language toward a referee that implies or threatens physical harm; spewing any beverage on a referee’s person and/or personal property; or spitting at (but not on) the referee.

Procedure for Reporting Assault and Abuse

Referees shall submit a written report of the alleged assault or abuse, or both, the same day of the incident (unless there is a valid reason for later reporting) to the Tournament Director and Head of Referees. When an allegation of assault or abuse is verified by the Tournament Director, the person is automatically suspended from IGLFA until the hearing on the assault.

Penalties and Suspensions

Assault

The person committing the referee assault must be suspended as follows:

- for a minor or slight touching of the referee or the referee’s uniform or personal property, at least 3 months from the time of the assault;
- except as provided below, for any other assault, at least 6 months from the time of the assault
 - for an assault committed by an adult and the referee is 17 years of age or younger, at least 3 years; or
 - for an assault when serious injuries are inflicted, at least 5 years.
- IGLFA may not provide a shorter period of suspension but, if circumstances warrant, may provide a longer period of suspension.

Abuse

The minimum suspension period for referee abuse shall be at least three (3) scheduled matches within the rules of that competition. IGLFA may provide a longer period of suspension when circumstances warrant (e.g., habitual offenders).

5.4 Protests and Appeals

5.4.1 All protests and appeals must be in writing and submitted to the Tournament Director within one hour of the completion of the match in question and must be accompanied by a cash-only fee of Fifty (50) US Dollars (USD) or local currency equivalent. If the protest is sustained, the fee will be returned. The fee may be waived by the tournament at the Tournament Director's discretion. The Tournament Director may use an electronic form to file appeals, under which these same rules will apply.

5.4.2 Protests and appeals which are determined by the Committee to be outside of their jurisdiction shall be adjudicated by the IGLFA Protest Committee, as defined by the IGLFA Constitution and By-Laws, regulated by the IGLFA Policies and Procedures Manual.

5.4.3 Protests and appeals can only be made if an error/mistake in the laws of the game has been made by the match referee. Any protest unrelated to an error/mistake in the laws of the game will be rejected without comment, nor shall a Protest Committee need be convened.

Commentary on IGLFA Protest Committee

The IGLFA Protest Committee is chaired by the Vice-President of the IGLFA and minimally includes a representative of the Host Committee, the IGLFA Director of Referees, and a player not involved in the protest. In the case of the Gay Games, the Protest Committee will also minimally include a representative of the FGG.

6.0 Referees

6.1 System of Officiating - Unless given express written permission by the IGLFA Executive Board of Directors, all matches shall be officiated using a two-official system minimum, which requires a Head Referee and an Assistant Referee.

6.2 Referees shall be those officials who are trained and licensed by a FIFA-sanctioned Referee Association.

6.3 Referee Evaluation - The IGLFA Director of Referees or designee and the Host Committee Referee Coordinator shall evaluate Referees prior to their assignment by a system determined to be appropriate by them.

6.4 Referee Reimbursement - Referees shall be reimbursed for their services which includes, but is not limited to, individual match payments and hosted housing. In some cases, referee reimbursement may also include travel or individual stipends. The Tournament Director may choose to pay a daily rate in lieu of individual match payments. IGLFA Referees and local Referees shall be treated equally regarding compensation (except in the case of hosted housing when the referee lives outside a specific distance determined by the tournament).

6.5 Referee Assignment - The Director of Referees and Host Committee Referee Coordinator shall have sole authority to assign Referees to officiate matches.

7.0 Administration

7.1 Meetings - Meetings of Referees and Coaches must take place prior to the tournament. Suitable premises for these meetings must be provided by the Host Committee. These may also include virtual meetings.

SIN CITY CLASSIC

LAWS OF THE GAME

1. THE PITCH

1.1 Pitch Surface

The surface of the pitch must be flat and smooth, and be comprised of non-abrasive surfaces, preferably made of wood or artificial material, according to the competition rules. Dangerous surfaces for players, team officials and match officials are not permitted.

1.2 Pitch Markings

The pitch must be rectangular or near rectangular (taking into account indoor pitches) and marked with continuous lines, 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 color of the pitch.

1.3 Pitch Dimension

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

The dimensions are as follows:

Length (touchline):	Minimum	45m/150ft
	Maximum	64m/210ft
Width (goal line):	Minimum	22m/75ft
	Maximum	30m/100ft

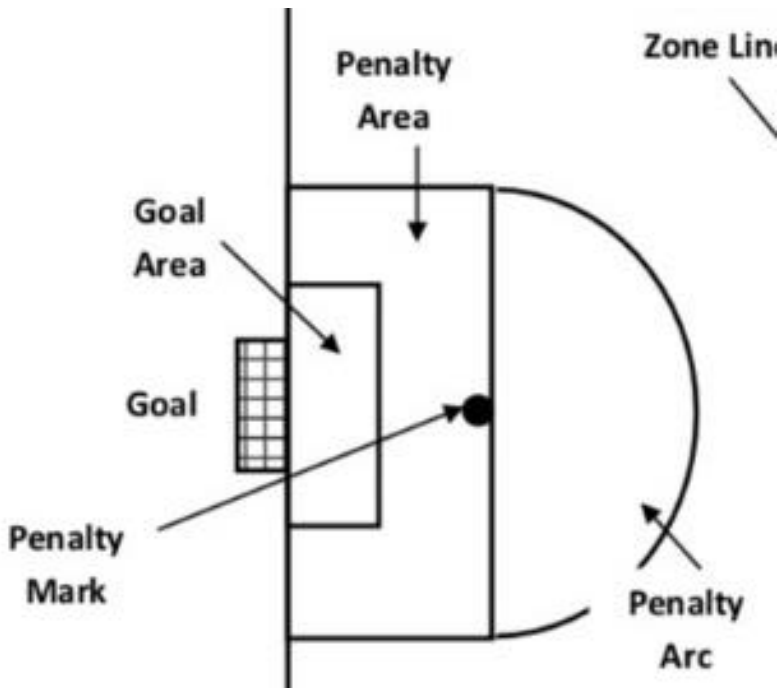
1.4 Penalty Area

The penalty area must be clearly defined. The picture below indicates possible combinations. This can include:

Two lines are drawn at right angles to the goal line, from the inside of each goalpost. These lines extend into the field of play and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

Or

It can be in an arc shape which indicates the penalty area.



1.5 The Technical Area / Team Bench

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

- Markings should be used to define the area.
- Only individuals listed on the team roster may be present in the technical area
- 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 authorized 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.

1.6 The Goal

Goals must be placed on the center of each goal line. The goal is recessed into the goal wall. Its goalposts and crossbar are flush with the goal wall.

A goal must be placed at the centre of each goal 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 an adequate material. They must be square (with rounded edges to guarantee the safety of players) or round in shape and must not be dangerous to players.

Nets may be attached to the goals and the floor behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

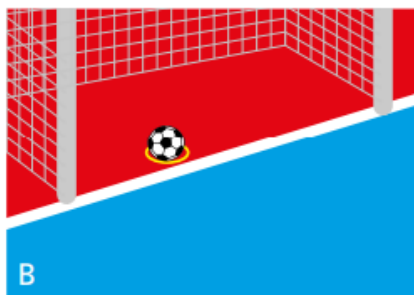
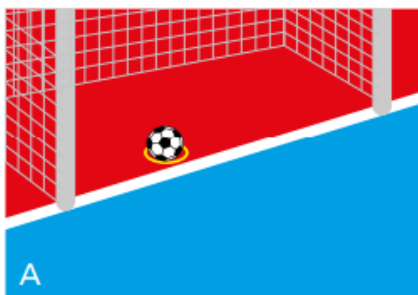
**Note - The size of the goal will be determined by the individual indoor facility.*

Both goalposts and the crossbar have the same width and depth as the goal lines. The nets must be made of an adequate material and 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.

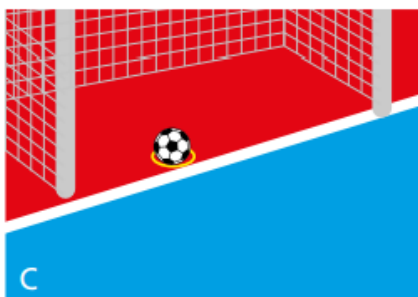
If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it is not possible to repair the crossbar, the match must be abandoned. The use of a rope to replace the crossbar is not permitted. If the crossbar can be repaired, the match is re-started with a dropped ball from the position of the ball when play was stopped, unless this was inside the penalty area.

1.7 Goal Positioned Correctly

Goal positioned correctly



Goal moved



A = Goal scored.

B = If both goalposts are touching the goal 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 goal line.

In the event that a goal is moved or overturned, either deliberately or accidentally, by a defending-team player (including the goalkeeper), prior to the ball crossing the goal line, the referees must allow the goal if the ball would have entered the goal between the normal position of the goalposts.

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

- if it was accidental, the match is restarted with an indirect free kick by the defending team at the top of the penalty arc;
- if it was deliberate, the match is restarted with an indirect free kick by the attacking team at the top of the penalty arc and the player must be cautioned.

2. THE BALL

2.1 Qualities and Measurements

The ball must be:

- spherical;
- made of suitable material;
- of a circumference of between 70cm and 68cm;
- between 410g and 450g in weight at the start of the match;
- of a pressure equal to 0.6–1.1atm (600–1100g/cm) at sea level.

2.2 Replacement of a burst/defective ball

If the ball bursts or becomes defective in open play, play is stopped and restarted by dropping the replacement ball where the original ball became defective, unless play was stopped with the original ball inside the penalty area (see Law 8). The only exception is when the ball bursts or 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 bursts or becomes defective at a kick-off, corner kick, free kick, penalty kick the restart is retaken.

If the ball bursts or becomes defective during a penalty kick or kicks from the penalty mark as it moves forwards and before it touches a player, crossbar or goalpost, the penalty kick is retaken.

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

2.3 Additional balls

All balls are subject to the referees' control.

2.4 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 from the position of the original ball when play was stopped, unless this was inside the penalty area (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.

2.5 Goal involving a burst/defective ball

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

3. THE PLAYERS

3.1 Number of players

A match is played by two teams, each with a maximum of 7 players (5 players for 5v5), one of whom must be the goalkeeper. A match may not start or resume if either team has fewer than 5 players (3 players for 5v5).

If a team has fewer than the minimum number of players listed above because one or more players has deliberately left the pitch, the referees are not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of 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 5 players (3 players for 5v5), only the players and substitutes named on the team list may take part in the match upon their arrival.

3.2 Number of substitutions and substitutes

An unlimited number of substitutions may be made during a match. A maximum of six substitutes may be used in a match played in an official competition. Competition rules may limit the number of substitutions.

3.3 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.

3.4 Substitution Procedure

A substitution may be made at any time, the following applies:

- The player being substituted leaves the pitch
- The player being substituted does not need to obtain either of the referees' permission to leave the pitch.
- The substitute only enters the pitch after the player being replaced has left.
- The substitution is completed when a substitute fully enters the pitch
- 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 does not have his/her equipment in order.
- A substitute who has not completed the substitution procedure cannot restart play by taking a penalty kick, free kick, corner kick or by receiving a dropped ball.
- The player replaced may take further part in the match.

3.5 Changing the goalkeeper

- Any of the substitutes may change places with the goalkeeper, but they must inform the referee.
- Any player may change places with the goalkeeper; however, this player must do so during a guaranteed stoppage in the match and must inform the referees before the change is made.
- A player or substitute replacing the goalkeeper must wear a goalkeeper's jersey with the player or substitute's own jersey number on the back. Competition rules may also stipulate that a player replacing a goalkeeper must wear exactly the same color as the original goalkeeper jersey.

3.6 Offences and sanctions

- If a substitute enters the pitch and in the opinion of the referee interferes with the game before the player being replaced has left: the referees stop play (although not immediately if they can apply the advantage);
- the referees caution the substitute for entering the pitch for too many players and orders the substitute to leave the pitch.

If the referees have stopped play, it is restarted with an indirect free kick to the opposing team at the place the ball was located when the play was stopped.

For any other offences: the players concerned are cautioned.

3.7 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. The team is not penalized with one fewer player to start the match.

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

3.8 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, illegal substitute, sent-off player, or outside agent enters the pitch, the referees must:

- 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 an indirect free kick or penalty kick;
- an outside agent, play restarts with a dropped ball.

The referees must report the incident to the appropriate authorities.

3.9 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 realize 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 realize 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; play is restarted with a InDirect free kick from the position of the extra person;
 - 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

3.10 Improper re-entry by player off the pitch

If a player who requires one of the referees' permission to re-enter the pitch does so without 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 InDirect free kick from the position of the interference;
- with an indirect free kick if there was no interference.

4. THE PLAYERS' EQUIPMENT

4.1 Safety

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

All items of jewelry (necklaces, rings, watches, fit bits, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed. Using tape to cover jewelry is not permitted.

The players must be inspected before the start of the match. If a player is wearing or using unauthorized/dangerous equipment or jewelry 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.

4.2 Compulsory equipment

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

- a shirt with sleeves
- shorts – the goalkeeper is permitted to wear long trousers
- socks
- shinguards – these must be made of suitable material to provide reasonable protection and be covered by the socks
- suitable footwear for the surface being played on

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.

4.3 Colors

- The two teams must wear colors that distinguish them from each other as well as from the match officials.
- Each goalkeeper must wear colors that are distinguishable from those of the other players and the match officials.
- If the jerseys of the two goalkeepers are the same color and neither has another jersey to change into, the referees allow play to begin.

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

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

Occupants of the technical area, other than the substitutes, must wear clothing that is a different color to the clothing worn by the players and match officials.

4.4 Other equipment

Non-dangerous protective equipment – for example, headgear, face masks and knee and arm protectors made of soft, lightweight padded material – is permitted, as are goalkeepers' caps and sports spectacles as authorized by the referees. Where knee and arm protectors are worn, they must be the same color as the main color of the shirt sleeve (arm protectors) or the shorts/trousers (knee protectors) or as specified by the competition rules, and cannot protrude excessively.

Bibs

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

Head covers

Where head covers (excluding goalkeepers' caps) are worn, they must:

- be black or the same main color as the shirt (provided that the players of the same team wear the same color);
- 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).

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 unauthorized 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.

4.5 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 organizer.

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, respect and integrity as well as any advertising permitted by competition rules
- 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 gestures;
- gesturing 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/organization/ group, etc.
- any local, regional or national government or any of its departments, offices or functions
- any organization which is discriminatory
- any organization 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.

4.6 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 a referee.

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 InDirect free kick is awarded from the position of the interference (or a penalty kick, if the interference was in the penalty area).

4.7 Numbering of the players

The number of each player must be visible on his/her 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.

5. THE REFEREES

5.1 The authority of the referees

Each match is controlled by one referee and an Assistant Referee – who has full authority to enforce the Laws of the Game in connection with the match.

5.2 Decisions of the referees

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

The referees may not change a restart decision on realizing it is incorrect or on the advice of another match official if play has restarted or the referees have signalled the end of the first or second period (including extra time) and left the pitch or abandoned the match.

The Assistant Referee can indicate/communicate a YC/RC offence that the referee does not see. The referees can still take the appropriate disciplinary action, but the restart associated with the offence does not apply.

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

5.3 Powers and duties

The referees:

- enforce the Laws of the Game;
- control the match in cooperation with other match officials, where applicable;
- ensure that any ball used meets the requirements of The Ball
- ensure that the players' equipment meets the requirements of Players Equipment
- keep a record of match incidents;
- stop the match, at their discretion, for any offences against the Laws of the Game;
- stop, suspend or abandon the match due to any other issue, such as be 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 (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 and have it removed at the earliest possible opportunity.
- stop the match 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 and may only return to the pitch after the match has restarted; he/she must enter the pitch from his/her team's substitution zone after receiving referee approval. The only exceptions to the requirement to leave the pitch are when:
 - a goalkeeper and an outfield player have collided and need attention;
 - 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 offense for which the opponent is cautioned or sent off (e.g. a reckless or serious foul challenge), if the assessment/treatment is completed quickly;
- a penalty kick has been awarded and the injured player will be the kicker.
- 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 authorized to enter the pitch, the player leaves on a stretcher or on foot. A player who does not comply must be cautioned for unsporting behavior;

- show the relevant caution 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;
- allow play to continue until the ball is out of play if a player is, in their opinion, only slightly injured;
- allow play to continue when the team against which an offence has been committed stands to benefit from such an advantage and penalize the original offence if the anticipated advantage does not ensue at that time or within a few seconds;
- punish the more serious offence 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 on the benches;
- make a decision with the assistance of the other match officials regarding incidents that the referees have not seen;
- ensure that no unauthorized persons enter the pitch;
- indicate the restart of the match after it has been stopped;
- give the signals described in the section 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 Football 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.

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 his/her discretion, for any offences against the Laws of the Game;
- suspends or abandons the match because of outside interference of any kind.

The Assistant Referee:

- replaces a referee who becomes injured or indisposed.
- Fulfills the role of scorekeeper controlling the scoreboard and official website under instruction from the Head referee.

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 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 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 Laws of the Game or in conformity with their duties under the terms of competition rules or regulations under which the match is played.

5.4 Referees' equipment

Compulsory equipment

Referees must have the following equipment:

- whistle
- red and yellow cards
- a notebook and pen/pencil (or another means of keeping a record of the match)
- watch

Other equipment

Referees may be permitted to use:

- equipment for communicating with other match officials – headsets etc.;
- EPTS or other fitness monitoring equipment.
- Vanishing spray

Referees and other match officials are also prohibited from wearing jewelry (although the referee is permitted to wear a watch or similar device to time the match).

6. THE OTHER MATCH OFFICIALS

6.1 Powers and duties

The Assistant Referee:

- assists the referee
- keeps a record of the players taking part in the match;
- monitors the replacement of balls at the request of the referees;
- checks the substitutes' equipment before they enter the pitch;
- records the goal scorer numbers;
- informs the on-pitch referees regarding any offense, misconduct or unsporting behavior by any participant in the match, which the referees may decide to take into consideration or not;
- records the names and numbers of any players cautioned or sent off;
- before re-entry checks a player who has left the pitch due to an injury of any kind and signals the head referee when satisfied of such for re-entry to the match;
- 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 referee decides on any facts connected with play;
- supervises the conduct of the persons situated in the technical area and on the benches, to inform the referee of any inappropriate behavior;
- 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; replaces the referee in the event that the referee becomes injured or unable to continue in that capacity

7. THE DURATION OF THE MATCH

7.1 Periods of play

The match lasts for one period of 15minutes of playing time, which may only be reduced if permitted by competition rules.

7.2 Ending the periods of play

The end of the period of play is signaled by the siren from the scoreboard or the referee whistle.

7.3 Half-time interval

There is no half time period, as the game will be 1 period.

7.4 Abandoned match

An abandoned match is replayed unless the competition rules or organizers determine otherwise.

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, 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.

8.1 Kick-off

Procedure

- The referee will toss the coin. The winner will take kick off.
- The opposite team will take kick off for the second half if there is a second period
- If there is a second period, the teams change ends and attack the opposite goals.
- After a team scores a goal, the kick-off is taken by the other team.
- 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 4.5m/5yards from the ball until it is in play.
- The ball must be stationary on the centre mark.
- The benchside referee indicates that the kick-off can be taken by signalling with his/her 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.

8.2 Dropped ball

Procedure

- The ball is dropped for the defending team's goalkeeper in his/her penalty area if, when play was stopped:
 - the ball was in the penalty area; or
 - the last touch of the ball was in the penalty area.
- In all other cases, one of the referees drops the ball for one player of the team that last touched the ball at the position where it last touched a player, an outside agent or a match official.
- 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.

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 kick 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 team to whom it is dropped (such as the weather conditions or the ball being improperly dropped), the ball should be dropped again.

9. THE BALL IN AND OUT OF PLAY

9.1 Ball out of play

The ball is out of play when:

- It has wholly passed over the goal line or touchline on the floor or in the air;
- play has been stopped by the referees;
- it hits the ceiling/ceiling netting
- It has wholly crossed a perimeter wall or has touched the side netting
- It strikes the netting or any structure above or overhanging the field of play. This includes any netting at the top of a full-length glass perimeter wall.

A Indirect free kick is awarded:

- To the opponents of the player who last touched the ball when the whole of the ball crosses the touch wall or touches the side netting. The kick is taken from the restart line where the ball left the pitch
- To the opponents of the player who last touched the ball when the ball strikes the netting or structure above the field of play. The kick is taken from center of the *defensive line closest to where the ball touches the net in the appropriate half. (If applicable depending on venue being used)*

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.

9.2 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, crossbar or the walls and remains on the pitch

10. DETERMINING THE OUTCOME OF A MATCH

10.1 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 offense 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 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 shall award a goal. If the goal was moved or overturned deliberately, the referees shall caution the offending player.

If an attacking-team player, including the goalkeeper, moves or overturns the goal, the referees shall 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 kick shall be awarded, except where competition rules outlaw the throwing of the ball directly over the halfway line in youth, veterans', disability and/or grassroots Football. 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 fully entered the goal as stipulated in Law 1 and immediately realizes his/her error, play is restarted with a dropped ball to the defending goalkeeper.

10.2 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 permitted procedures to determine the winning team are:

- the away-goals rule
- two equal periods of extra time not exceeding five minutes each. The competition rules must stipulate the duration of the two equal periods of extra time
- kicks from the penalty mark

A combination of the above procedures may be used.

10.3 Kicks from the penalty mark

Kicks from the penalty mark are taken after the match has ended and, are not part of the match.

Procedure

Before kicks from the penalty mark start

- Unless there are other considerations (e.g. pitch condition, safety, camera placement, etc.) or the competition regulations 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 kick.
- All players and substitutes are eligible to take kicks from the penalty mark, except those players who, when the match or extra time finishes, are injured or have been sent off.
- Each team is responsible for selecting, from the eligible players, 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, and before the kicks from the penalty mark start, one team has a greater number of players (including substitutes) than its opponents, it must reduce its numbers 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 kicks (except as outlined below).
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a player or substitute excluded to equalize 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 kicks from the penalty mark

- Only eligible players, the referees and the other match officials are permitted to remain on the pitch.
- All eligible players, 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.
- An eligible player 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 offense; the kicker may not play the ball a second time.
- The referees keep a record of the kicks.
- If the goalkeeper commits an offense and, as a result, the kick is retaken, the goalkeeper must be cautioned.
- If the kicker is penalized for an offense committed after the referees have signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.
- If both the goalkeeper and kicker commit an offense at the same time:
 - if the kick is missed or saved, the kick is retaken and both players are cautioned;
 - if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker is cautioned.
- If, during the kicks from the penalty mark, one team's number of players is reduced, the team with more players must reduce its numbers to the same number 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 (except as outlined above).

Subject to the conditions explained below, both teams take three (3) kicks

- The kicks are taken alternately by the teams.
- The kicker is only permitted to take one (1) step before kicking the ball
- Each kick is taken by a different player, and all eligible players must take a kick before any player 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 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.
- If the scores are level after both teams have taken three kicks, kicks continue until one team has scored one goal more than the other from the same number of kicks.
- Kicks from the penalty mark 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.

11. FOULS AND MISCONDUCT

Indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play. Opposing Players must be 5 yards (4.5m) from the free kick.

11.1 Free Kicks – All are Indirect apart from a Penalty Kick.

A Indirect 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
- Boarding – Is contact by a player that forces an opponent to hit the boards in a manner that endangers the safety of the opponent.
- Slide Tackle - A slide tackle is anyone, including a goalkeeper in his own penalty area (leading with their feet), who slides in an attempt to play the ball when it is being played or attempted to be played by an opponent. **(If there is nobody in the immediate area, it is not considered to be a slide tackle)**

If an offense involves contact, it is penalized with a Indirect 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 indirect free kick is also awarded if a player commits any of the following offences:

- a handball offense (except for the goalkeeper within his/her penalty area)
- holding an opponent
- impeding an opponent with contact
- biting or spitting at someone
- throwing/kicking an object at the ball, an opponent or a match official, or making contact with the ball with a held object

11.2 Handling the ball

Except for goalkeepers in their penalty area, it is an offense if a player:

- deliberately touches the ball with his/her hand or arm, including moving his/her hand or arm towards the ball;
- gains possession/control of the ball after it has touched his/her hand or arm and then:
- scores in the opponents' goal;
- creates a goalscoring opportunity.

Except for goalkeepers in their penalty area, it is usually an offense if a player:

- touches the ball with his/her hand or arm when
- the hand or arm has made his/her body unnaturally bigger;
- the hand or arm is above or beyond his/her shoulder level (unless the player deliberately plays the ball with another part of the body and it then touches his/her hand or arm).

The above offences apply even if the ball touches a player's hand or arm directly from the head or body (including the foot) of another player who is close.

It is an offense if any player, including a goalkeeper, scores in the opponents' goal directly from his/her hand or arm, even if accidental.

Except for the above offences, it is not usually an offense if the ball touches a player's hand or arm:

- directly from the player's own head or body (including the foot);
- directly from the head or body (including the foot) of another player who is close;
- if the hand or arm is close to the body and does not make the body unnaturally bigger;
- when a player falls and the hand or arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body.

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 his/her penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction where DOGSO is not considered.

11.3 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 gestures 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;
- commits any other offence not mentioned in the Laws of the Game for which play is stopped to caution or send off a player.

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

- controls the ball with the hands, arms or feet in his/her own half of the pitch for more than 5 seconds;
- touches the ball with the hands or arms inside his/her own penalty area after it has been deliberately kicked to the goalkeeper by a team-mate;
- touches the ball with the hands or arms inside his/her own penalty area after receiving it directly from a free kick by a team-mate;

A goalkeeper is considered to be in control of the ball when:

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

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.

A Fair Charge is called at the discretion of the referee. Shoulder to shoulder contact that facilitates winning the ball (defender) or protecting the ball (attacker) is a fair charge. Shoulder to shoulder contact that solely disrupts, delays or prevents an opponent from moving to their desired location on the pitch is a foul charge (or impeding if one of the two players involved is not in possession of the ball).

Blocking an opponent

Blocking an opponent can be considered a legitimate tactic, 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 his/her body into the opponent's path, and the opponent has the opportunity to evade the block.

11.4 Disciplinary action

The referees have the authority to take disciplinary action from the time they enter the pitch for the pre-match inspection until leaving the pitch after the match ends (including kicks from the penalty mark).

If, before entering the pitch at the start of the match, a player or team official commits a sending-off offense, 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.

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

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

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

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.

Advantage

If the referees apply the advantage for an offense 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, except for the unsuccessful denial of an obvious goalscoring opportunity, for which the player is cautioned for unsporting behavior instead of being sent off.

The advantage should not be applied in situations involving serious foul play, violent conduct, a second cautionable offense unless there is a clear opportunity to score a goal. The referees must send off the player 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 and restart with an indirect free kick, unless the player committed a more serious offense.

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 re-entering 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
- persistent offences (no specific number or pattern of offences constitutes "persistent");
- unsporting behavior.

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 behavior.

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 or stops a promising attack with a foul/handball, etc.

Cautions for unsporting behavior

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

- attempts to deceive the referees, e.g. by feigning injury or pretending to have been fouled (simulation);
- commits a InDirect-free-kick offense in a reckless manner;
- handles the ball to interfere with or stop a promising attack;
- commits a foul which interferes with or stops a promising attack, except where the referees award a penalty kick for an offense which was an attempt to play the ball;
- denies an opponent an obvious goalscoring opportunity through an offense which was an attempt to play 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) or in an unsuccessful attempt to prevent a goal;
- makes unauthorized marks on the pitch;
- plays the ball when leaving the pitch after being ordered to leave;
- shows a lack of respect for the game;
- uses a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law;
- verbally distracts an opponent during play;
- deliberately moves or overturns the goal (without denying the opposing team a goal or a 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 offense 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;
- gesturing or acting in a provocative, derisive or inflammatory way;
- covering his/her head or face with a mask or other similar item;
- removing his/her shirt or covering his/her 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 through a handball offense (except a goalkeeper within his/her own penalty area) or by moving or overturning the goal (such as when this prevents the ball from passing over the goal line)
- denying a goal or an obvious goalscoring opportunity (provided that the goal is unguarded by the defending goalkeeper) to an opponent whose overall movement is towards the offender's goal through an offense punishable with a free kick (unless as outlined below)
- serious foul play
- biting or spitting at someone
- violent conduct
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match
- Boarding
 - Contact by a player that **forces** an opponent to **hit the boards** in a manner that **endangers the safety of that opponent** will result in the offending player being sent off for boarding.
 - Intentional Boarding is considered Violent Conduct and is dealt with as such

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 a handball offense, the player is sent off wherever the offense occurs.

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

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

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

- the distance between the offense and the goal
- the general direction of the play
- the likelihood of keeping or gaining control of the ball
- the location and number of defending outfield players, as well as the goalkeeper
- whether or not the goal is “unguarded”

If a goalkeeper commits an offense which denies the opposing team an obvious goalscoring opportunity or denies the opposing team a goal by handling the ball outside the penalty area the above criteria should be considered in determining whether a DOGSO situation has occurred.

Serious foul play

A tackle/challenge or boarding that endangers the safety of an opponent with the ball is 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 offense is committed by a 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 non- respectful/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)
- occasionally leaving the confines of the technical area without committing another offense

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
- gestures which show a clear lack of respect for the match official(s), (e.g. sarcastic clapping)
- excessively/persistently gesturing for a red or yellow card
- gesturing or acting in a provocative or inflammatory manner

- persistent unacceptable behavior (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
- aggressive behavior (including spitting or biting) towards any other person
- receiving a second caution in the same match
- using offensive, insulting or abusive language and/or gestures
- using unauthorized 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 behavior
- using excessive force – send off the offender for violent conduct

11.5 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 offense on the pitch:

- against an opponent – an indirect free kick or penalty kick
- against a team-mate, substitute, sent-off player, team official or match official – a InDirect free kick or penalty kick
- against any other person – a dropped ball

All verbal offences are penalized with an indirect free kick. If, when the ball is in play:

- a player commits an offense 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 offense 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 offense/interference occurred; a penalty kick is awarded if this is a InDirect-free-kick offense and the nearest boundary-line point lies on the part of the goal line that belongs to the offender's penalty area.

If an offense is committed off the pitch by a player against a player, substitute or team official of his/her 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 InDirect 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 InDirect 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 nearest point on the boundary line

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 InDirect 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).

12. FREE KICK

12.1 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 offense.

The 5 second count for a direct or indirect free kick will be indicated verbally and visually by the referee.

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 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 an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- If a indirect free kick is kicked directly into the kickers own goal, a corner kick is awarded.

12.2 Procedure

All free kicks must be taken:

- within 5 seconds;
- from the place where the offense occurred, except:
 - Any free kicks for the defending team in its penalty area, which may be taken from anywhere in that area;
 - indirect free kicks for the offense inside the goal area or for an applicable offense when play was stopped with the ball inside the goal area, are taken from the goal-area line at the point nearest to the place where the offense was committed.
- free kicks for offences involving a player entering, re-entering or leaving the pitch without permission, 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 indirect is taken from the point nearest to the place where the ball was located when play was stopped,

However, if a player commits an offense off the pitch, play is restarted with a free kick taken on the boundary line nearest to where the offense occurred; a penalty kick is awarded if this is a InDirect-free-kick offense and the closest boundary-line point lies on the part of the goal line that belongs to the offender's penalty area;

- 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 4.5m/5 yards from the ball;
- outside the penalty area for defensive 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 1 yards/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 football.

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.

12.3 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 4.5 m/5 yds 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 offense:

- a Direct free kick is awarded;
- a penalty kick is awarded if the offense occurred inside the kicker's penalty area, unless the kicker was the goalkeeper, in which case an indirect free kick is awarded.

If the free kick is not taken within 5 seconds, a caution for delay of game is given to the kicker. Possession remains the same as the ball has not yet come into play.

13. THE PENALTY KICK

A penalty kick is awarded if a player commits a InDirect-free-kick offence inside his/her penalty area or off the pitch as part of play as outlined in in these laws.

A goal may be scored directly from a penalty kick.

13.1 Procedure

The ball must be stationary on 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, without touching the goalposts, crossbar or goal net, until the ball has been kicked.

The players other than the kicker and goalkeeper must be:

- on the pitch;
- at least 5yards/4.5m from the penalty mark;
- behind the penalty mark;
- outside the penalty arc

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, or in line with, 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 penalty kick will be 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 offense by the kicker or the kicker's team.

If a defending-team player (including the goalkeeper) commits an offense and the penalty is missed/saved, the penalty is retaken.

13.2 Offences and sanctions

Once the referees have signaled 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 signaling again for the kick to be taken.

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

- the player taking the penalty kick or a team-mate commits an offense:
 - 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 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 or a team-mate commits an offense:
 - if the ball enters the goal, a goal is awarded;
 - if the ball does not enter the goal, the kick is retaken and the offender is cautioned.
 - a player of both teams commits an offense, the kick is retaken unless a player commits a more serious offense (e.g. illegal feinting); if both the defending goalkeeper and the kicker commit an offense at the same time:
 - if the kick is missed or saved, the kick is retaken and both players are cautioned;
 - if the kick is scored, the goal is disallowed, 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 penalty kick is going to be taken must be cautioned, even if the offender was respecting the 4.5 m/5 yds minimum distance.

If, after the penalty kick has been taken:

- the kicker touches the ball again before it has touched another player:
 - an indirect free kick 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.

Outcome of the penalty kick

Offence	Ball enters goal	Ball does not enter goal
Encroachment by attacking-team player	Penalty is retaken	Indirect free kick to defending team
Encroachment by defending-team player	Goal	Penalty is retaken and caution for defending-team player
Offence by goalkeeper	Goal	Penalty is retaken and caution for goalkeeper
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	Indirect free kick to defending team and caution for kicker
Wrong kicker (not identified)	Indirect free kick to defending team and caution for wrong kicker	Indirect free kick to defending team and caution for wrong kicker
Goalkeeper and kicker commit offence at same time	Indirect free kick to defending team and caution for kicker	Retake and caution for kicker and goalkeeper

14. THE GOAL KICK

A goal kick is awarded when the whole of the ball passes over the goal 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 be scored directly from a goal kick. If the ball directly enters the goal of the team whose goalkeeper took the goal kick, the goal kick- is taken again.

14.1 Procedure

- The ball is kicked from any point within the penalty area by the goalkeeper of the defending team.
- The ball is in play when it is kicked and clearly moves.
- The ball must be put into play within 5 seconds of the referee signaling that the team is ready to put it into play.
- Opponents must be outside the penalty area until the ball is in play.

14.2 Offences and sanctions

If, after the ball is in play, the goalkeeper who took the goal touches the ball again before it has touched another player, an indirect free kick is awarded, if the goalkeeper commits a handball offense:

- a in-direct free kick is awarded if outside the penalty area
- a penalty kick is awarded if the offense occurred inside the penalty area.

If, when a goal kick 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 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 goal kick 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 kick is retaken and the offender may be cautioned or sent off, depending on the offense.

For any other offense, the goal kick is retaken.

The goalkeeper is not permitted to kick the ball from their hands (fly kick).

15. SIGNALLING

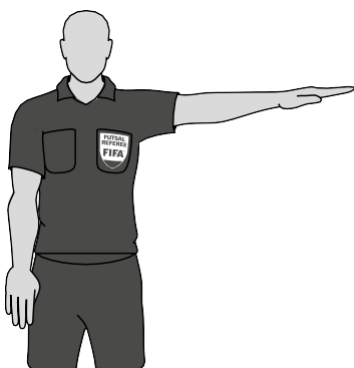
15.1 Referee and Other Match Official Signals

The referees signals listed below.

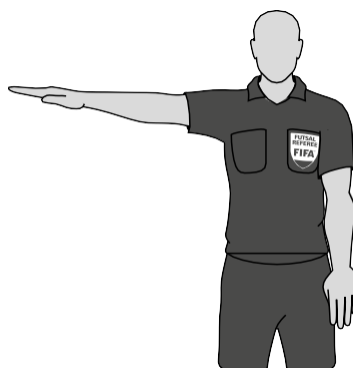
1 Signals by referees



Kick-off/restart of play

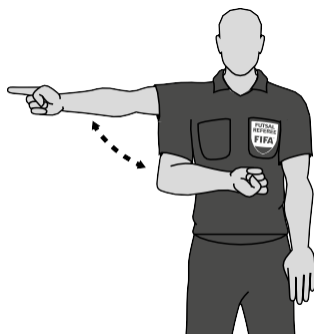


Direct free kick/penalty kick (Option 1)

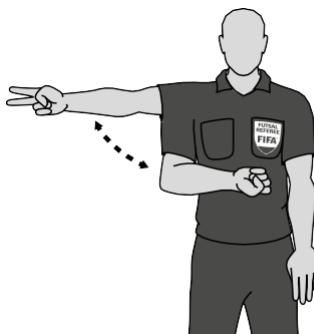


(Option 2)

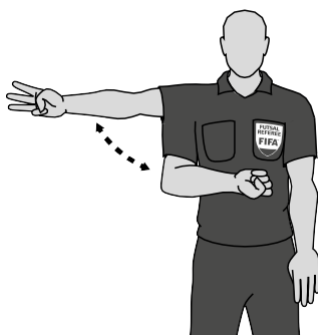
FIVE-SECOND COUNT



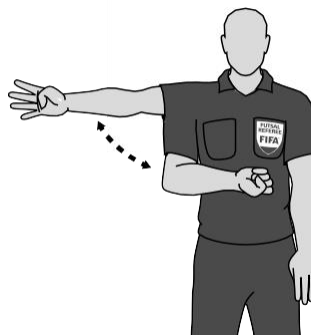
(Step I)



(Step II)



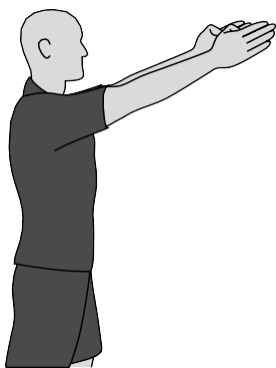
(Step III)



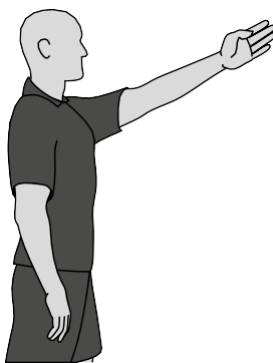
(Step IV)



(Step V)



Advantage



Advantage



2. Caution (yellow card)



Sending-off (red card) Signal by referees on



Indirect free

CONCUSSION GUIDANCE

CRT6™



Concussion Recognition Tool

To Help Identify Concussion in Children, Adolescents and Adults

What is the Concussion Recognition Tool?

A concussion is a brain injury. The Concussion Recognition Tool 6 (CRT6) is to be used by non-medically trained individuals for the identification and immediate management of suspected concussion. It is not designed to diagnose concussion.

Recognise and Remove

Red Flags: CALL AN AMBULANCE

If **ANY** of the following signs are observed or complaints are reported after an impact to the head or body the athlete should be immediately removed from play/game/activity and transported for urgent medical care by a healthcare professional (HCP):

- Neck pain or tenderness
- Seizure, 'fits', or convulsion
- Loss of vision or double vision
- Loss of consciousness
- Increased confusion or deteriorating conscious state (becoming less responsive, drowsy)
- Weakness or numbness/tingling in more than one arm or leg
- Repeated Vomiting
- Severe or increasing headache
- Increasingly restless, agitated or combative
- Visible deformity of the skull

Remember

- In all cases, the basic principles of first aid should be followed: assess danger at the scene, check airway, breathing, circulation; look for reduced awareness of surroundings or slowness or difficulty answering questions.
- Do not attempt to move the athlete (other than required for airway support) unless trained to do so.
- Do not remove helmet (if present) or other equipment.
- Assume a possible spinal cord injury in all cases of head injury.
- Athletes with known physical or developmental disabilities should have a lower threshold for removal from play.

If there are no Red Flags, identification of possible concussion should proceed as follows:

Concussion should be suspected after an impact to the head or body when the athlete seems different than usual. Such changes include the presence of **any one or more** of the following: visible clues of concussion, signs and symptoms (such as headache or unsteadiness), impaired brain function (e.g. confusion), or unusual behaviour.

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CRT6™

Developed by: The Concussion in Sport Group (CISG)

Supported by:



**CRT6****Concussion Recognition Tool**
To Help Identify Concussion in Children, Adolescents and Adults**1: Visible Clues of Suspected Concussion**

Visible clues that suggest concussion include:

- Loss of consciousness or responsiveness
- Lying motionless on the playing surface
- Falling unprotected to the playing surface
- Disorientation or confusion, staring or limited responsiveness, or an inability to respond appropriately to questions
- Dazed, blank, or vacant look
- Seizure, fits, or convulsions
- Slow to get up after a direct or indirect hit to the head
- Unsteady on feet / balance problems or falling over / poor coordination / wobbly
- Facial injury

2: Symptoms of Suspected Concussion**Physical Symptoms**

Headache
"Pressure in head"
Balance problems
Nausea or vomiting
Drowsiness
Dizziness
Blurred vision
More sensitive to light
More sensitive to noise
Fatigue or low energy
"Don't feel right"
Neck Pain

Changes in Emotions

More emotional
More Irritable
Sadness
Nervous or anxious

Changes in Thinking

Difficulty concentrating
Difficulty remembering
Feeling slowed down
Feeling like "in a fog"

Remember, symptoms may develop over minutes or hours following a head injury.

3: Awareness

(Modify each question appropriately for each sport and age of athlete)

Failure to answer any of these questions correctly may suggest a concussion:

"Where are we today?"

"What event were you doing?"

"Who scored last in this game?"

"What team did you play last week/game?"

"Did your team win the last game?"

Any athlete with a suspected concussion should be - IMMEDIATELY REMOVED FROM PRACTICE OR PLAY and should NOT RETURN TO ANY ACTIVITY WITH RISK OF HEAD CONTACT, FALL OR COLLISION, including SPORT ACTIVITY until ASSESSED MEDICALLY, even if the symptoms resolve.

Athletes with suspected concussion should **NOT**:

- Be left alone initially (at least for the first 3 hours). Worsening of symptoms should lead to immediate medical attention.
- Be sent home by themselves. They need to be with a responsible adult.
- Drink alcohol, use recreational drugs or drugs not prescribed by their HCP
- Drive a motor vehicle until cleared to do so by a healthcare professional

TRANSGENDER GUIDE

The **tournament is open** to all football/soccer players, coaches, managers, trainers, and referees **“without discrimination on the basis of sexual orientation, gender identity, gender expression, sex, physical or mental ability, marital status, race, color, nationality, religion or age.”**

For the purpose of registration on gender-based teams, a player may register with the gender team with which the player identifies. The IGLFA and/or Tournament Director may, upon request, require sufficient confirmation and be satisfied by documentation or evidence that shows the stated gender is sincerely held, and is part of a person’s core identity.

Documentation satisfying the herein stated standard includes, but is not limited to:

- 1) Government-issued identification with photo. Examples of this documentation are a driver’s license, national ID or passport.
- 2) Documentation prepared by a health care provider, counselor, or other qualified professional not related to the player that states that he or she has been undergoing uninterrupted hormone treatment for at least one year prior to the beginning of a competition unless there is a medical reason that may have resulted in short breaks from that treatment. Any breaks in treatment should be outlined in the medical practitioner’s letter.

Considering the challenges that may be involved in obtaining such documents in some countries, the IGLFA and/or Tournament Director will exercise discretion when evaluating the adequacy of the type of documentation provided for proof of an individual’s gender. All cases will be handled with the greatest of discretion. The final decision about the participant’s gender status will be within the sole discretion of the IGLFA and/or Tournament Director.

BLOOD-BORNE PATHOGEN (BLOOD)

Dealing with a bloody wound:

- If bleeding occurs where other participants may be exposed to blood, the individual's participation must be interrupted until the bleeding has been stopped. The wound must be cleansed with antiseptic and securely covered.
- All clothing soiled with blood should be replaced prior to the athlete resuming training or competition. Clothing soiled with blood and other body fluids must be washed in hot, soapy water.
- If an athlete leaves the field, has his injury treated and covered and wishes to re-enter the match in another, differently numbered jersey that replaces a blood-stained jersey, he may re-enter only after the Referee has been advised of the change of number.
- All equipment and surfaces contaminated with blood and other body fluids should be cleaned with a solution of one-part household bleach to nine parts water. This solution should be prepared fresh daily. This is particularly important on the artificial turf of indoor arenas.

While cleaning blood or other body fluid spills, the following must be done:

- Wear waterproof gloves.
- Wipe up fluids with paper towels or disposable cloths.
- Disinfect the area as described in the above.
- Place all soiled waste in a plastic bag for disposal.
- Remove gloves and wash hands with soap and water.
- Other wounds must be reviewed by medical personnel, including abrasions and all skin lesions and rashes on athletes, coaches, and officials. All wounds, skin lesions and rashes must be confirmed as non-infectious and be securely covered prior to the athlete starting or continuing participation.

*Note – The facility is normally responsible for blood clean-up. Their staff have been properly trained and should have the necessary equipment/solution to do so. Local, regional, and nationwide health guidelines in force at the location of the tournament will be followed.

AIRBORNE PATHOGEN

In the event that the tournament is occurs in an area where airborne pathogens place participants at potential risk for illness, the following must be done:

- Local, regional, and nationwide guidelines from appropriate healthcare authorities for both indoor and outdoor events will be followed.
- Personal Protective Equipment (PPE) will be worn per those guidelines both on and off the field of play as indicated.
- Vaccination proof may be required to play in a tournament, guidelines for validating vaccination records of the individual player will be the responsibility of the Tournament Director or their designate. The utmost of discretion of private health information will be maintained, including the removal of proof of vaccination and other private health information in a timely manner once verified.

- Vaccination exemptions are subject to Tournament Director approval, or their designate, and will require written proof from a medical professional or religious representative. The decision to allow or deny participation in the tournament is at the sole discretion of the Tournament Director, and their decision is final. Testing for airborne pathogens may also be required should an exemption be granted, at the discretion of the Tournament Director and based on guidelines from health authorities.

Testing for airborne pathogens may be required for participation in the Tournament, per local, regional, and nationwide directives. The Tournament Director will develop a process for this as needed.

