

WORLD MINIFOOTBALL FEDERATION



RULES OF THE GAME MINIFOOTBALL 2023



REFEREES COMMITTEE

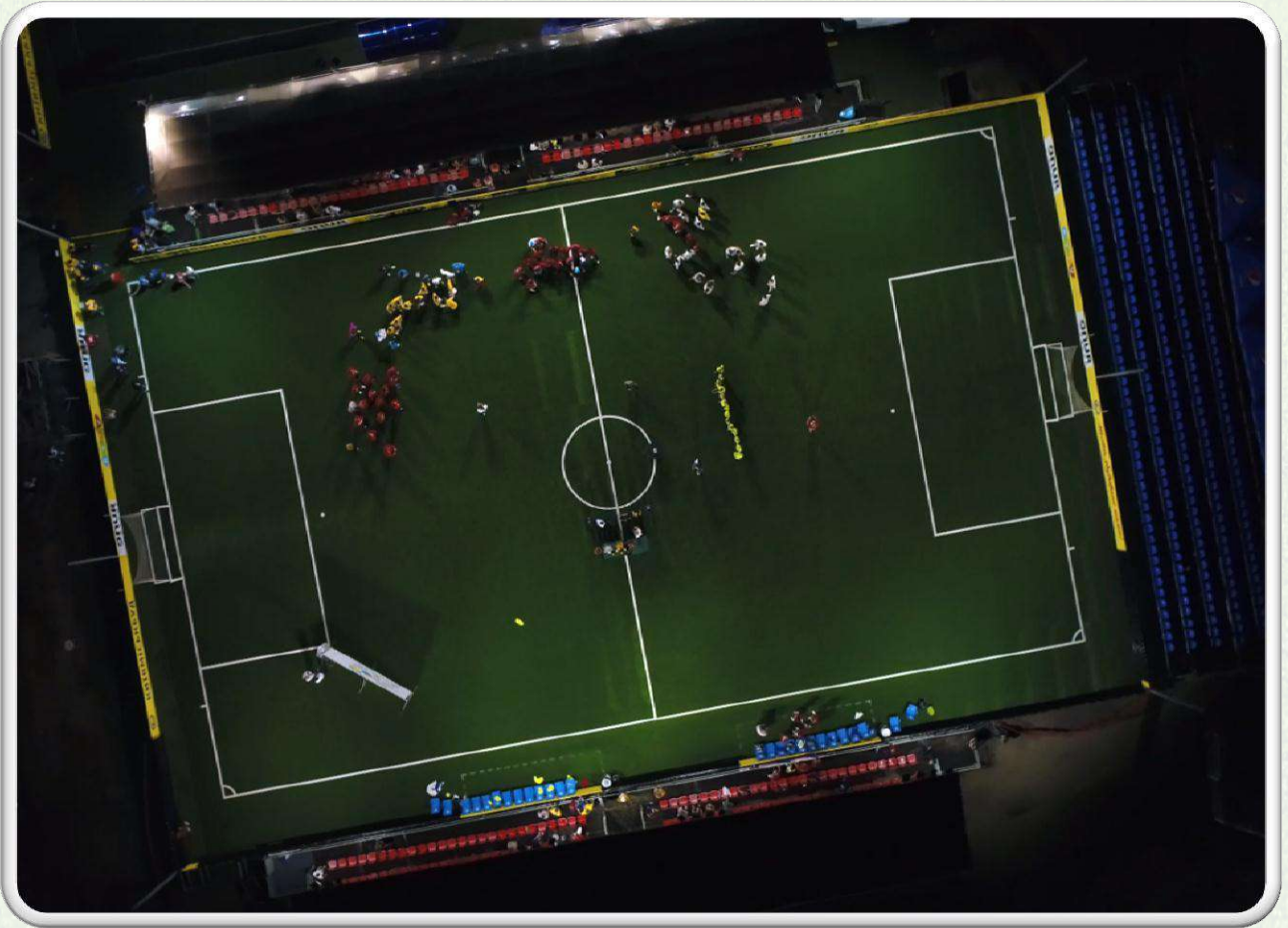
RULES OF THE GAME 2018

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Rule 1



The Field of Play

1 . Field surface

The field of play must be a wholly natural or, if competition rules permit, a wholly artificial playing surface except where competition rules permit an integrated combination of artificial and natural materials (hybrid system).

The colour of artificial surfaces must be green.

Where artificial surfaces are used in competition matches between representative teams of national football associations affiliated to WMF or international club competition matches, the surface must meet the requirements of the WMF Quality Program for Football Turf or the International Match Standard, unless special dispensation is given by the WMF.



2 . Field markings

The field of play must be rectangular and marked with continuous lines which must not be dangerous; artificial playing surface material may be used for the field markings on natural fields if it is not dangerous. These lines belong to the areas of which they are boundaries.

Only the lines indicated in Law 1 are to be marked on the field of play.

The two longer boundary lines are touchlines. The two shorter lines are goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touchlines.

The center mark is at the midpoint of the halfway line. A circle with a radius of 5 m is marked around it.

Marks may be made off the field of play 5 m from the corner arc at right angles to the goal lines and the touchlines.

All lines must be of the same width, which must not be more than 12 cm (5 ins). The goal lines must be of the same width as the goalposts and the crossbar.

Where artificial surfaces are used, other lines are permitted provided they are a different color and clearly distinguishable from the football lines.

A player who makes unauthorized marks on the field of play must be cautioned for unsporting behavior. If the referee notices this being done during the match, the player is cautioned when the ball next goes out of play.

3 . Dimensions for international matches

The touchline must be longer than the goal line.

- **Length (touchline):**

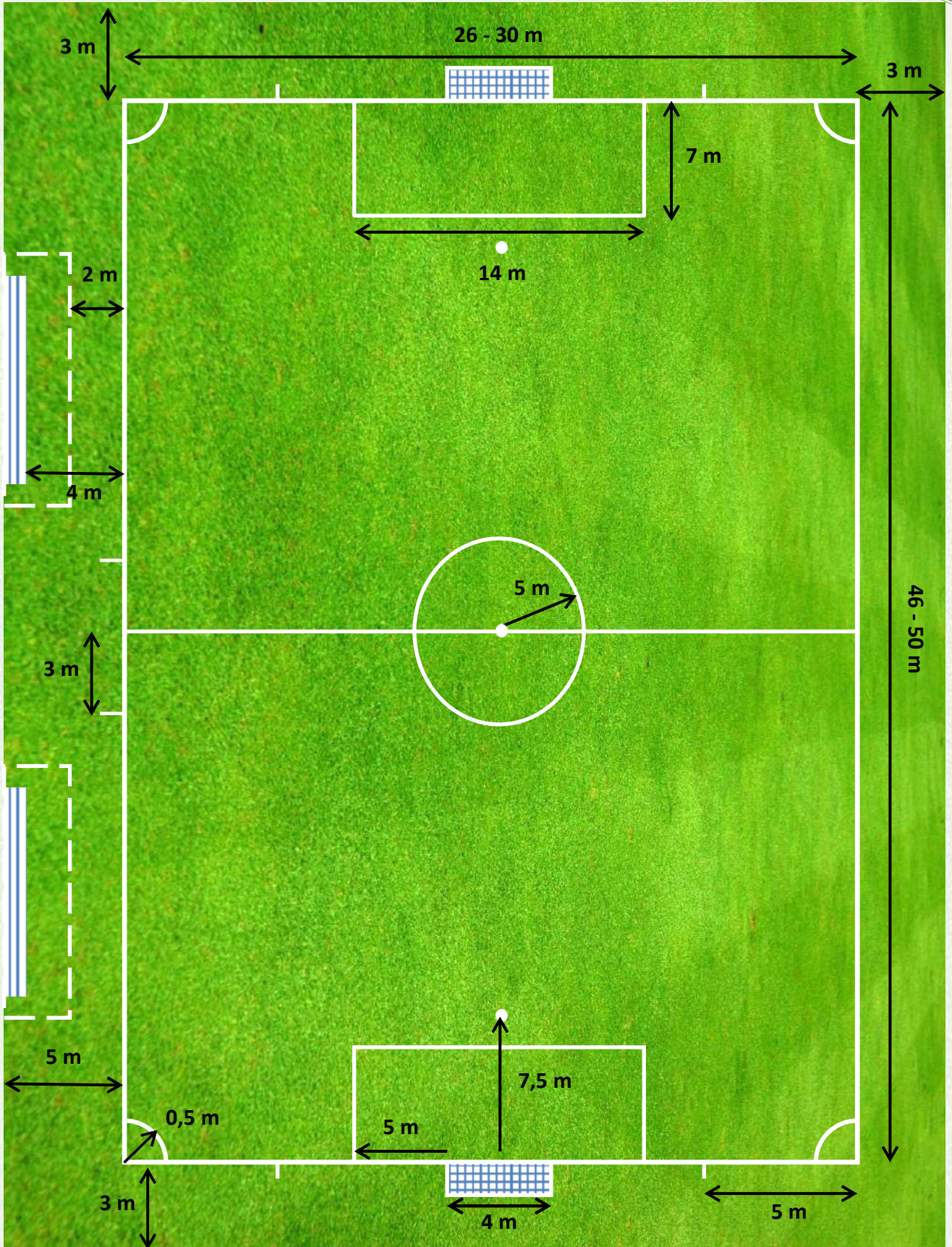
minimum 46 m

maximum 50 m

- **Length (goal line):**

minimum 26 m

maximum 30 m



4 . The penalty area

Two lines are drawn at right angles to the goal line, 5 m from the inside of each goalpost. These lines extend into the field of play for 7 m and are joined by a line drawn parallel with the goal line of 14m.

The area bounded by these lines and the goal line is the penalty area.

Within each penalty area, a penalty mark is made 7.5 m from the midpoint between the goalposts.

5 . The corner area

The corner area is defined by a quarter circle with a radius of 0.5 m from each corner flagpost drawn inside the field of play

A flagpost, at least 1.5 m (5 ft) high, with a non-pointed top and a flag may be placed at each corner.

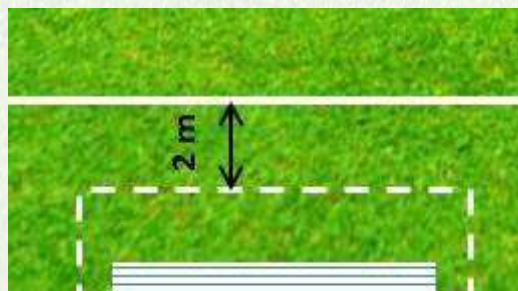


Flagposts may be placed at each end of the halfway line, at least 1 m outside the touchline

6 . The technical area

The technical area relates to matches played in stadiums with a designated seated area for team officials and substitutes as outlined below:

- The technical area should only extend 2 m on either side of the designated seated area and up to a distance of 2m from the touchline
- Markings should be used to define the area



- The number of persons permitted to occupy the technical area is defined by the competition rules
- The occupants of the technical area:
 - Are identified before the start of the match in accordance with the competition rules
 - Must behave in a responsible manner
 - Must remain within its confines except in special circumstances, e.g., a physiotherapist /doctor entering the field of play, with the referee's permission, to assess an injured player
 - Only one person at a time is authorized to convey tactical instructions from the technical area

7 . Goals

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

A goal consists of two vertical posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous.

The distance between the inside of the posts is 4 m and the distance from the lower edge of the crossbar to the ground is 2 m.

The position of the goalposts in relation to the goal line must be in accordance with the graphics.

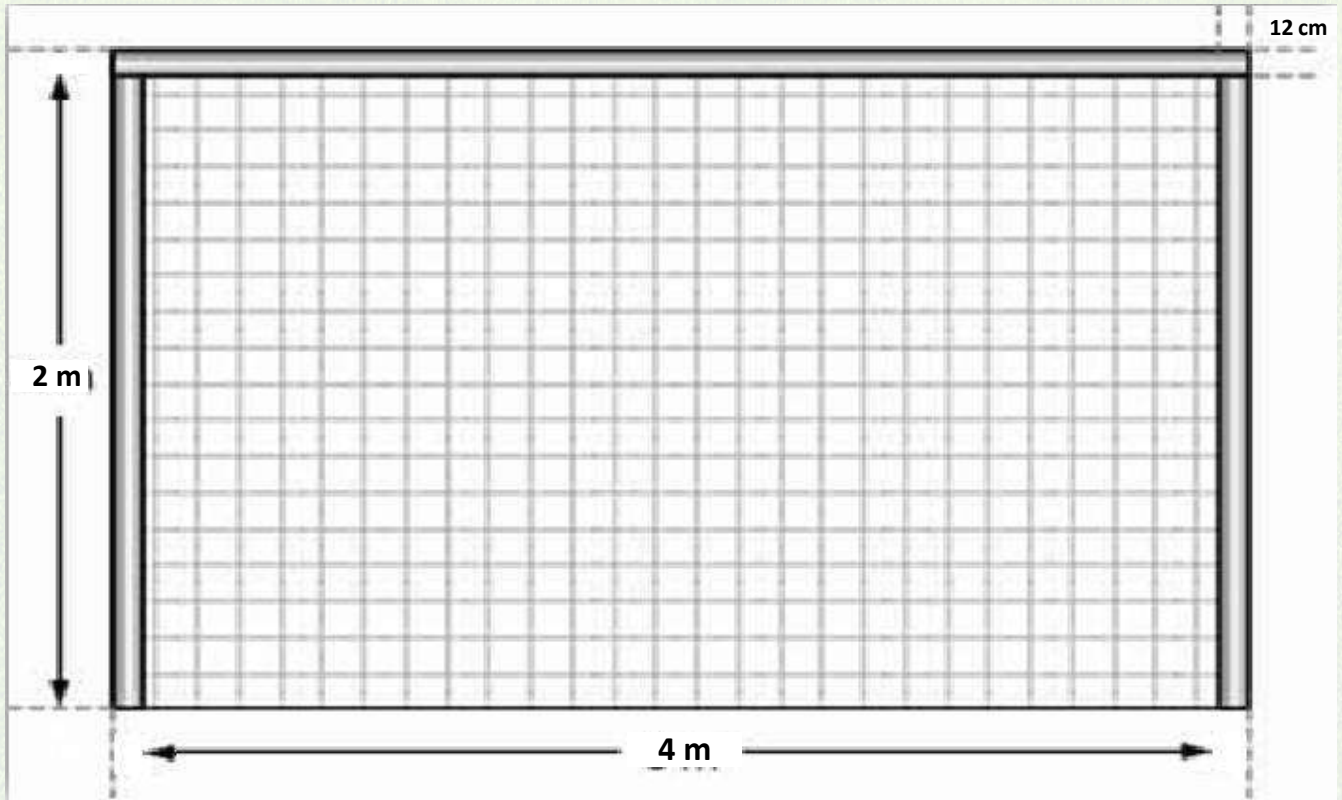
The goalposts and the crossbar must be white and have the same width and depth, which must not exceed 12 cm (5 ins).

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it cannot be repaired the match must be abandoned. A rope or any flexible or dangerous material may not replace the crossbar. Play is restarted with a dropped ball.

Nets may be attached to the goals and the ground behind the goal; they must be properly supported and must not interfere with the goalkeeper.

Safety

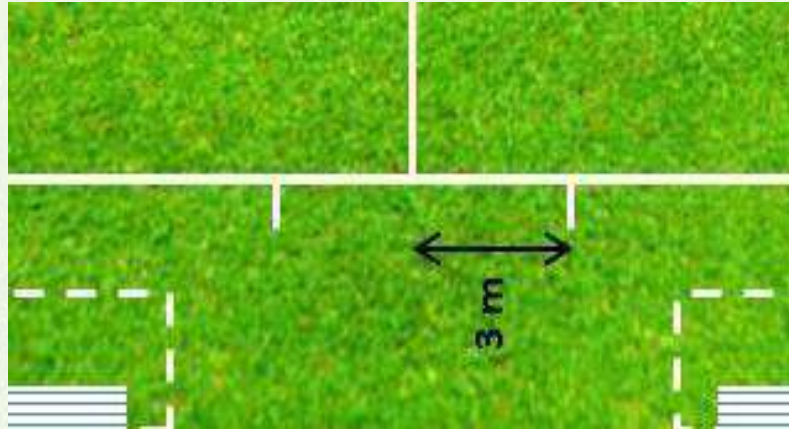
Goals (including portable goals) must be firmly secured to the ground.



8 . Substitution area

The substitution zones are located at the edge of the sideline, in front of the team benches; their function is described in Rule 3

Each substitution zone is located next to the technical area; it is bounded on both sides by the median line and another line at 3 m perpendicular to the sideline and 12 cm wide and 40 cm long outside the field.



The substitution zone of a team must be on the side of the goal it defends. The change of positions for the second period and extensions is mandatory.

9 . Commercial advertising

No form of commercial advertising, whether real or virtual, is permitted on the field of play, on the ground within the area enclosed by the goal nets or the technical area, or on the ground within 1 m (1 yd) of the boundary lines from the time the teams enter the field of play until they have left it at half-time and from the time the teams re-enter the field of play until the end of the match. Advertising is not permitted on the goals, nets, flagposts or their flags and no extraneous equipment (cameras, microphones, etc.) may be attached to these items.

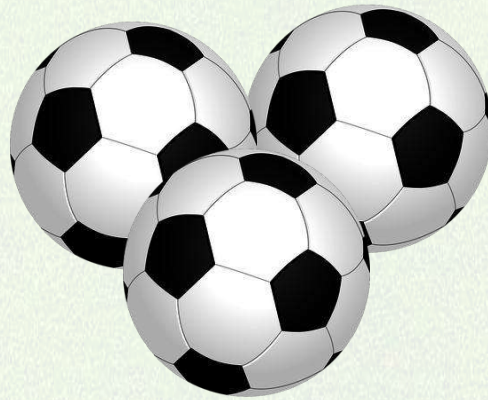
In addition, upright advertising must be at least:

- 1 m (1 yd) from the touchlines of the field of play
- the same distance from the goal line as the depth of the goal net
- 1 m (1 yd) from the goal net

10 . Logos and emblems

The reproduction, whether real or virtual, of representative logos or emblems of WMF, confederations, national football associations, competitions, clubs or other bodies is forbidden on the field of play, the goal nets and the areas they enclose, the goals, and the flagposts during playing time. They are permitted on the flags on the flagposts.

Rule 2



The Ball

1 . Qualities and measurements

All balls must be:

- spherical
- made of suitable material
- of a circumference of between 70 cm (28 ins) and 68 cm (27 ins)
- between 450 g (16 oz) and 410 g (14 oz) in weight at the start of the match
- of a pressure equal to 0.6 –1.1 atmosphere (600 –1,100 g/cm²) at sea level (8.5 lbs/sq in –15.6 lbs/sq in)

All balls used in matches played in an official competition organized under the auspices of WMF or confederations must bear one of the following:

2. Replacement of a defective ball

If the ball becomes defective:

- play is stopped and
- restarted by dropping the replacement ball where the original ball became defective

If the ball becomes defective at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in the restart is re-taken.

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

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

3. Additional balls

Additional balls which meet the requirements of Rule 2 may be placed around the field of play and their use is under the referee's control.

Rule 3



The Players



1 . Number of players

A match is played by two teams, each with a maximum of six players; one must be the goalkeeper. A match may not start or continue if either team has fewer than four players.

If a team has fewer than four players because one or more players has deliberately left the field of play, the referee is 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 four 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 six players, only the players and substitutes named on the team list may take part in the match upon their arrival.

For any match, the names of the players and substitutes designated for the match must be entered on the match sheet before the start of the match; Any substitute whose name has not been given to the referee before the match can not take part in the match

Confederations or member associations can also organize local and international competitions with 5, 7 or 8 players and Arena Soccer, while respecting the rules of the game of WMF

2. Official Competitions

In any match played in the context of official competitions organized by the WMF, the confederations or the member associations, the maximum number of authorized substitutes is nine.

The rules of any other competition must clearly specify the maximum number of substitutes allowed to participate in a match.

In regional or local competitions organized by the WMF and the member associations, the maximum number of players who can participate in a match is indicated in the association's internal regulations, if any, the regulations of the WMF must be followed.

An unlimited number of substitutions is allowed during a match.

3. Substitution procedure

A replacement may be made when the ball is in play or out of play. For each replacement, the following provisions should be observed:

- The player leaving the court must pass through the touch line while crossing the substitution zone of his team, except as stated in these Minifootball Game Rules.
- The substitute enters the field of play only after the exit of the player to be replaced
- The substitute must enter the field through his team's own substitution zone
- The replacement ends once the substitute entered the field by the substitution zone of his own team, after having given the chasuble to the player he replaces, unless that player leaves the field by another zone for reasons provided for in these Laws of the Game, to which the substitute must give the chasuble to the third referee.
- The substitute then becomes a player and the player he has replaced becomes a substitute.
- Substitutes may restart any play provided that they have first entered the field.
- If a substitution is made at half-time or before extra time, the procedure must be completed before play resumes.
- A replaced player can return to the field.
- Any substitute or player replaced is subject to the authority of the referee, whether he is called to play or not.
- if a player who is to be replaced refuses to leave, play continues.

4. Permutation with the goalkeeper (SWAPPING)

- Each player can change goalkeeper, but only if this player is coming from the bench(substitute). Game don't need to be stopped, just it must be announced to the 3rd referee, that understand and recognize which player replace goalkeeper. A player or substitute who becomes a goalkeeper, must wear a different jersey, from all participants on the pitch, with his own number on the back.

5. Offenses and sanctions

If a substitute player starts a match in the place of a registered player and the referee is not informed of the change:

- The referee allows the substitute player to continue the match.
- No disciplinary sanction is taken against the player registered as a substitute
- The player registered as holder becomes substitute.

If a player switches with the goalkeeper without the referee's permission, the referee:

- let's the game continue.
- Cautions both players on the next stoppage of play.

If a substitute enters the playing field before the replaced player has left or enters the game without passing through the substitution zone of his team:

- Subject to the advantage, the referees will interrupt play
- Caution the player that he has not followed the substitution procedure and order him to leave the field of play.

If the referees interrupt the game, he will resume with an indirect free kick in favor of the opposing team, executed from the position of the ball when play was stopped.

If this substitute or his team commits another offense, the game will resume according to the Rules of the Minifootball Game.

If, a replaced player leaves the field of play without passing through the substitution zone of his team:

- Subject to the advantage, the referees will interrupt the game.
- Caution the player for not respecting the substitution procedure.

If the referees have interrupted the game, he will resume with an indirect free kick in favor of the opposing team, executed from the position of the ball when play was stopped.

For any other offense under this Act:

- Players will be cautioned.
- The game must be restarted by an indirect free kick in favor of the opposing team, from the position of the ball when play was stopped.

6. Sent Off of players or substitutes

A player who is excluded:

- Before the submission of the score sheet cannot be entered on the score sheet for any reason whatsoever
- After being registered as a cardholder on the match sheet and before the kick-off can be replaced by one of the players registered as a substitute, which cannot be replaced.
- After the kickoff cannot be replaced; and if it is a titular player his team will play with one less player for 5 minutes from the first restart of play following the expulsion.

A substitute excluded before or after the kick-off of match, he cannot be replaced.

7. Extra persons on the field of play

The coach and other officials named on the team list (with the exception of players or substitutes) are team officials. Anyone not named on the team list as a player, substitute or team official is an outside agent.

If a team official, substitute, substituted or sent off player or outside agent enters the field of play the referee must:

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

If play is stopped and the interference was by:

- a team official, substitute, substituted or sent off player, play restarts with a indirect freekick
- an outside agent, play restarts with a dropped ball

If the ball goes to the goal and that person prevents him from entering and cancels a clear chance of goal, the referee will award a direct free kick or penalty, take thenecessary disciplinary action and the offending team will take over. play with one player less for 5 minutes (Exp: if the team plays with 6 players, it will only come back with 5);the reduced player can come back and participate in the game

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

8. Player outside the field of play

If a player who requires the referee's permission to re-enter the field of play re-enters without the referee's permission, the referee 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 field of play without permission
- have the player removed.

If the referee stops play, it must be restarted:

- with a direct free kick from the position of the interference
- with an indirect free kick from the position of the ball when play was stopped if there was no interference

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

9. Goal scored with an extra person on the field of play

If, after a goal is scored, the referee realizes, before play restarts, an extra person was on the field of play when the goal was scored:

- the referee must disallow the goal if the extra person was:
 - a player, substitute, substituted player, sent off player or team official of the team that scored the goal; play is restarted with an indirect free kick from the position of the extra person
 - an outside agent who interfered with play unless a goal results as outlined above in 'extra persons on the field of play'; play is restarted with a dropped ball
- the referee must allow the goal if the extra person was:
 - a player, substitute, substituted player, 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 referee must have the extra person removed from the field of play.

If, after a goal is scored and play has restarted, the referee realizes an extra person was on the field of play when the goal was scored, the goal cannot be disallowed. If the extra person is still on the field the referee must:

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

The referee must report the incident to the appropriate authority.

10. Team captain

The team captain has no special status or privileges but has a degree of responsibility for the behavior of the team.

Also he is obliged to:

- a) give signed match report to the WMF observer before the match
- b) make sure that only registered players and non-banned players will enter to the match to represent his team
- c) make sure that he has properly visible captain's tape on the arm of his left hand
- d) after the end of the match, check the data recorded in the match report (the score, goal scorers, cards awarded) and confirm the correctness of these data by their signature
- e) give their comments on the match in a decent form in the match record
- f) has to be on the pitch where the match is to be played, at least 45 minutes before the official start of the game

Rule 4



The Player's Equipment

Rule 4: The Player's Equipment

1. Safety

A player must not use equipment or wear anything that is dangerous.

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed.

Using tape to cover jewellery is not permitted.

The players must be inspected before the start of the match and substitutes before they enter the field of play.

If a player is wearing or using unauthorized/ dangerous equipment or jewellery the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling to comply

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

2. Compulsory equipment

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

- a shirt with sleeves
- shorts
- socks – tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers
- shin pads – these must be made of a suitable material to provide reasonable protection and covered by the socks
- footwear

Goalkeepers may wear tracksuit bottoms.

A player whose footwear or shin pads 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 plays the ball and/or scores a goal, the goal is awarded.

3. Colours

- The two teams must wear colours that distinguish them from each other and the match officials
- Each goalkeeper must wear colours that are distinguishable from the other players and the match officials
- If the two goalkeepers' shirts are the same colour and neither has another shirt, the referee allows the match to be played

Undershirts must be the same colour as the main colour of the shirt sleeve;

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

4. Other equipment

Non-dangerous protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles.

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

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

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

Electronic communication: Players (including substitutes/substituted and sent off players) are not permitted to wear or use any form of electronic or communication equipment. The use of any form of electronic communication by team officials is not permitted except where it directly relates to player welfare or safety.

5. Slogans, statements, images and advertising

Equipment must not have any political, religious or personal slogans, statements or images.

Players must not reveal undergarments that show political, religious, 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, national football association or by WMF.

6. Offences and sanctions

For any offence play need not be stopped and the player:

- is instructed by the referee to leave the field of play to correct the equipment
- leaves when play stops, unless the equipment has already been corrected

A player who leaves the field of play to correct or change equipment must:

- have the equipment checked by a match official before being allowed to re-enter
- only re-enter with the referee's permission (which may be given during play)

A player who enters without permission must be cautioned and if play is stopped to issue the caution, an indirect free kick is awarded from the position of the ball when play was stopped.

Rule 5



The Referee

1. The authority of the referee

Each match is controlled by a referee who has full authority to enforce the Rules of the Game in connection with the match

2. Decisions of the referee

Decisions will be made to the best of the referee's ability according to the Rules of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. The decisions of the referee, and all other match officials, must always be respected.

The referee may not change a decision on realizing that it is incorrect or on the advice of another match official if play has restarted or the referee has signaled the end of the first or second half (including extra time) and left the field of play or terminated the match.

If a referee is incapacitated, play may continue under the supervision of the other match officials until the ball is next out of play

3. Powers and duties

The referee:

- Enforces the Rules of the Game
- Controls the match in cooperation with the other match officials
- Acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match
- supervises and/or indicates the restart of play

- must be positioned in the field in accordance with the provisions of "Position when the ball is in play" and "Position when the ball is out of play “
- only the first referee who orders the kick-off and is responsible for the stopwatch

Advantage

- Allows play to continue when an offence occurs and the non-offending team will benefit from the advantage and penalizes the offence if the anticipated advantage does not ensue at that time or within a few seconds

Disciplinary actions

- Punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
- Takes disciplinary actions against players guilty of cautionable and sending-off offences
- Has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (*see Rule 3.6*); the referee will report any other misconduct
- Has the power to show yellow or red cards and, where competition rules permit, temporarily dismiss a player, from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark
- Takes action against team officials who fail to act in a responsible manner and may expel them from the field of play and its immediate surrounds;

A medical team official who commits a dismissible offence may remain if the team has no other medical person available, and act if a player needs medical attention.

- Acts on the advice of other match officials regarding incidents that the referee has not seen

Injuries

- Allows play to continue until the ball is out of play if a player is only slightly injured
- Stops play if a player is seriously injured and ensures that the player is removed from the field of play.

An injured player may not be treated on the field of play and may only re-enter after play has restarted; if the ball is in play, re-entry must be from the touchline but if the ball is out of play, it may be from any boundary line.

Exceptions to the requirement to leave the field of play are only when:

- A goalkeeper is injured
- 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 the result of a physical offence for which the opponent is cautioned or sent off (e.g., reckless or serious foul challenge), if the assessment/treatment is completed quickly
- Ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment
- If the referee has authorized the doctors and /or stretcher bearers to enter the field of play, the player must leave on a stretcher or on foot.
A player who does not comply, must be cautioned for unsporting behavior
- If the referee has decided to caution or send off a player who is injured and has to leave the field of play for treatment, the card must be shown before the player leaves
- If play has not been stopped for another reason, or if an injury suffered by a player is not the result of an offence, play is restarted with a dropped ball

Outside interference

- Stops, suspends or abandons the match for any offences or because of outside interference e.g., if:
 - The floodlights are inadequate
 - An object thrown by a spectator hits a match official, a player 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 field of play during the match, the referee must:
 - * Stop play (and restart with a dropped ball) only if it interferes with play unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal
 - * Allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity
- allows no unauthorized persons to enter the field of play

4. Referee's equipment

Compulsory equipment:

- Whistle(s)
- Watch(es)
- Red and yellow cards
- Notebook (or other means of keeping a record of the match)

Other equipment:

Referees may be permitted to use:

- Equipment for communicating with other match officials – buzzer/beep flags, headsets etc.
- EPTS or other fitness monitoring equipment

Referees and other match officials are prohibited from wearing jewelry or any other electronic equipment.

5. Referee signals



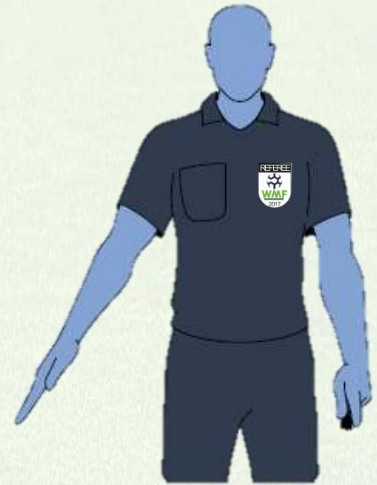
KICK OFF / RESTARTING GAME



DIRECT FREE KICK / PENALTY



THROW IN



CORNER KICK



GOAL KICK



ADVANTAGE



INDIRECT FREE KICK



YELLOW CARD



RED CARD

6. Liability of Match Officials

A referee or other match official is 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 taken 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 field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- To abandon a match for whatever reason
- As to the suitability of the field equipment and ball used during a match
- To stop or not to stop a match due to spectator interference or any problem in spectator areas
- To stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- To require an injured player to be removed from the field of play for treatment
- To allow or not to allow a player to wear certain clothing or equipment
- Where the referee has the authority, to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- Any other decision taken in accordance with the Laws of the Game or in conformity with their duties under the terms of FIFA, confederation, national football association or competition rules or regulations under which the match is played

7. International Matches

The use of 4 referees is mandatory in international matches.

8. Reserve assistant referee

In tournaments and competitions for which a reserve referee is appointed, the role and duties of the reserve referee must be in accordance with the instructions contained in these Rules of the Game

Rule 6



The Other Match Officials

Rule 6 :

The Other Match Officials

A second, third and fourth referee may be appointed to officiate a match. They help the referee to control the match in accordance with the Laws of the Game, but the final decision is always made by the referee.

In case of divergence between the decisions of the referees, that of the referee shall take precedence over that of the second referee.

The other referees operate under the referee (principal). In case of interference or incorrect behavior, the arbitrator will remove them from their duties and report to the competent authority

The rules of the competition must clearly specify who will replace a referee who is unable to start or continue to officiate, and any associated changes.

1. The second referee

- The second referee helps the referee to make all the decisions concerning the offenses and the infractions as well as the necessary disciplinary measures
- He must report fouls near the first referee when he has a better angle of view
- control time and record goals, inaccuracies, etc. in writing
- He must submit to the relevant authorities a report on any misconduct or other incidents that occurred outside the field of view of the other referees.
- He must inform the referee and the third referee of the content of the said report.
- He replaces the first referee in case he is injured or indisposed.

2. The third referee

It must be placed outside the playing field, on the side of the substitution zones and at the height of the median line

- The third referee helps the referees during the field inspection, players and equipment of the players (including if problems have been solved)
- Control time and record goals, inaccuracies, etc. in writing
- Check the replacement procedures
- Check the equipment of the substitutes who are preparing to participate in the game
- Control the return of a player to the field after a signal / authorization of the referee
- Check the replacement balloons
- Control under the supervision of the referees the return to the game of a player having had to leave the ground for any type of injury or to correct his equipment
- Indicates to the referees a manifest error in the warning or expulsion of a player, or if violent behavior occurs outside their field of vision. Referees, however, decide all the facts in relation to the game
- Inform the referee of inappropriate behavior of any person present on the playing field or in the technical area
- Lists the players participating in the match
- Record in writing any other relevant information relating to the match
- He replaces the second referee if he is unable to continue to officiate the match.

3. The fourth referee

It must be placed outside the playing field, on the side of the substitution zones and at the height of the median line

- The fourth referee helps the referees during the field inspection, players and equipment of the players (including if problems have been solved)
- control time and record goals, inaccuracies, etc. in writing
- counts the 5 minutes after a player's expulsion
- inform the third referee when a player can complete his team following an expulsion
- indicates to the referees a manifest error in the warning or expulsion of a player, or if violent behavior occurs outside their field of vision. Referees, however, decide all the facts in relation to the game
- inform the referee of inappropriate behavior of any person present on the playing field or in the technical area
- indicate the minimum additional time decided by the referee at the end of each play period (including overtime)
- lists the players participating in the match
- record in writing any other relevant information relating to the match
- He replaces the third referee if he is unable to continue to officiate the match.

Rule 7



The Duration of the Match

1. Periods of play

A match lasts for two equal halves of 25 minutes which may only be reduced if agreed between the referee and the two teams before the start of the match and is in accordance with competition rules.

2. Half-time interval

Players are entitled to an interval at half-time, not exceeding 10 minutes; The rules of the competition must specify the duration of the half-time, which can only be modified with the authorization of the referee

3. Allowance for time lost

Allowance is made by the referee in each half for all time lost in that half through:

- Assessment and/or removal of injured players
- Wasting time
- Disciplinary sanctions
- Stoppages for drinks or other medical reasons permitted by competition rules
- Any other cause, including any significant delay to a restart (e.g., goal celebrations)

The fourth referee indicates the minimum additional time decided by the first referee at the end of the final minute of each half. The additional time may be increased by the referee but not reduced.

The referee must not compensate for a timekeeping error during the first half by changing the length of the second half.

4. Penalty kick

If a penalty kick has to be taken or retaken, the half is extended until the penalty kick is completed.

5. Abandoned match

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

6. Five (5) Seconds

The referee will count five seconds and visibly show it in the following situations:

Throw in – if player is ready to take a throw in or he clearly delaying the restart, the Referee will start 5 second countdown and after that, the Referee awards throw in to the opposition team.

Corner kick - – if player is ready to take a corner kick or he clearly delaying the restart, the Referee will start 5 second countdown and after that, the Referee awards a goal kick to the opposition team.

Goal kick - if goalkeeper is ready to take a goal kick or he clearly delaying restart of the game, Referee will start a 5 seconds countdown and after that, the Referee awards an indirect free kick to opposition team and the indirect free kick will be taken from the nearest penalty area line.

Rule 8



The Start and Restart of the Play

Rule 8 : The Start and Restart of the Play



A kick-off starts both halves of a match, both halves of extra time and restarts play after a goal has been scored.

Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts (see Laws 13 –17).

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

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

1. Kick-off

Procedure:

- the team that wins the toss of a coin decides which goal it will attack in the first half
- their opponents take the kick-off
- the team that wins the toss takes the kick-off to start the second half
- for the second half, the teams change ends and attack the opposite goals
- after a team scores a goal, the kick-off is taken by their opponents

For every kick-off:

- All players, except the player taking the kick-off, must be in their own half of the field of play
- The opponents of the team taking the kick-off must be at least 5m from the ball until it is in play
- The ball must be stationary on the center mark

- The referee gives a signal
- The ball is in play when it is kicked and 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

Infringements 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 deliberate handball a direct free kick, is awarded.

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

2. Dropped ball

Procedure:

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area in which case the ball is dropped on the goal area line which is parallel to the goal line at the point nearest to where the ball was when play was stopped.

The ball is in play when it touches the ground.

Any number of players may contest a dropped ball (including the goalkeepers); the referee cannot decide who may contest a dropped ball or its outcome.

Infringements and sanctions:

The ball is dropped again if it:

- touches a player before it touches the ground
- leaves the field of play after it touches the ground, 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 team's goal

Rule 9



The Ball in and out of Play

Rule 9 : The Ball in and out of play

1. Ball out of play

The ball is out of play when:

- It has wholly passed over the goal line or touchline on the ground or in the air
- Play has been stopped by the referee
- He touches the ceiling if there is

2. Ball in play

The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play.

3. Covered stadium

Indoor, the minimum ceiling height will be specified by the rules of the competition, but it cannot be less than four meters.

If the ball touches the ceiling, the game resumes with a throw-in to the opposing team of the player who touched the ball last.

The throw-in must be made from the point closest to where the ball hit the ceiling.

Rule 10



**Determine the
Outcome of a match**

Rule 10: Determine the outcome of a match



1. Goal scored

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

A goal cannot be validated if the goalkeeper of the attacking team intentionally throws or strike the ball with hand or arm from his penalty area and is the last player who touch the ball. The game then resumes with a goal kick in favor of the opposing team.

If, after a goal has been scored and before the game resumes, the referees realize that the team that scored the goal is playing with an extra player or incorrectly made a substitution, they will be canceling the goal and will resume play by an indirect free kick to be executed by the opposing team from any point on their penalty area.

If the game has been resumed, the referees will take against the offending player the measures provided by Rule 3 but the goal will not be canceled. The referees will report this event to the competent authority.

If the goal is scored by the team that did not commit the offense, the goal will be granted.

If a referee signals a goal before the ball has passed wholly over the goal line, play is restarted with a dropped ball.

2. Winning team

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

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

- away goals rule
- two equal periods of extra time not exceeding 5 minutes each
- kicks from the penalty mark

A combination of the above procedures may be used.

3. Goals scored outside

If the teams play in home-away matches and are tied for both matches, the rules of the competition may stipulate that any goal scored on the opposing team's field counts twice

4. Extra Time

The rules of the competition may provide for an extension of two equal periods of 5 minutes each. In this case, the conditions stipulated in Law 8 apply. The rules of the competition shall stipulate the precise duration of two equal periods of extra time.

5. Kicks from the penalty mark

Kicks from the penalty mark are taken after the match has ended and unless otherwise stated, the relevant Rules of the Game apply.

Procedure

Before kicks from the penalty mark start:

- Unless there are other considerations (e.g., ground conditions, safety etc.), the referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or second kick
- All players and substitutes are allowed to shoot on penalties.
- The two teams each execute three penalty kicks in accordance with the provisions mentioned below.



- Each team is responsible for selecting from the eligible players the order in which they will take the kicks. The referee is not informed of the order
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)
- If a team has to reduce the number of eligible players to be the same with their opponent, they can remove goalkeepers from the list of shooters.
- The goalkeeper removed from the list will therefore take place in the technical area but may at any time replace the goalkeeper in his defensive role.
- Before starting the penalty kicks, the referee must ensure that the same number of eligible players selected by each team to shoot are in the opposite half of the field
- A goalkeeper who is no longer able to continue before or during penalty kicks may be replaced by a substitute designated as such or by a player who has been removed to put the same number of shooters; the replaced goalkeeper will no longer be able to shoot.

During kicks from the penalty mark:

- With the exception of a substitute for an injured goalkeeper, only authorized players, as well as goalkeepers present on the field or temporarily out of the field (due to injury, equipment change, etc.), referees and the third referee who can remain on the field of play during the penalty kicks.
- All eligible players, except the player taking the kick and the two goalkeepers, must remain with the third referee in the opposite half of the field of play.
- The goalkeeper of the kicker must remain on the field of play, outside the penalty area, on the goal line where it meets the penalty area boundary line on the side of technical area.
- Any eligible player may at any time replace the goalkeeper during the penalty kicks, but only in his DEFENSIVE role, provided that he has informed the referees and put on the correct jersey.

- The kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence; the kicker may not play the ball a second time
- The referees keep a record of the kicks
- If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be cautioned.
- If the kicker is penalized for an offence committed after the referee has 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 offence at the same time:
 - if the kick is missed or saved, the kick is retaken and both players cautioned
 - if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned

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

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

Substitutions and send offs during kicks from the penalty mark:

- A player, substitute or substituted player may be cautioned or sent off
- A goalkeeper who is sent off must be replaced by an eligible player or by a goalkeeper removed only in his defensive role
- A player other than the goalkeeper who is unable to continue may not be replaced
- The referee must not abandon the match if a team is reduced to fewer than four players.

Rule 11



Start and End of Game Protocol

Rule 11: Start and End of Game Protocol

Both, start and end of the match protocols are obligatory stages during a Minifootball match played in official competitions organized by the WMF, the confederations or the member associations.

The referees shall ensure that these protocols are respected by all players of both teams before and after the match, if necessary, they record all events in writing and submit to the competent authorities a report recording the information relating to any deficiency, as well as any other incident that occurred before and after the match.

1. Protocol of start of match

Before the protocol:

- All players of both teams entered on the score sheet is required to apply and respect the rules of the start-of-match protocol
- The referee considers the length of the start-of-match protocol so that he can kick off the match at the scheduled time
- All players and substitutes must participate in this protocol with their official match order (no chasubles or other)

Procedure:

- The ball of the match is placed on a podium at the entrance of the field
- The possession of the ball by the first referee (R1) is the trigger signal for the entry of the holders of the flags followed by the referees and the two teams
- Each team enters from the corner point or the middle of the field behind the referees, and they follow each other in ascending order of their jersey to reach the center of the field

Position of the referees before the start of the match protocol



- The captain of the local team (C1) must overtake his teammates and they will all follow the first and third referees (R1) and (R3)
- The captain of the visiting team (C2) must overtake his teammates and they will all follow the second and fourth referees (R2) and (R4)
- The officials of the two teams entered on the score sheet must return to their places in the technical surface of their team C

Position of the referees during the protocol in the midfield



- The teams stand in a row facing the cameras, the captains near the referees
- The first and second referees (R1) and (R2) are in the middle, the fourth referee (R4) next to the visiting team and the third referee (R3) next to the home team
- At the signal of the referee R1, the players greet the public
- Then the national anthems of the respective teams

The local team shakes hand first with referees and then players of the opposing team



- The captain of the host team followed by his teammates shake hands with the referees and the players of the opposing team.
- After that, they return to their respective places
- In the same way, the players of the opposing team shake hands with the referees and return to their places

The captain of the visiting team followed by his teammates shake hands with the referees and then they return to their places



- The flag holders leave the field in a specific order: the WMF flag, followed by the flag of the host country and finally the flag of the guest country

Coin Toss procedure



- The referee proceeds with a coin toss, the captain of the guest team chooses the coin side
- The winner chooses his side and the loser kicks off for the first half. The winner kicks off for the second half

2. End of match protocol

Before the protocol:

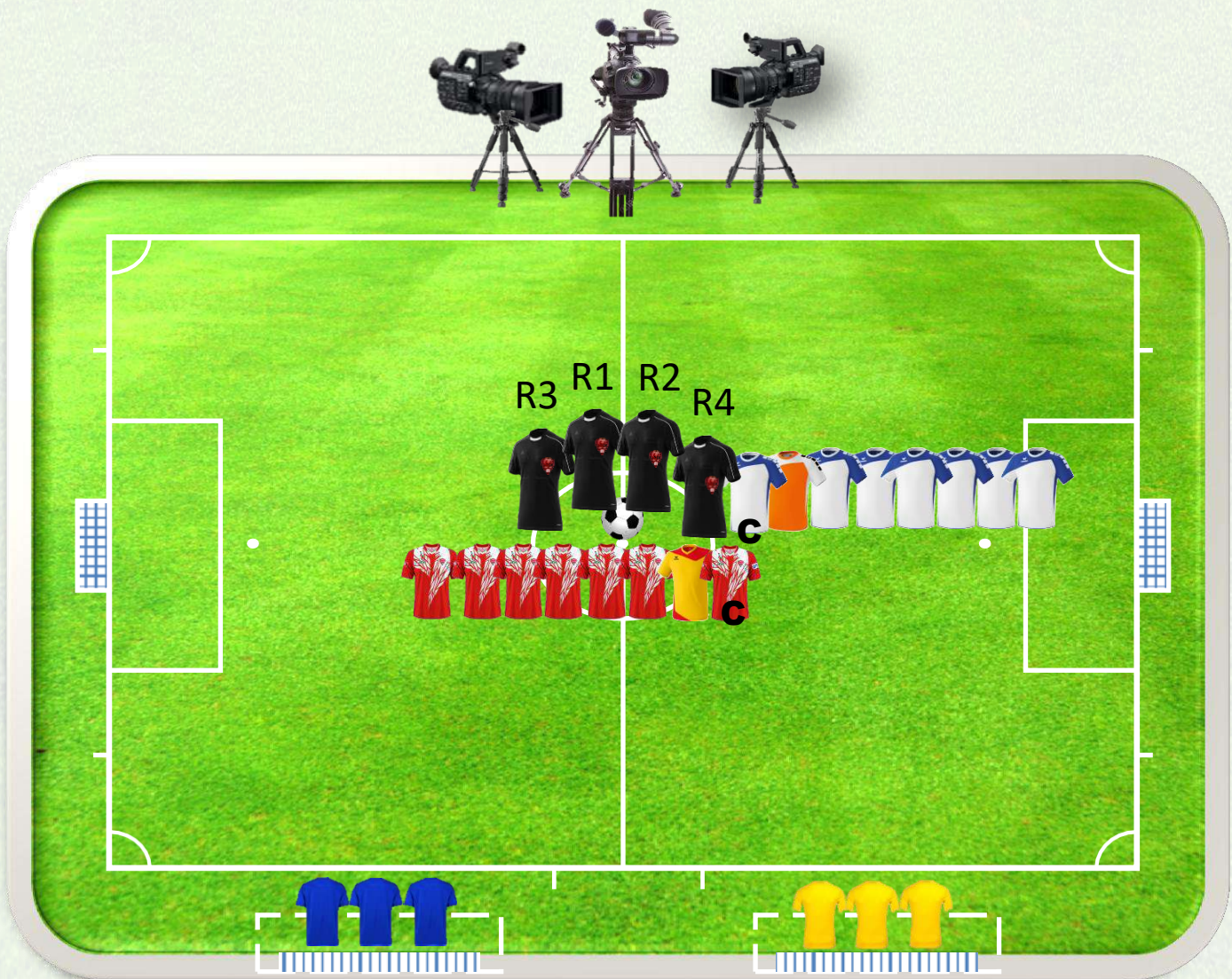
- The referee (R1) whistles the end of the match and goes to the central point where the referees (R2), (R3) and (R4) will join him
- All players and substitutes must participate in this protocol with their official match order (no chasubles or other) Procedure:

Procedure:

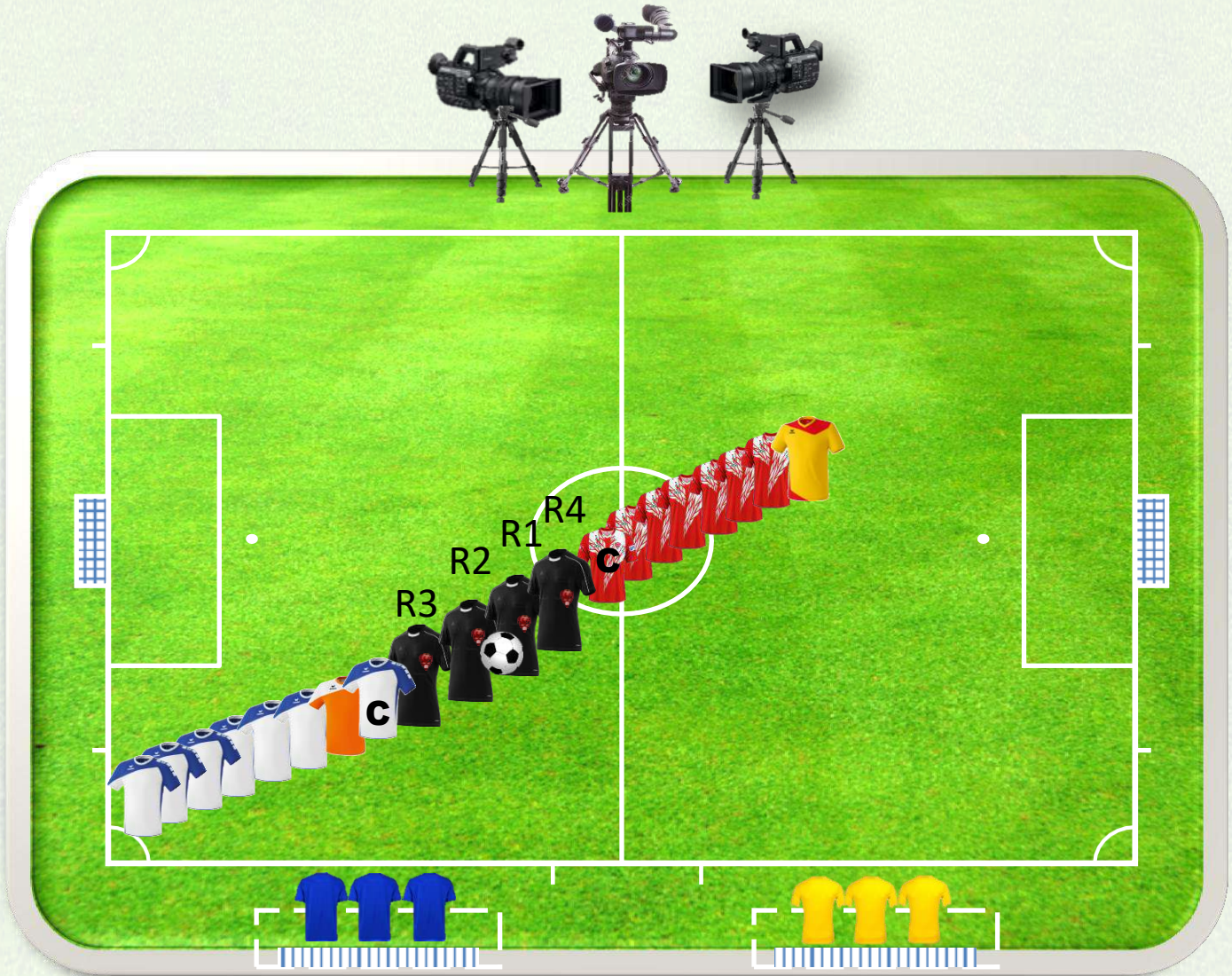
- All the referees must be in the middle of the central circle
- The team captains then collect their players in the central zone



- The first referee (R1) and the second referee (R2) are in the middle, the fourth referee (R4) next to the visiting team and the third referee (R3) next to the home team
- The captain of the local team and his teammates shake hands with the referees and players of the opposing team
- Subsequently the captain of the visiting team followed by his teammates, shake hands with the referees and then they return to their places



- Players from both teams greet spectators
- The visiting team comes out first, the last to go out being the captain followed by the referees
- The captain of the local team goes out following the referees, and his teammates follow him afterwards and leave the field



Rule 12



Fouls and Misconduct



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

1. Direct free kick

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

- charges
- jumps at
- kicks or attempts to kick
- pushes
- strikes or attempts to strike (including head-butt)
- tackles or challenges
- trips or attempts to trip

If an offence involves contact it is penalized by a direct free kick or penalty kick.

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

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

- handles the ball deliberately (except for the goalkeeper within their penalty area)
- holds an opponent
- impedes an opponent with contact
- spits at an opponent

See also offences in Rule 3

Handling the ball

Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.

The following must be considered:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an offence
- touching the ball with an object held in the hand (clothing, shinpads, etc.) is an offence
- hitting the ball with a thrown object (boot, shinpads, etc.) is an offence

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. Inside their penalty area, the goalkeeper cannot be guilty of a handling offence incurring a direct free kick or any related sanction but can be guilty of handling offences that incur an indirect free kick.

2. Indirect free kick

An indirect free kick is awarded if a player:

- plays in a dangerous manner
- 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 the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- controls the ball with the hands for more than six seconds before releasing it
- touches the ball with the hands after:
 - releasing it and before it has touched another player
 - it has been deliberately kicked to the goalkeeper by a team-mate
 - receiving it directly from a throw-in taken 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. ground, own body) or by touching it with any part of the hands or arms except if the ball rebounds accidentally from the goalkeeper or the goalkeeper has made a save
- holding the ball in the outstretched open hand
- bouncing it on the ground or throwing it in the air

A goalkeeper cannot be challenged by an opponent when in control of the ball with the hands.

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 player 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 field of play; 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.

3. Disciplinary Actions

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).

If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Rule 3.6); the referee will report any other misconduct.

A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person or the Laws of the Game, is disciplined according to the offence.

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

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

Delaying the restart of play to show a card

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered.

Advantage

If the referee plays the advantage for an offence for which a caution / send-off would have been issued had play been stopped, this caution / send-off must be issued when the ball is next out of play, except when the denial of an obvious goal-scoring opportunity results in a goal the player is cautioned for unsporting behavior.

Advantage should not be applied in situations involving serious foul play, violent conduct or a second cautionable offence unless there is a clear opportunity to score a goal.

The referee 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 referee will stop play, send off the player and restart with an indirect free kick, unless the player committed a more serious offence.

If a defender starts holding an attacker outside the penalty area and continues holding inside the penalty area, the referee 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, re-entering or deliberately leaving the field of play without the referee's permission
- Failing to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- Persistent offences (no specific number or pattern of offences constitutes "persistent")
- Unsporting behavior

A substitute or substituted player is cautioned if guilty of:

- Delaying the restart of play
- Dissent by word or action
- Entering or re-entering the field of play without the referee's permission
- Unsporting behavior

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 referee e.g., by feigning injury or pretending to have been fouled (simulation)
- changes places with the goalkeeper during play or without the referee's permission
- commits in a reckless manner a direct free kick offence
- 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 referee awards a penalty kick for an offence which was an attempt to play the ball
- denies an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards 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 field of play
- plays the ball when leaving the field of play after being given permission 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, whether or not the goalkeeper touches the ball with the hands
- verbally distracts an opponent during play or at a restart

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 field of play to celebrate a goal is not a cautionable offence but players should return as soon as possible.

A player must be cautioned for:

- climbing onto a perimeter fence and/or approaching the spectators in a manner which causes safety and/or security issues
- gesturing or acting in a provocative, derisory or inflammatory way
- covering the head or face with a mask or other similar item
- removing the shirt or covering the head with the shirt

Delaying the restart of play

Referees must caution players who delay the restart of play by:

- Appearing to take a throw-in but suddenly leaving it to a team-mate to take
- Delaying leaving the field of play when being substituted
- Traying to leave the field after being treated
- excessively delaying a restart
- kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- taking a free kick from the wrong position to force a retake
- A goalkeeper pretending to be injured to heal on the ground

Sending-off offences

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

- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area)
- denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick (unless as outlined below).
- serious foul play
- spitting at an opponent or any other person
- violent conduct
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

Denying a goal or an obvious goal-scoring opportunity

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

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offender is cautioned if the offence 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 must be sent off.

A player, sent off player, substitute or substituted player who enters the field of play without the required referee's permission and interferes with play or an opponent and denies the opposing team a goal or an obvious goal-scoring opportunity is guilty of a sending-off offence.

The following must be considered:

- distance between the offence and the goal
- general direction of the play
- likelihood of keeping or gaining control of the ball
- location and number of defenders

Serious foul play

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

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

Ban on sliding tackles

sliding tackles are strictly forbidden unless there is no contact or any danger to the opponent player

- A sliding tackle followed by any contact with the opponent player: Direct free kick and the corresponding disciplinary action
- A sliding tackle but represents a danger to the opponent player or prevents him from playing the ball or continuing his race (direction in front and distance less than 1 m from the opposing player): Indirect free kick and the corresponding disciplinary action
- A sliding tackle to play the ball without any contact, represents no danger, away from the opposing player and does not prevent him from playing the ball or continuing his race: No foul and no disciplinary action

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 a team-mate, team official, match official, spectator or any other person, regardless of whether contact is made.

In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible.

Offences where an object (or the ball) is thrown

In all cases, the referee takes the appropriate disciplinary action:

- reckless – caution the offender for unsporting behavior
- using excessive force – send off the offender for violent conduct

4. Restart of play after fouls and misconduct

- If the ball is out of play, play is restarted according to the previous decision
- If the ball is in play and a player commits an offence inside the field of play against:
 - An opponent: indirect or direct free kick or penalty kick
 - A team-mate, substitute, substituted or sent off player, team official or a match official: a direct free kick or penalty kick
 - Any other person: a dropped ball
- If, when the ball is in play:
 - A player commits an offence against a match official or an opposing player, substitute, substituted or sent off player, or team official outside the field of play or
 - A substitute, substituted or sent off player, or team official commits an offence against, or interferes with, an opposing player or match official outside the field of play,play is restarted with a free kick on the boundary line nearest to where the offence/interference occurred; a penalty kick is awarded if this is a direct free kick offence within the offender's penalty area.

If a player standing on or off the field of play throws an object (including the ball) at an opposing player, substitute, substituted or sent off player, or team official, match official or the ball, play is restarted with a direct free kick from the position where the object struck or would have struck the person or the ball. If this position is off the field of play, the free kick is taken on the nearest point on the boundary line; a penalty kick is awarded if this is within the offender's penalty area.

If a substitute, substituted or sent off player, player temporarily off the field of play or team official throws or kicks an object onto the field of play and it interferes with play, an opponent or match official, play is restarted with a direct free kick (or penalty kick) where the object interfered with play or struck or would have struck the opponent, match official or the ball.

Rule 13



Free Kicks

1. Types of free kick

Direct and indirect free kicks are awarded to the opposing team of a player guilty of an offence.

Indirect free kick signal

The referee indicates an indirect free kick by raising the 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 referee fails to signal that the kick is indirect and the ball is kicked directly into the goal.

Ball enters the goal

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded

2. Procedure

- Indirect free kicks awarded to the attacking team for an offense committed by the opposing goalkeeper inside his penalty area are taken from the nearest point on the penalty area line which runs parallel to the goal line
- free kicks to the defending team in their penalty area may be taken from anywhere in that area

- Free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area
- The Law designates another position (see Rule 3, 12)

The Ball:

- Must be stationary and the kicker must not touch the ball again until it has touched another player
- Is in play when it is kicked and clearly moves except for a free kick to the defending team in their penalty area where the ball is in play when it is kicked directly out of the penalty area

Until the ball is in play all opponents must remain:

- at least 5 m from the ball, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area.

A free kick can be taken by lifting the ball with a foot or both feet simultaneously.

Feinting to take a free kick to confuse opponents is permitted as part of football.

If a player, while correctly taking a free kick, intentionally 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 referee allows play to continue.

3. Offenses 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; but if a player takes a free kick quickly and an opponent who is less than 5m from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken by the defending team from inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the free kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it has touched another player, the free kick is retaken.

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

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

Rule 14



The Penalty Kick

A penalty kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13.

A goal may be scored directly from a penalty kick.

1. Procedure

The ball must be stationary on the penalty mark.

The player taking the penalty kick must be clearly identified.

The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball has been kicked.

The players other than the kicker and goalkeeper must be:

- at least 5 m from the penalty mark
- behind the penalty mark
- inside the field of play
- outside the penalty area

After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.

The player taking the penalty kick must kick the ball forward; back heeling is permitted provided the ball moves forward.

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

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

The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence.

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

When additional time is allowed, the penalty kick is completed when, after the kick has been taken, the ball stops moving, goes out of play, is played by any player (including the kicker) other than the defending goalkeeper, or the referee stops play for an offence by the kicker or the kicker's team. If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken

2. Offenses and Sanctions

Once the referee has signaled for a penalty kick to be taken, the kick must be taken. If, before the ball is in play, one of the following occurs:

The player taking the penalty kick or a team-mate offends:

- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and restarts with an indirect free kick

except for the following when play will be stopped and restarted with an indirect free kick, 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 referee cautions the player who took the kick
- feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted); the referee cautions the kicker

the goalkeeper or a team-mate offends:

- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken; the goalkeeper is cautioned if responsible for the offence

a player of both teams offends the Laws of the Game, the kick is retaken unless a player commits a more serious offence (e.g., illegal feinting); if both the goalkeeper and kicker commit an offence at the same time:

- if the kick is missed or saved, the kick is retaken and both players 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

If, after the penalty kick has been taken:

The kicker touches the ball again before it has touched another player:

- an indirect free kick (or direct free kick for deliberate hand ball) is awarded

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

- the kick is retaken unless the ball is going into the goal and the interference does not prevent the goalkeeper or a defending player 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 ball enters the opponents' goal.

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the position where it touched the outside agent

3. Summary Table

Outcome of the penalty Kick		
	Goal	No Goal
Encroachment by attacking player	Penalty is retaken	Indirect free kick
Encroachment by defending player	Goal	Penalty is retaken
Offense by goalkeeper	Goal	Penalty is retaken and caution for goalkeeper
Ball kicked backwards	Indirect free kick	Indirect free kick
Illegal feinting	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Wrong kicker	Indirect free kick and caution for wrong kicker	Indirect free kick and caution for wrong kicker

Rule 15



The Throw-in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

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

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

1. Procedure

At the moment of delivering the ball, the thrower must:

- face the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play

All opponents must stand at least 2 m from the point at which the throw-in is taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly it is retaken by the opposing team.

If a player, while correctly taking a throw-in, intentionally throws the ball at an opponent in order to play the ball again but neither in a careless nor a reckless manner nor using excessive force, the referee allows play to continue.

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

2. Offenses and Sanctions

If, after the ball is in play, the thrower touches the ball again before it has touched another player an indirect free kick is awarded; if the thrower deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper in which case an indirect free kick is awarded

An opponent who unfairly distracts or impedes the thrower (including moving closer than 2 m to the place where the throw-in is to be taken) is cautioned for unsporting behavior and if the throw-in has been taken an indirect free kick is awarded.

For any other offence the throw-in is taken by a player of the opposing team.

Rule 16



The Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground 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, but only against the opposing team; if the ball directly enters the kicker's goal a corner kick is awarded to the opponents if the ball left the penalty area.

1. Procedure

- The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
- The ball is in play when it leaves the penalty area
- Opponents must be outside the penalty area until the ball is in play

2. Offenses and Sanctions

If the ball does not leave the penalty area or is touched by a player before it leaves the penalty area the 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 deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If an opponent who is in the penalty area when the goal kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it has touched another player, 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 offence.

For any other offence the kick is retaken.

Rule 17



The Corner



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

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

1. Procedure

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line
- The ball must be stationary and is kicked by a player of the attacking team
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
- The corner flag post can be removed
- Opponents must remain at least 5 m from the corner arc until the ball is in play

2. Offenses and Sanctions

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

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If a player, while correctly taking a corner kick, intentionally 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 referee allows play to continue.

For any other offence the kick is retaken.

Rule 18:

VAR

Video Assistant Referee (VAR)

VAR will only be used for four match-changing situations.

1. Goal / No goal
2. Penalty decisions
3. Direct red card incidents
4. Mistaken identity

1. Goal / No goal

- All goals scored in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).
- When the decision has been made by VAR that no infringement has taken place, the Referee should be immediately informed by VAR that goal's been correctly scored. The referee is not obliged to check it by on-field review.
- If there is any kind of offence committed in the lead up to a goal by attacking team, such as **/HANDBALL, FOUL PLAY AGAINST DEFENDER OR AN ATTACKER INTERFERING WITH THE GOALKEEPER LINE OF SIGHT etc.** /the Referee should be invited by VAR to review decision on field.
- For subjective decisions such as a foul or a handball.
- The Referee will explain his decision to the VAR and what he has seen.
- If the evidence provided by the broadcast footage does not accord with what the Referee believes he has seen, then the VAR can recommend to Referee that they overturn their original decision.

2. Penalty decisions

- All penalties awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR), who will also check for possible penalties not given by the on-field Referee.
- For penalties awarded, the VAR will check for any infringements by the attacking team in the attacking possession phase that led to the penalty as well as the incident for which the penalty was awarded.
- For factual decisions such the ball being out of play in the build-up, the VAR will inform the Referee, who will overturn any penalty awarded.
- For subjective penalty decisions, such as for a foul or for a handball.
- The referee will explain his decision to the VAR and what he has seen.
- If the evidence provided to the VAR by the broadcast footage does not accord with what the Referee believes he has seen, then the VAR can recommend an overturn.
- The final decision will remain with the on-field Referee.
- If a penalty decision is overturned with no infringement by the attacking team, play will restart with an uncontested drop ball for the defending team.

3. Direct red card incidents

- All red cards awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).
- The VAR will also check for possible red-card incidents for which the on-field referee has awarded a yellow card or no card at all.
- If there is massive confrontation, the VAR should inform the Referee about every player who broke the rules/**including benches, coaches ext./**
- The on-field referee will explain his decision to the VAR and what he has seen.
- If the evidence provided to the VAR by the broadcast footage does not coincide with what the Referee believes he has seen, then the VAR can recommend to the Referee that they overturn their original decision.
- The final decision will remain with the on-field referee.
- For possible red-card incidents that go unnoticed by the match officials, the VAR has a short window to intervene.
- For incidents not captured by the match officials or VAR, The WMF Disciplinary committee can act after the match and make disciplinary decision to punish persons involved in incident.
- The VAR will not intervene for an incident where a second yellow card leads to a red card, unless the VAR believes the second yellow card should be upgraded to a red.

4. Mistaken identity

- THIS IS TECHNICAL DECISION BY VAR. In the event that the on-field Referee awards a yellow or red card to the wrong player, or is unsure of the player to who award the card to, the VAR should immediately inform which player should be sanctioned.
- The final decision SHOULD BE TAKEN BY THE 1st REFEREE, NOT BY THE VAR.

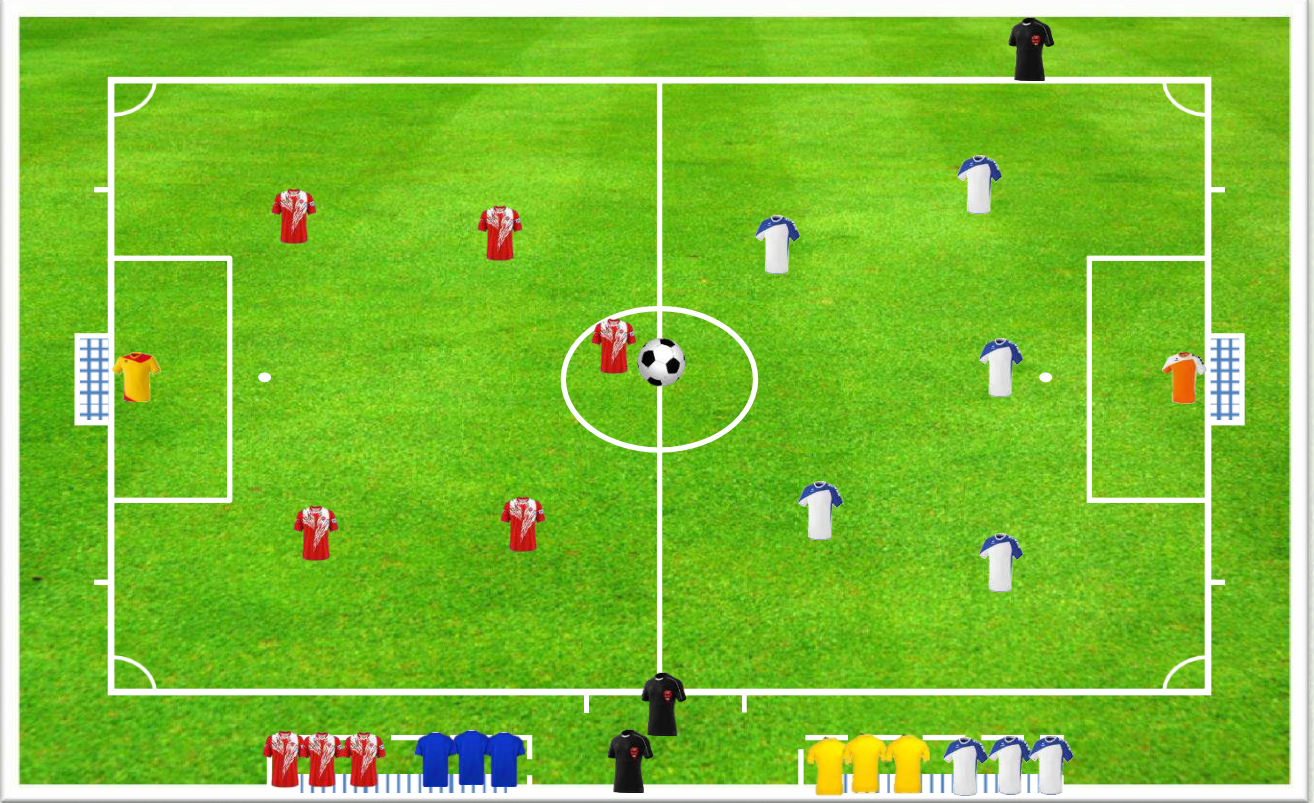
DURING VAR CHECK AND FINAL DECISION TAKEN BY THE REFEREE, TEAMS ARE **NOT ALLOWED** TO MAKE SUBSTITUTION!

Positioning

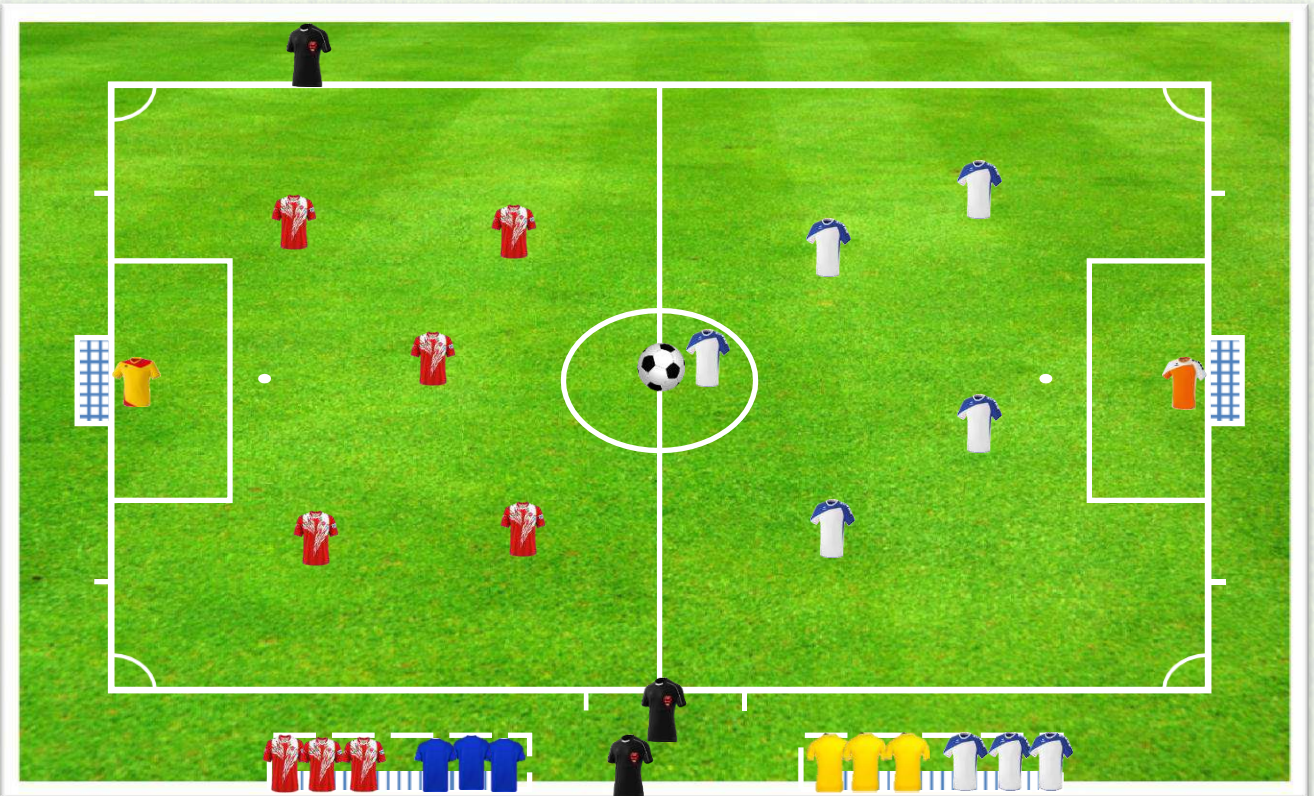
And

Moving

1. Kick-off for team A



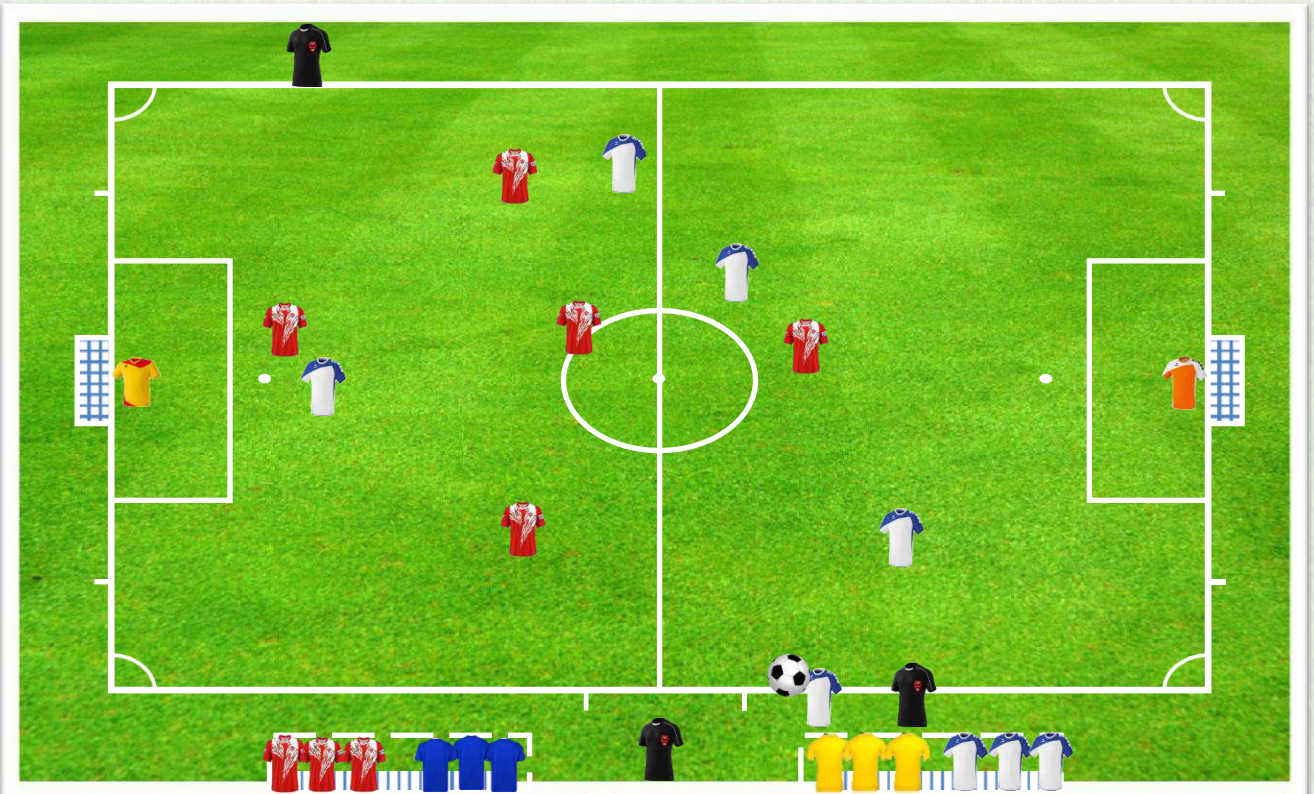
2. Kick-off for team B



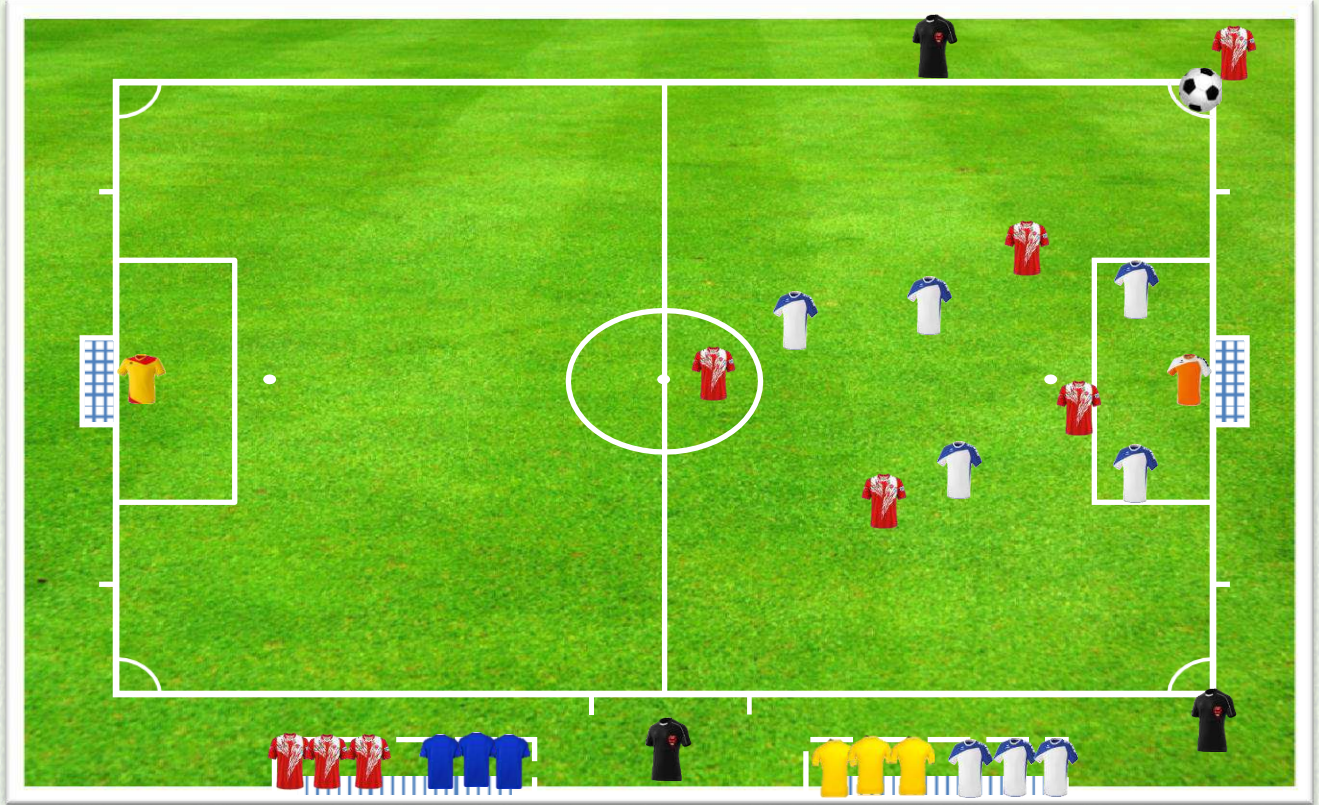
1. Throw-in for team A



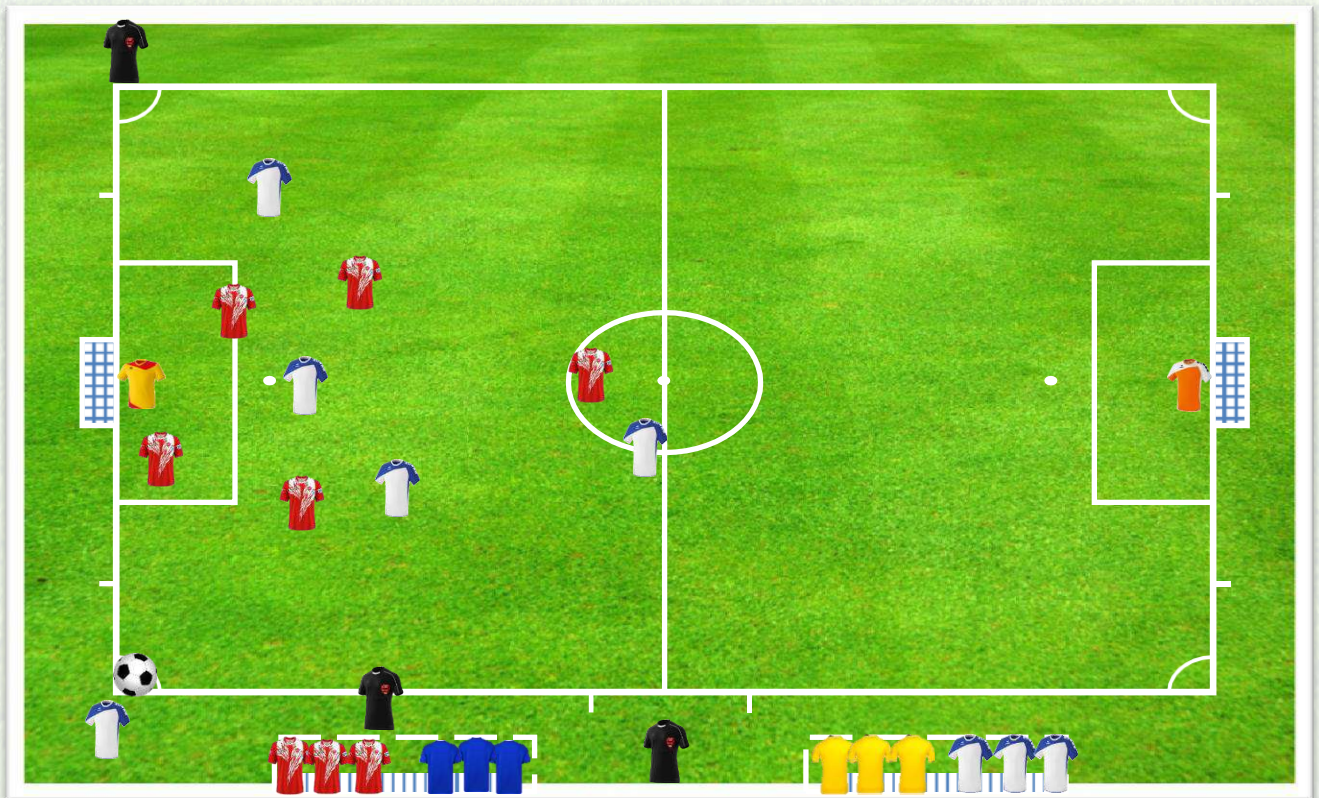
2. Throw-in for team B



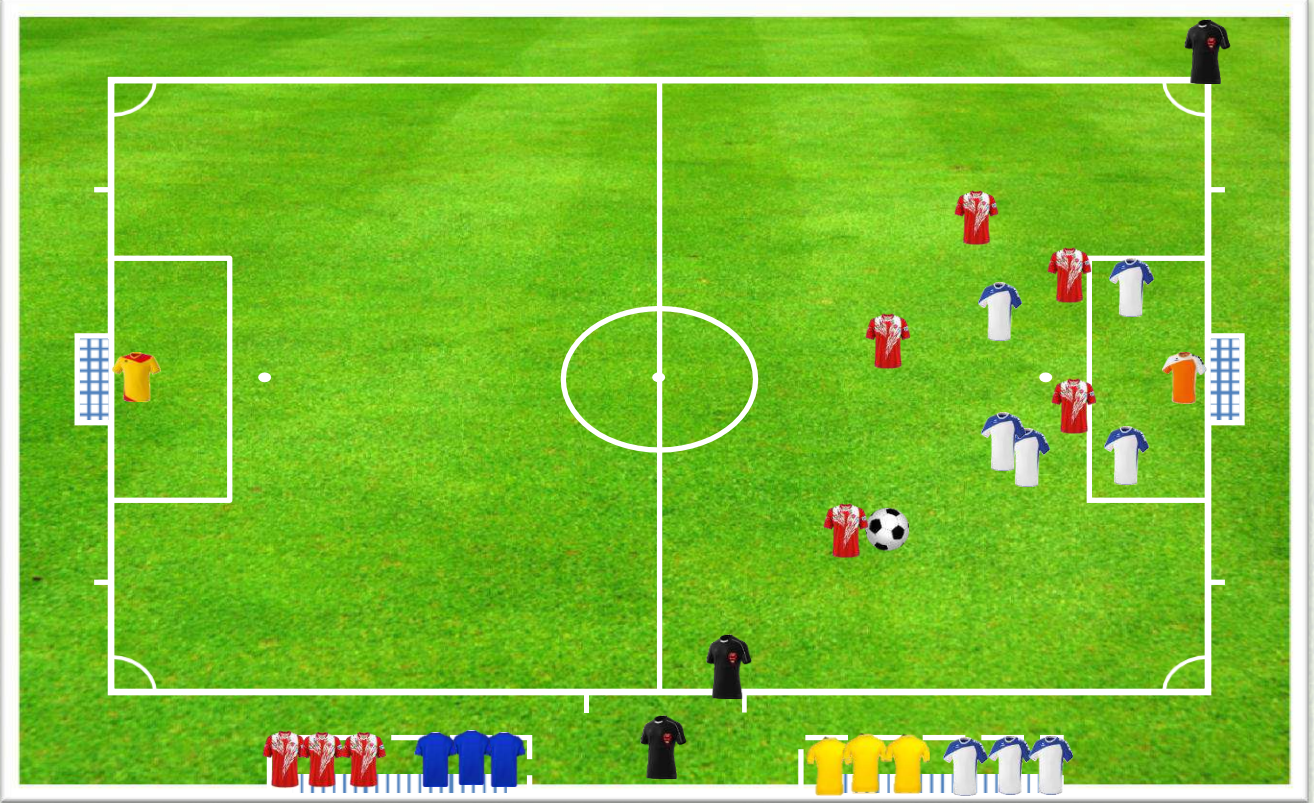
1. Corner for team A



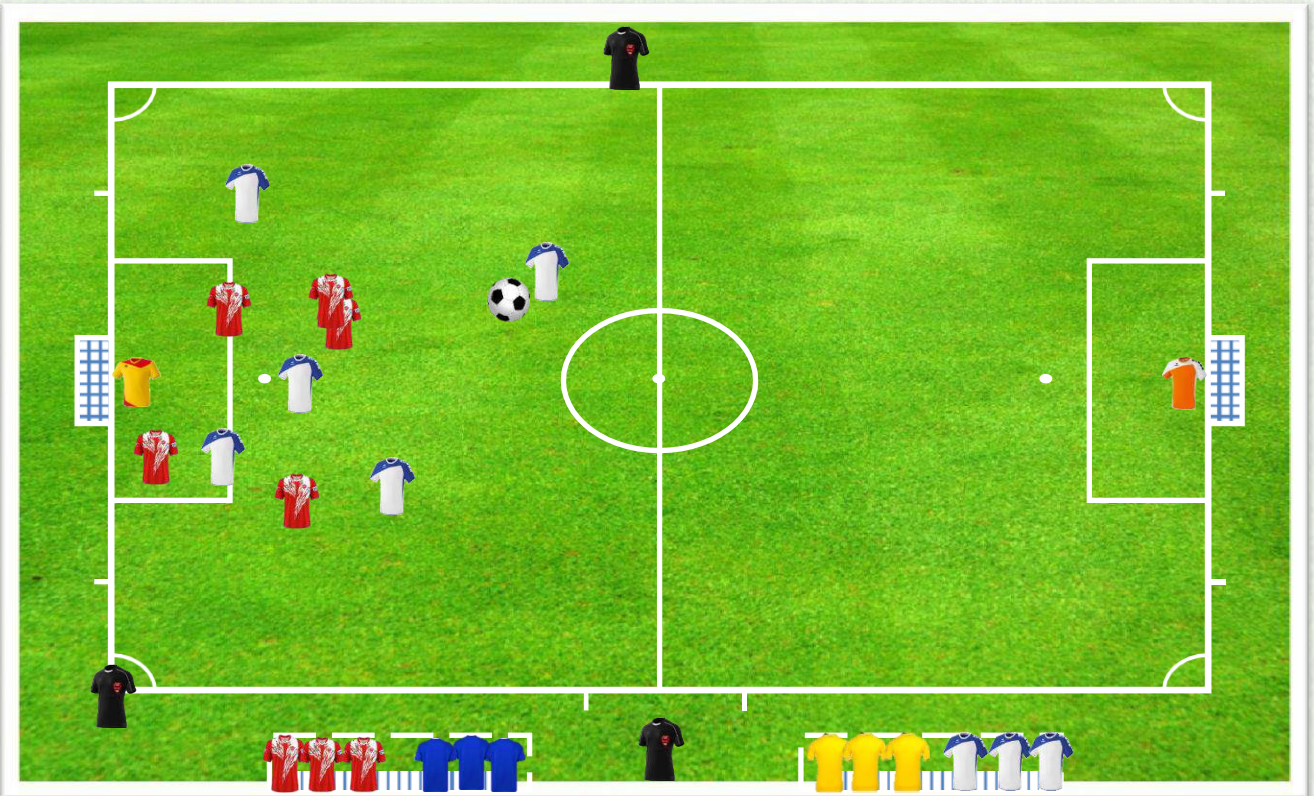
2. Corner for team B



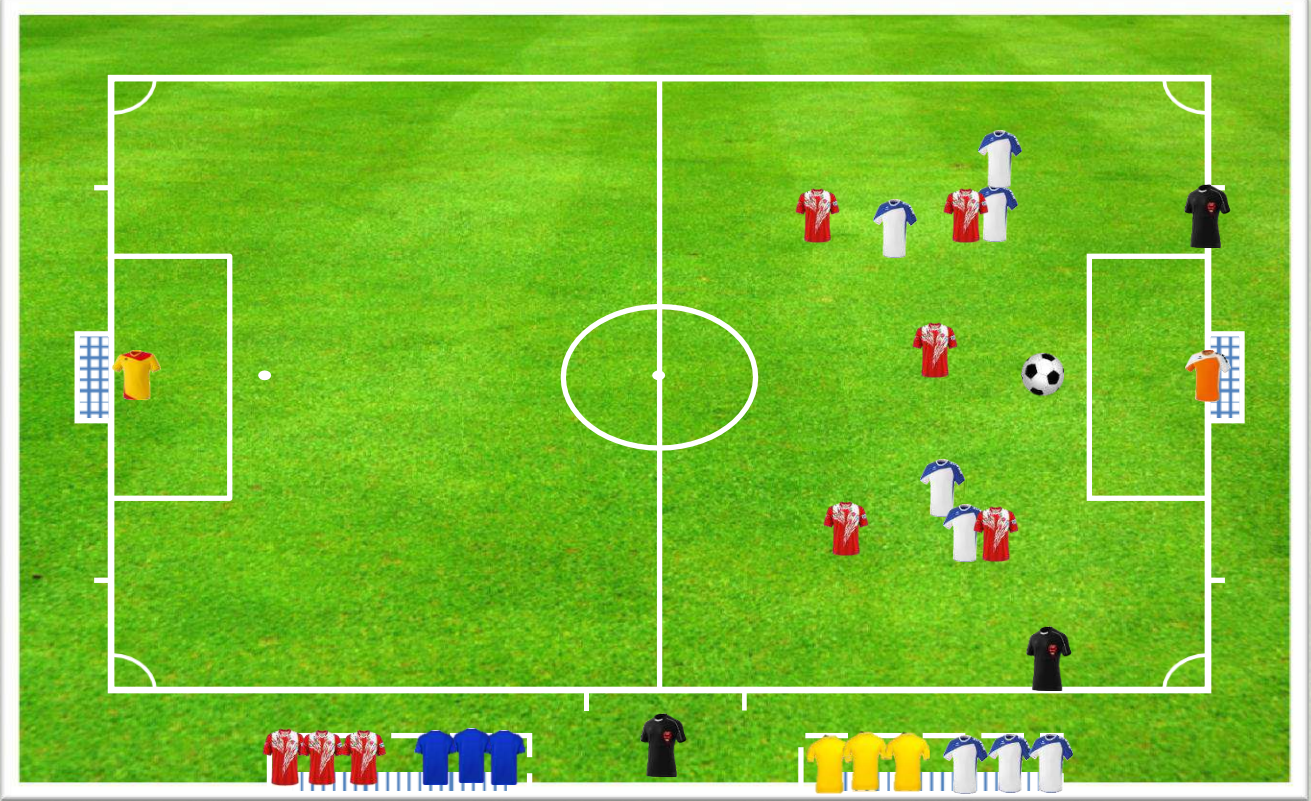
1. Free kick for team A



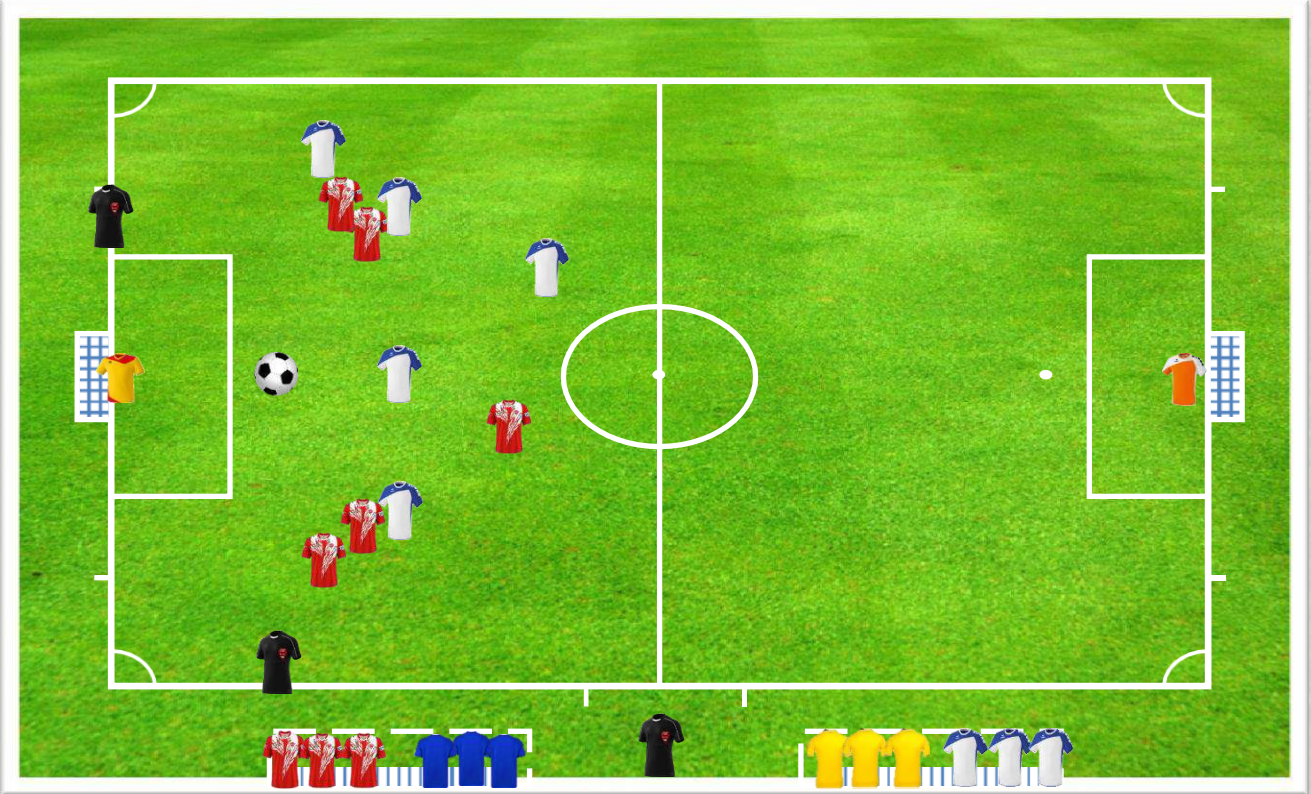
2. Free kick for team B



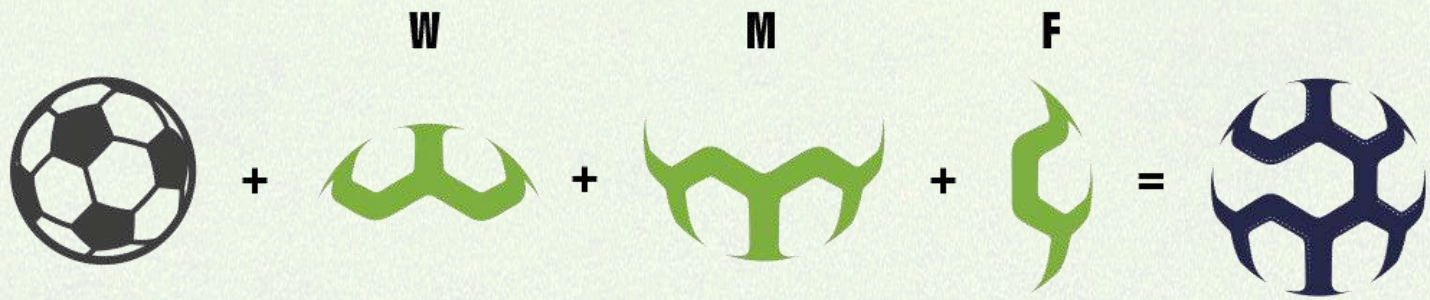
1. Penalty kick for team A



2. Penalty kick for team B



World Minifootball Federation



Referee Committee