

## INDOORS FOOTBALL REGULATIONS

**UNION EUROPEA DE FUTSAL (UEFS)  
EUROPEAN UNION OF INDOORS FOOTBALL**

*REFEREE'S TECHNICAL COMMITTEE OF UEFS*

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## **RULE 1**

### **PLAY AREA**

#### **1. Dimensions**

**a)** The play area will have a rectangular shape. The longer sides of this rectangle are the sidelines, and the smaller sides are the back lines

Length: 40 m

Width: 20 m

Exceptionally it could be authorised a variation of a maximum of two meters.

**b)** It is recommended to have a security area which must surround the outside limits of the play area. In international competition the margins of security must be of one (1) meter from the side line and two (2) meters from the bottom or back line.

#### **2. The play area lines**

All the lines are part of the area which they delimit. The lines must have a width of eight (8) centimetres and must be coloured in such a way that there is a clear difference with the rest of the existing lines and also a difference with the play area.

##### **Central Line**

The centre of the side lines will be joined with a straight line perpendicular to them dividing the total surface in two exact halves.

##### **Central Circle and Centre.**

In the middle point of the central line must be a point of 10 centimetres de RADIO called centre, which is the geometric of the play area. Taking this point as centre, there will be a circle of four (4) meters OF RADIO called Central Circle.

##### **Goalkeeper area**

It will be delimited by three lines. One straight line THREE meters long parallel to the back or bottom line drawn SIX (6) meters from it. The other two lines will be the curves resulting of the making of two circumferences of SIX (6) meters of RADIO; the centre of the base of each of posts of the goal, which will join the end of the parallel line before of the back or bottom line.

##### **Point of Penalties**

From a distance of SIX meters of the centre of each goal box two points of 10 cm of RADIO will be drawn. The penalties will be SHOTTEN from this point.

##### **Point of penalty kicks.**

A distance of NINE (9) meters from the centre of both goals and parallel to the bottom lines, a line of TEN (10) cm of length will be drawn; from these lines the free kicks will take place.

#### **3. Area of substitute's players**

**a)** On the line where the subs bench players is , and perpendicularly to it and to a distance of FIVE meters of both sides of the middle area line, two lines of EIGHTY ( 80) cm long , are drawn ( remaining 40 cm inside the play area and 40 cm outside the play area. No change of player is allowed in the space in between the middle play area and the line of the substitutes

**b)** The space situated from each of these lines until the end of each of the substitutes bench are used for the changes of players, also it will be the area used by the trainers to instruct the players during the times off.

#### **4. The goals**

**a)** These must be situated over the back/ bottom lines, in the central area; they cannot be permanently fixed to the floor.  
The goals will consist of two vertical posts, with equal distance in the corner and joined by a horizontal cross bar.

The inside distance between the posts will be of THREE (3) meters and the distance of the inferior corner of the crossbar to the floor will be (2) TWO meters.  
The depth of the goal, i.e. of the interior side of both posts to the exterior of the play area will be at least of 80 cm in the superior area and 100 cm in the floor level. The lines of the goal will have the same width that the posts and the crossbar.

**b)** The nets must be made of jute or nylon. These will be hold in the back side of the posts and the crossbar; the low side of these will be tied to curved tubes or any other adequate item.

**c)** The front of the posts and crossbar will be painted with two alternative colours which must make a difference between the floor and the area. In both superior angles of union of the posts and crossbar, each area must be 28 (twenty eight) cm and must be of the same colour and be of the same colour. The rest will be of 20 (twenty) cm.

#### **5. Play surface**

it must be even, flat, smooth and levelled. It can be made of wood, synthetic, or compact plastic material. Grass (natural or artificial), earth or ash play surfaces are not allowed.

#### **6. Place for the table of the Counter/Chronometer**

The play court must have obligatory one table and chairs in central place inaccessible to the public, where the counter/ chronometer, the representative of the Organization of the event and also the delegates of the organizations can do their respective functions as the delegates. The table will be situated one (1) meter minimum from the outside side line.

#### **7. Place for players, substitutes, technicians, medical staff, team assistants.**

These will be allocated in different and appropriate places inaccessible to the public in the side areas; there will be a distance of FIVE (5) meters from the middle field line. The organizer team will always have preference to choose place. Nobody in the benches is allowed to get closer than 5 meters from the table. Only the trainer or team, delegate or second trainer (if the trainer is disqualified) is allowed to approach the table and only in the cases established in the present rules.

The persons authorised to be in the bench previously registered in MINUTES, will be: SEVEN (7) substitute players and seven (7) members of the technician team (trainer, 2nd trainer, delegate, doctor and assistant), being three (3) the maximum number of assistants.

The trainer or the second trainer (in case that the first one is disqualified, is the only member of the bench who can stay standing up during the match. His area of movement will be between the beginnings of the substitution area until the end of his bench. He is not allowed to interfere the match neither to disturb the sight of the responsible of the chronometer.

#### **8. Score board**

There must be a counter/ scoreboard showing the time that is left to the end of the match, the technical faults and the valid goals. This counter will be perfectly visible to the judge of the table, players and general public.

#### **9. Height requirements**

When specified, there should be a minimum space free of obstacles of (5) FIVE meters height when using an indoors pavilion

#### **10. Homologation**

Those play areas which do not comply with the above specifications must be specifically homologated by the organizer of each competition in order to celebrate any competition there.

## **RULE 2**

### **THE BALL**

The organizer club will have two (2) balls minimum for each match; the referees must inspect these in the changing rooms for control. The referees are responsible for the balls being returned to the club at the end of the match.

The ball will have a spherical shape, made of leather or other adequate material.

It will have an air camera and the inside will be of foam or other dense and uniform material. The circumference must be between 58 and 60 centimetres.

Its weight will be between 410 y 430 grams at the beginning of the match.

The pressure will be the equivalent to 0, 4-0, 6 atmospheres (400- 600 g/cm<sup>2</sup>) at the level sea.

As per its dynamic condition, if the ball is dropped from a height of two (2) meters, the ball should not bounce more than 40 cm in its first rebound and no more than 20 cm in the second rebound, if any.

#### **1. Default Ball**

If the ball gets damaged or broken during the game, the match will be interrupted.

The match will be restarted using a neutral bounce with the new ball and in the place where the previous ball was damaged or broken.

If the ball is broken, explodes or is damaged when it is not in the play area, such as (kick-off, goal kick, corner kick, free shot, penalty kick or side throw in), the re-start of the match will take place wherever it was being played.

The ball cannot be replaced during the match without the authorization of the referee. The captains of each team can propose the replacement of the default ball, however it is the referee the one that can resolve about it.

#### **2. Lower Categories**

The balls for the rest of the categories, base indoor football, and also the feminine category, will be the ones established by the technical committee of the U.E.F.S.

## **RULE 3**

### **NUMBER OF PLAYERS**

#### **1. PLAYERS**

Each team is made of twelve players (12) who are registered in the minutes of the match.

Before the start of the match, the referee will take only the licenses of the present players and technicians. The rest can be added until a maximum of twelve players during the first half of the match. The licenses must be given to the responsible of the table, chronometer or to the referees.

Once the referee announces that the second half of the match starts, the minutes of inscription are closed, nobody else can register now.

Maximum five players per team can be in the play area. One of these five must be the goalkeeper obligatory.

The match will not start if one or both of the teams do not have at least four (4) players.

Regarding the above, there will be a courtesy time of 10 minutes counted from the match starting time. If after these ten minutes, one or both of the teams do not have a minimum of four players to start the game, the referees will decide to suspend the match.

If due to any circumstance established in these present rules, one of the teams has its number reduced to three (3) or less players in the play area, the referees will decide to suspend the match.

One of the players will be the Captain. His functions are as follows:

An armband identifies the captain. He must wear this on his left arm. He will represent his team during the competition being responsible of the behaviors of his team colleagues before, during and after the matches.

In the case of absence of the delegate or trainer, the captain will give obligatory the licenses and t-shirt numbers of each player to the referee or to the responsible of the scoreboard.

Only the captain can make for the referees when he needs special information, if needed, always in a courteous way. No other player can make for the referees or the scoreboard responsible.

When requested, the captain can sign the minutes of the match before the start of the match certifying that all the players of his team registered in the minutes are presents in the play court.

In case of substitution of the captain, it will not be necessary to pass his armband to another player on the play area.

## **2. Substitution of players**

During the match it is permitted a limited number of substitutions. There is no need to stop the game, included when the goalkeeper needs to be substituted.

A player who has been replaced can return to the play area substituting another player.

The disqualified player can be substituted but he will not stay in the bench of the subs players or the public rows. He must go the dressing rooms.

The infringement of six players in the play area has as consequence a yellow card for the player who enters the play area irregularly. In this case, the ball comes back to the play area with a throw in made by the opposite team in the centre of the field.

The following requisites are necessary to make a substitution with the ball being or not in the play area.

\*) The player who exits the play area must leave through the sideline of the area of substitutions of his own team.

\*) the player who leaves the play area must do this through the nearest substitution area to his bench. The player who enters the play area must do this in the same place, but never before the player has crossed totally the sideline.

A substitution player must always obey the referees. It does not matter if he is taking part or not in the match.

The substitution is done when the substitute player enters the play area, in this moment he becomes a player in the play area, meanwhile the player who is being replaced is not longer a field player.

Permute is when there is a change of position between the goalkeeper and other player. The referee must authorize this change. In order to make this change, the match and the ball must be stopped. The goalkeeper changing his position with a field player must comply with the rule number 4 about the sport uniform. There is one (1) minute to make this change, after this time the referee will order to re-start the match regardless of the conditions of the players being changed.

The duties of the referees start from the moment they enter the sport place, he has the authority and faculties to advise any player or technician who takes an inappropriate behavior; even can the referee disqualify them depending on the nature of the fault. A disqualified player or technician before the start of the match can be substituted, but not, if the match has already started.

## **RULE4**

### **UNIFORM OF THE PARTICIPANTS**

#### **EQUIPMENT OF THE PLAYERS**

##### **1. Security**

The players will not use any equipment or will wear any object that could be a danger for themselves or other players (inclusive of any type of jewelry) which the referee thinks as dangerous. If this happens, the referee will ask the player to remove them or cover them with adhesive bandage to avoid any damage to players.

##### **2. Basic Equipment**

The obligatory basic equipment is as follows:

Short or long sleeve t-shirt.

Shorts, if they are thermal, they must have the same color of the shorts.

Long socks until the knees.

Shoes are obligatory. The only type of trainers permitted is the white trainers (made of soft leather or cloth with rubber (or similar) sole).

The use of protection for the shinbone is optional. These protections must be made of an adequate material (rubber, plastic or similar) and must give a reasonable level of protection.

##### **3. T- Shirt**

Shirts with numbers at the back from 1 to 20 are obligatory. The number will have a length between fifteen (15) and twenty (20) centimeters. There must be also a contrast between the shirt and the number. The number at the back must be also at the front of the shirt and a smaller number on one leg of the shorts between ten (10) and twelve (12) centimeters.

##### **4. The Goalkeeper**

Each goalkeeper will wear different colors from the ones used by the rest of the players and the referee. The goalkeeper can use a jumper and trousers with no pockets, zips or any other metallic or dangerous items.

##### **5. Sanctions & Penalties**

Players must present themselves on the play area correctly equipped, with the socks up and the t-shirts inside the shorts. Players can be temporally retired if necessary.

The referee will order the infringement player to leave the play area to wear his equipment correctly or to complete his equipment if there is a piece of it missing.

##### **6. Warm up time**

All players doing the warm- up exercises must wear the sport suit or the sweater of a different color to the official uniform of his team.

#### **EQUIPMENT OF THE REFEREE**

The uniform of the referees consists of one black long or short sleeve t-shirt or shirt with white neck and white cuffs. The national associations can choose their own designs for international competitions using these base colors if European Union of indoor football authorizes it.

The long trousers must be white and the socks will be white.

The sport shoes or trainers must be white or alternatively as plain as possible.

The use of a white belt is obligatory.

The scoreboard responsible will have a uniform as similar to the referees' as possible.

If a team had a uniform, which can cause confusion with the referee's uniform, then the referees will use an alternative uniform with a different color t-shirt but maintaining the rest of the uniform and sports shoes in white.

The referee's shirt must show on the left side over the chest the coat of arms of the association where they belong to, according to the rules of each country.

The referees of the European Union of indoor football in which they will take part in competitions organized by this institution must wear the coat of arms of this organization. There will be also a flag of the country over the left sleeve of 5 x 3 centimeters.

In winter or summer, or in zones with extreme weather it will be allowed that the referees and scoreboard personnel wear shirts adequate to the temperatures but always keeping the design and characteristics of the organization which they belong to.

## **RULE 5**

### **ARBITRATION AND CONTROL OF THE MATCH**

#### **THE REFEREES**

##### **1. The authority of the referees.**

Two referees will be designated to direct each match (A-1 and A-2) who will be responsible of the direction and control of the game. The personnel of the scoreboard will also assist the referees; two people can do this function.

In some categories, and depending on what it has been determined before the start of the match, the technical committee of the competition can decide that two auxiliary referees can assist the two referees.

The competences and the practice of his authority will start in the moment that they access the play court where the match will take place. His competences will finish in the moment of delivery of the minutes to the organization.

Both referees are equally responsible and will judge the incidents in the court or its surrounds against the rules of the game. The designation A-1 and A-2, will be decided depending on several reasons such as qualification, level or time established by the national or international body which they belong to.

##### **2. Decisions of the Referees**

The decisions of the referees about facts related to the game are definitive about the result of the match. During the match, his power to punish will be extended to the faults made during the temporary suspension of the match and if the ball is not played.

##### **3. Rights and obligations of the referee.**

**a)** He will apply and fulfill the rules of the game technically and disciplinary.

**b)** He will allow the game to go on and will not punish an infraction against a team if it can be beneficial for this team. The referee will sanction a fault made initially if there is no such advantage.

**c)** He will write down and will inform the competent authorities of every incident occurred before, during and after the match. He will also inform of any disciplinary measure taken against players, technicians or auxiliaries of the teams. He will ensure the delivery of the correspondent minutes in the established terms. He will be responsible of these matters.

- d)** He will have discretionary power to interrupt or suspend the match in case of infraction of the rules or because of any type of external interference (items, public, etc.).
- e)** From the moment that the referee enters the play area, he can advise and reprove any player with an incorrect behavior, if this continues, the referee can disqualify him. In this case, he will communicate the player's name in the form and time limit established in the normative of the jurisdiction where the match takes place without making any personal judgments.
- f)** Unauthorized persons are not allowed in the play area. Regarding this only medical staff and assistants can access if previously they have been authorized.
- g)** He will make the signal with the whistle to re-start the game after any interruption. It is not necessary in the lateral, corner or goal kicks to put the ball back in game.
- h)** He will point to the score table numerically the player infracting a rule ordering the correspondent register of the accumulated faults in the minutes of the match.
- i)** He will interrupt the game if he considers that a player has an important injury and he will allow the medical assistance if the player thinks it is necessary. This assistance has to be done out side the play area. In this case, another substitute player must substitute the player. If the player insists that he does not need any assistance, the match can be continue independently of the physical state of the player. If there is blood, the player must leave obligatory the play area to be attended. The goalkeepers will follow this same procedure. He will allow the continuation of the match if he thinks that the accident or damage is trivial. In case that the match is stopped because of a serious injury, the match will continue again with a neutral ball jump as per the regulations.
- j)** After pointing out a fault, he will check up the distances of four (4) meters by steps in the re-start of the game.
- k)** He will take the necessary disciplinary measures against the players who make faults, by reprovving, disqualifying or expelling the player.
- L)** He will disqualify any player that in his opinion is responsible of a violent behavior, hard play or if he uses rough or rude manners
- m)** He will also disqualify without warning the player, technician, trainer or any other person who maintain an inappropriate attitude.
- n)** He will make sure that the balls comply with the requisites of rule n<sup>o</sup>2
- o)** He will check the state of the ground of the play area, its accessories and will check the clothing other players which must comply with rule n<sup>o</sup> 4.
- p)** If the whistle does not work or it is broken, he will decide what kind of signals he will use to control the match.

## **THE TABLE JUDGE - THE CHRONOMETER**

### **1. Obligations**

There will be one or two table judges. These will be placed outside of the play surface at the level of the middle field and in the same side of the substitutes.

### **2. Functions**

**a)** they will write down in the minutes of the match the number of the shirt, name and surname of the participants' players; they will register the captains and the accredited technician. They will make sure that all the persons who must sign the minutes, they actually do it. They will inform the referee of the minutes of the match for its check up.

**b)** They will check the identity and number of shirt of the initial five players included the captain of each team.

**c)** They will write down in the minutes the goals made and legally pointed by the referees in each period. They will also write down the result of the match.

**d)** He will have a register of the accumulated personal and technical faults of the participants of each team, which have been indicated by the referee. He will also write down the requested time offs, faults, players who scored and everything related with the match and ordered by the referees.

**e)** He will take notes of all the interruptions of the game and the reasons for those.

**f)** He will write down the numbers and names of the players, who are reprovved, disqualified or expelled.

**g)** He will advise of any important information for the game.

**h)** He will have a register of the first five faults of each team indicated by the referee in each period using a different whistle or sound from the referee the fifth fault and the free kick can be done with the exemption if he plays advantage.

**i)** He will control the time of the game with a chronometer. He will control that the game lasts the legal time in rule no1, for this purpose:

\* he will use a chronometer after each kick off.

\* he will stop the chronometer when indicated by the referees., and independently from the referees each time the ball is out of the game, during the time offs of the teams , when the ball goes out through the side lines or back lines or any other interruption.

\* He will switch on again the chronometer in the moments specified in the regulations after a goal kick, sidekick, corner kick, wall free kick or neutral rebound.

\* He will not switch on the chronometer until the second play, in the case of penalties, free kick with wall or penalty shot. (Second play means that another player takes part touching legally the ball, except if the ball touches the goalkeeper and enters the goal. Second play happens also when the ball touches the posts of the goal and the ball does not go in (with effect: to start the timing again).

\* He will time the minute of the times off.

\* He will inform the referees with a whistle or a sound signal different to the referee's one the start and end of the first half, the extra time, and the minute of time off.

\* He will have a register of all the time offs left for each team and will inform the referees and the teams. He will advise of the authorization for a time off when requested by the trainer or delegate of one of the teams.

**j)** He will use a whistle with a different sound to the one of the referee and he will use it only when the ball is being played because he can never interrupt the game.

**k)** He will advise the referees of the players and teams, which have done the fourth individual fault. He will do this by using the whistle.

**l)** He will advise the referee using a sound signal when a player has done his fifth (5<sup>a</sup>) individual accumulated fault. The player is disqualified and it will proceed with the substitution.

**m)** He will advise the referee of the fifth fault in each period of the fifth accumulated fault so the referees can warn the captain of each team.

**n)** He will indicate the start of the match through one single touch of whistle and the end of the match through three shorts touches of the whistle. These signals guide the referee to stop definitively the match in each period, also whistling three times.

## **RULE6**

### **DURATION OF THE MATCH**

#### **1. Periods of the match.**

Each match has duration of forty effective minutes (40) in two exact halves of 20 minutes each and a break of ten minutes (10).

In the categories of base indoor football ( under 12 years old) and the feminine categories (under 16 years old), the duration will be of thirty (30) effective minutes in two exact halves of fifteen minutes each and a break of ten (10) minutes.

Before the start of each season, the Technical Committee of the Competition can establish the duration of the matches in the base categories and other categories depending on the needs and priorities of each competition.

The duration of any of the periods must be extended to allow the execution of a penalty, penalty shot if the legal time is over but it will not be possible that any player continues playing with the exemption of the goalkeeper. When this action is completed, the game will be finished.

#### **2. Time off**

The teams can request a time off one minute in each of the periods, during this time, the game is stopped and the chronometer is off.

The following rules must be respected:

- \* The captain will go the referees to ask for the time off; meanwhile the trainers and delegates will go to the table, to the responsible of the chronometer.
- \* This minute of time off will be only permitted when the team which requesting it has the possession of the ball.
- \* The chronometer will advise about the time off when the ball is not being played; he will use a whistle or sound different of the ones used by the referees.
- \* During the time offs, the players inside of the instruction area are allowed to sit in their own benches, but only when the technicians cannot enter the play area.

When the teams do not have a trainer due to disqualification, expulsion or because they do not have the correspondent license for trainer, the presence of the players in their own benches is not permitted. During the time off, they have to stay in the play area in a circle and they can only receive instructions from their captain. The referees only allow the access to the play area of the medical staff to asset the players. All the components of the bench must stay sat and cannot received orders during the time offs.

During the match only the first (or second trainer in case that the first was disqualified) will be allowed to stand up and move in the side area always without disturbing the normal development of the match. It is total forbidden that the two trainers of the same team stand up at the same time.

- \* If a team does not request the time off in the first half, it will still have only one minute of dead minute during the second half.
- \* If the regulations of the competition establishes that an extended time must be played, there will be no time offs in the extended time, with the exemption of the no requested ones in the second half.
- \*Exceptionally, the competent organizations can vary the duration of the matches and their breaks, in general, relating to matters such as TV broadcasting.

#### **3. Discounts of time due to accidents.**

The hold up times of the game and match are discounted by the stoppage of the chronometer in case of injury or accident, reproves to players, disciplinary measures against the players, time off or any other reason to stop indicated by the referee.

In case of injury of a player, it is not allowed a prorogated attention in the play area. There are fifteen (15) seconds to retire the player injured, make a substitution or incorporation of the player. Only if the goalkeeper is injured there will be one (1) minute, as per the referee's decision.

The referees can request time off as many times as necessary, they can do this only when the ball and the game are stopped per moves of the game.

If the referee sees that there is intention of wasting time or any simulation of injury, they will order to go on with the game and they will reprove disciplinarily the infringement.

#### **4. Ball in play.**

The ball will be in the game from the beginning of the match until the end indicated by the correspondent referee, with the exemption of the point nº 5 of this rule.

In the same way, the ball is in the game when it contacts the referees in the play area. Equally, If the ball rebounds against the posts of the goal.

#### **5. The ball is out of the game**

When the ball goes over the floor lines of the sides or the ends, which delimited the play area.

When the referee stops the game using his whistle.

When the match is being played in an indoor court and the ball contacts the ceiling, supports, or other structures of the court. The game will start again through a side throw opponent to the team which player contacted last the ball; and in the nearest point of the side where the ball contacted the item.

#### **6. Neutral rebound**

After any interruption of the game, and if the ball is in the play area, and there are reasons no mentioned before, the referee can start the game again through the neutral rebound (ball on floor) over the point where the game was interrupted. The ball will not be in the game until the referee drops the ball and touches the floor. No player can be less than one meter (1) from the ball and will not approach the ball until it is on the floor. If this is not respected, the referee will repeat the action. If the interruption is produced with the ball inside of the goalkeeper area, the referee will order the action to start in the point of the line nearest to the position of the ball.

#### **7. Information about the left time.**

The accredited delegates or technicians of each team will request to the responsible of the chronometer the time left when there is no electronic scoreboard or this is damaged. This will be requested only when the ball is out of the game. Alternatively, if there is no delegate or technician accredited, it will be the captain of the team who can request this information.

### **RULE 7**

#### **CENTRE KICK OFF**

##### **1. At the start of the match,**

The team that wins the draw throw in a coin in the air will decide if there is an initial kickoff or alternatively will choose the half of the play area where to play the first half.

If it is decided to put the ball in movement, the other team can choose the half of the play area where to defend the first half.

In the second half of the match, the teams will interchange the side of the play area.

When the second half starts, the other team will make the kickoff from the centre.

##### **2. Centre Kickoff**

The kickoff is a way to start or to re-start the game:

- \* At the beginning of the match.
  - \* After a scored goal.
  - \* At the beginning of the second half of the match.
  - \* At the start of each half of the extra time, if proceeds.
- A goal scored as consequence of a kickoff is valid.

### **3. Procedure**

After a sound signal of the referees, a kick to the ball from the centre of the play area towards the opponent field.

All the players must be in their own half of the play area.

The players of the other team must be minimum at a distance of four meters ( 4) of the ball until the ball moves.

The ball is not in the game until the ball has moved a distance of its circumference towards the opponent field.

The maker of the kickoff cannot touch the ball twice until another player of the opponent team has touched it.

### **4. Sanctions**

In case of infringement the kickoff will be repeated. If the maker of the kickoff has touched for second time the ball without any opponent player, touching it before, the opponent team has the right to a throw in from the side in the nearest place where the fault was made.

### **5. Temporary interruptions.**

The neutral rebound is a way to start again the game after a temporary stoppage, only when e ball is in game and has not crossed the lines of the sides or the goal lines due to any motive not mentioned in these regulations.

#### **a) Procedure**

The referee will drop the ball in the place where it was when the game was stopped, with the exemption of the ball being inside of the area. In this case, he will drop the ball in the outside area. The ball is in game when the ball contacts the floor.

#### **b) Sanctions**

If the ball, crosses the line of one of the side or the lines of the goal area before a player touches the ball, the referee will repeat the neutral rebound. No player can play the ball before this has touched the floor. If not, the referee will repeat the kickoff.

## **RULE 8**

### **VALID GOAL**

#### **1. Scored goal**

The goal is valid when the ball trespasses completely the goal line between the posts and under the cross band without being touched by a hand or arm of any player of the attacking team and when there is no breach of the rules of the game.

#### **2. No valid goal**

A non-valid goal happens when it comes from a lateral, corner or from an opponent goalkeeper's throw, unless the ball touches a defender (not the goalkeeper) inside of his own area or any player outside of this area.

A non-valid goal happens also when the ball touches a player of the opponent team in his own area or any other player outside the area.

In the two above cases, the game will be re-started by a kick goal of the side of the team, which received the ball.

When the goalkeeper tries to get or to push away the ball in his own area and the goal crosses the goal line.

The goal is valid when resulting from a free kick inside of the own area the ball crosses the goal line of the opponent team regardless of touching or not a player of the same team.

When the goal case moves in the moment that free kicks being made and then there is a goal, the referees can approve the goal as valid, if the ball would have crossed the goal lines with the original normal position of the goal case.

## 2. The winner team

The winner team is the one that scores the larger number of goals during the match. If both teams make the same number of goals or none, the result will be a draw.

## 3. Celebrations

The referee will allow a few seconds to the players to celebrate their a scored goal, but they must be courteous and respectful to the opponent, the referees, and the general public

## RULE 9

### FAULTS AND INFRINGEMENTS

The infringements of this rule are divided as:

- A. TECHNICAL FAULTS
- B. PERSONAL FAULTS
- C. DISCIPLINARY FAULTS
- D. INFRINGEMENT OF THE RULES

#### A. Technical Faults

All the technical faults accumulated and they must write down in the minutes of the match.

The following are technical faults:

- a)** Giving or trying to kick an adversary.
- b)** Tripping up, pushing down or trying to do it in purpose with the legs, frontally, laterally or from behind. **c)** Jumping over or laying on an adversary.
- d)** Pushing violently or dangerously an adversary
- e)** Pushing the opponent from behind unless this one disturbs the fair play.
- f)** Hitting or trying to hit, spitting at or insulting an adversary) Holding up an adversary with the hands or stopping him with the arms or legs.
- h)** Pushing an adversary with the hands or arms.
- i)** Pushing an adversary with the shoulder when you are not really trying to play the ball.
- j)** Playing the ball with the hand or arms separated from the body, or in purpose with the arm next to the body, unless the goalkeeper inside of his own penalty area does this.
- k)** Disputing to an adversary, frontally or laterally, the ball using feet to stop him playing the ball.
- l)** Trying to get the ball from the hands of the goalkeeper.
- m)** If the goalkeeper tries to get the ball in the area of the opponent team from an adversary.
- n)** Blocking in purpose an adversary without playing the ball, just to stop him, i.e., running between him and the ball.
- m)** Rising the feet towards behind (bicycle) or lifting the stub in a way that it can be dangerous to the adversary) Weighing down the goalkeeper unless he is outside his area.

#### PENALIZATION OF THE TECHNICAL FAULTS

**1)** It will be penalized with a free kick for the opponent team in the place where the fault was made. If it is estimated that the player has played dangerously or there was intention, he will get a blue or yellow card.

**2)** If the player making the fault is a defender inside of his area of six meters, it will be penalized with a penalty.

**3)** In the paragraph m, the fault will imply also the yellow card.

## **B. Personal Faults**

All the personal faults will be accumulative and must be written down in the minutes of the match.

The following are personal faults:

- a)** Obstructing the game holding up the ball against the floor with the feet, legs or body with the exemption of the goalkeeper in his own area.
- b)** It is a fault when a player is making a free shot, frontally throw, corner or goal kick and touches the ball twice before other player does it.
- c)** To delay the play ,more than five (5) seconds to get back the ball when making a free shot, goal kick, and penalty..
- d)** When a player, not correctly dressed, plays the ball.
- e)** When a player steps on the ball or freezes the ball on the floor during more than five (5) seconds, only to waste time.
- f)** When a player confuses an opponent with his voice, gesture or by moving his arms, making it up to obtain an advantage.
- g)** After the goalkeeper receives the ball with the hands in his own area and put the ball in play, he is not allowed to get it again with the hands unless a player of the opponent team has played the ball. This rule does not apply if an opponent touches the ball or the ball gets out of the play area, or the game is interrupted due to another fault. However, the goalkeeper can play with his feet, inside or outside of his area, as many times as he wants respecting the maximum time of (15) seconds that his team has to cross the middle field.
- h)** It is a fault if the goalkeeper doing a kick goal or shoot from inside his area the ball crosses the middle field line unless the ball has touched the ground (outside of his area) in his own half area or a player in his own half field touches the ball.
- i)** When the player is throw in a penalty shoot and his colleague next to him, touches the ball before the goalkeeper does it, or the ball stops before getting to the area or the player does not shoot towards the goal.

### **PENALIZATION OF THE PERSONAL FAULTS**

**1)** All these faults will be penalized by giving the possession of the ball to the opponent team. The opponent will make a throw from the side in the nearest point where the fault was committed. This fault will be written down as accumulative.

## **C. DISCIPLINARY FAULTS**

All the disciplinary faults are accumulative and they will be written down in the minutes of match.

The disciplinary faults can be of 3 types :

### **A. PLAYERS**

- 1) If a player goes with his team in the play area without asking for permission of the referees and the match has already
- 2) It is a fault during a substitution; a player goes in the court before the player being substituted has left the court. In addition, it is a fault is he enters or leaves the court from an inadequate place.

- 3) It is a fault to question with voice or gestures the decisions of the referees.
- 4) It is a fault when a player continually breaching the rules of the game
- 5) It is a fault to behave incorrectly or not respecting the fair play
- 6) When a player changes the number of his shirt without advising the judge of the table or the referee
- 7) After or during the game it is a fault to discuss or to argue , the decision taken by the chronometer, referees or even claim to the public.

#### PENALIZATION OF THE DISCIPLINARY FAULTS

The faults will be gradually penalized in the following way:

- I) There will be disciplinary warning and disqualification if the player continues with his attitude.
- II) The referees can verbally warn the players whose behavior without being an infringement is inadequate.
- III) If the game stops due to the above rules, the re-start of the game will be made by neutral rebound in the place where the infringement happened.
- IV) The stoppage of the game can never benefit the player who makes the fault. If the referees apply, the advantage law they will allow the play to continue and they will apply the disciplinary penalization at the end of the play. There is logically no neutral rebound in this case.

#### **B. TECHNICIANS AND TRAINERS.**

- 1) It is a disciplinary fault to enter the play area to give instructions or to assist players without the authorization of the referees. The faculty that the technicians and trainers have to give instructions to their players does not give them the right to enter the play area, but they can stand up in the authorized area without blacking the vision of the responsible of the chronometer.
- 2) It is also a fault to make for the referees, judge, adversaries, trainers or public without any respect.
- 3) It is a fault to encourage the players to practice violent or unfair play.

#### PENALIZATION OF THE DISCIPLINARY FAULTS OF TECHNICIANS AND TRAINERS.

These infringements will be penalized in the same way to the type before.

#### **\* Serious disciplinary faults.**

The referee will decide to disqualify without warning the person that in purpose makes the following:

- 1) when from the bench of the substitute players, someone stops the game just to get advantage.  
Sanctions:  
The responsible of the fault will have an accumulative fault and a red card. There will be a penalty shot.
- 2) When they make for the referees, judge of the table, trainer, adversaries or public in an incorrect way.  
Sanctions:  
The responsible of the fault will have a red card and an accumulative fault.
- 3) Violent, aggressive and dangerous actions that cause injury, damage. Gestures, insults, or other offensive actions against the integrity of the players, technicians, referees chronometer or public
- 4) Any reaction over the top to avoid or stop the above actions.

Sanctions for 3) and 4)

Red card for the responsible, the game will start again with a neutral rebound in the place of the infringement. If this has happened inside the goal area, it will be re-started from the outside point nearest to the place of the fault. If apart from these faults there is also another fault contained in the regulations of the game, the referee will apply the sanctions simultaneously without benefiting the initial responsible of the faults. In this case, there is no neutral rebound.

#### **D. Infringements of the rules**

If the goalkeeper takes longer than (5) seconds to play the ball having the control of the ball .

The player who delays more than five (5) seconds the replacement of the ball in play in a corner kick or side throw in.

Keeping the ball longer than 5 seconds inside of an own area. This will be applied to the defender team.

Each team has fifteen (15) seconds of ball possession to cross the central line of the play area from the defender zone.; these fifteen seconds prescribe when the ball cross the central line or when the ball touches a opponent or accidentally by the referees.

Sanctions:

All these infringements are penalized with the change in the possession of the ball for the opponent team, which will play the ball through a sidekick from the nearest point where the fault happened.

### **RULE 10**

#### **ACUMULATIVE FAULTS**

- 1) Accumulative faults are the technician, personal and disciplinary faults described in the rule nº 9. It is obligatory to write down the accumulative faults in the minutes of the match, individually for each player and together for each team.
- 2) All the technical faults are penalized with a free kick; a goal can be scored, except when the advantage law is applied. The personal faults are penalized with a kick/ throw in.
- 3) In the execution of the free kick, players must have a distance of a least four (4) meters from the ball until it is in the play area and cannot interfere with the player executing the shot.
- 4) If a player of the other team does not respect the distance, the referee will delay the play until the distance is correct. If the mentioned player continues with this attitude, the referee will warn him and if he goes on with the infringement the referee will disqualify the player.
- 5) The ball is officially playing it has run a distance equal to its circumference.
- 6) Each team can get a maximum of five (5) accumulative faults in each of the halves of the match and has the right to make a defender wall of players in front of the adversary execution.
- 7) The ball must cross the limit of the defender area when is the defender team makes a free kick from their own area;; the free kick will be repeated if this does not occur or the goalkeeper receives the ball without leaving the area . If this happens again, the referee will warn the action player and if he repeats the action he can be disqualified for passive play.
- 8) The goalkeeper cannot perform free shots outside of his half area neither can he perform maximum penalties.
- 9) The referee will indicate with his arm to position the wall of players when there is a fault penalized with a free kick and wall. Once the wall is positioned, the referee will lift his arm and put it down as he whistles authorising the kick. From this moment, the opponent team has five (5) seconds to kick the ball.

10) The responsible of the chronometer will use signs numbered from 1 to 5. He will show these as the teams are producing the accumulative faults or this can also be shown in an electronic scoreboard.

11) If a team reaches its fifth (5) accumulative faults, the judge of the table will inform the referees by placing on the table an indicative flag. The referee must communicate this to the captain of the responsible team.

12) If there is an extra time, this will be understood as a continuation of the second half, keeping the technical conditions of this half referred to individual faults, accumulative faults, time offs, penalized warnings and cards.

13) After the sixth (6) accumulative fault of a team including it, all the next faults will be penalized with a free kick, except if the advantage law is applied, in this case, the faults will be performed from the line of the double penalty without wall.

14) The accumulative faults will be written down and will be executed in the chronological order.

## **RULE 11**

### **THROWS IN**

When the ball goes out completely of the play area, the ball will be returned with a throw in. In all the throws in, the player has a limited time of five (5) seconds from the moment in which the ball is correctly placed. It is not valid a goal directly from these actions. There are three types of throws in:

- A. Lateral throw in
- B. Corner throw in
- C. Goalkeeper's throw in

#### **A. Lateral throws in**

##### **1. Side throws in**

If the ball crosses completely the lateral lines (by air or ground) its return to the play area will be done with a throw in with the hands exactly from the place where the ball went out. This will be performed by a player of the opponent team to the player who touched the ball last.

##### **2. Position of the ball and players.**

Procedure: The player performing the throw in must be outside the lateral line, have both feet in front of the play ground, with a part of each foot on the ground, in the precise place where the ball went out. The player must use his both hands and throw the ball from behind his head towards the play area making a circular arch. This player cannot touch the ball until another player does it. The ball is in the game from the moment that it leaves the hands of the player.

##### **3. Sanctions**

**a)** A player of the opponent team will throw the ball if:

-If the throw in is performed incorrectly.

-If the throw in is made from a point which is not the place where the ball left the play area. -If the throw in is not executed within the regulatory five ( 5) seconds.

**b)** If the throw in goes towards the opponent goalkeeper case and the ball goes in and nobody has touched the ball, a kick goal will be made.

**c)** If the above happens but the goalkeeper has a contact with the ball, then there will be a corner kick against the defender team from the nearest place where the ball went.

**d)** If the throw in from a side is performed against the own goalkeeper and the ball goes in without anybody touching it a throw in from the corner will be made from the nearest place where the ball came into the goalkeeper case.

**e)** If a side throw in is made towards the own goalkeeper and any player touches the ball included the goalkeeper and the ball goes in, the goal will be valid.

## **B. Corner throws in**

### **1. Corner throws in**

When the ball crosses the line at the bottom completely, excluding the part between the two posts and crossbar (goalkeeper case), through the air or ground, after a defender player contacts the ball, the referee will order a corner kick.

### **2. Procedure**

A player of the attacking team will perform the corner kick in the same way as the lateral throw in but his feet will be outside the lines and will do a ninety degrees angle to the direction coincident with the end of the corner point. The ball will be thrown from the corner of the side where the ball went out. . If the ball goes out over the crossbar of the goalkeeper, the correspondent referee will decide from which corner the kick should be made.

### **3. Sanctions**

- a)** If the corner kick is not performed correctly, it will be performed by the opponent team.
- b)** If the corner kick is not made within the correspondent five (5) seconds, the referee will order a side throw in in favour of the opponent team.
- c)** If the kick corner is not performed against the opponent goalkeeper and the ball goes in without anybody having touched the ball, there will be a kick from the goal.
- d)** If the kick corner is made against the opponent goalkeeper and the ball goes in after being touched only by the goalkeeper, there will be a corner kick against the defender team from the nearest place where the ball went in.
- e)** If the corner kick is made against the own goalkeeper and the ball goes in without nobody having touched the ball, there will be a corner kick from the nearest place where the ball went in.
- f)** If the kick corner goes toward the own goalkeeper and the ball touches any player included the goalkeeper, the goal will be valid.

## **C. Goalkeeper's kicks**

### **Throw in**

This means any action of the goalkeeper to replace or to return the ball with his hands to the play area after he has had controlled tight the ball.

### **1. Procedure**

The goalkeeper throws the ball with the hands from any point of the penalty area; he cannot use his feet. The goalkeeper can only use his feet to continue a play, or to cut or to reject the ball.

It is not necessary that the players (both teams) stay outside of the goal area because the ball is in game.

### **2. Sanctions**

- a)** If the ball is not played within five (5) seconds from the moment that the goalkeeper has the possession of the ball, there will a throw in from the side in favour of the other team.
- b)** If the ball crosses the half field and nobody touches the ball or the ball does not touch the ground, the referee will order a side throw in from the nearest lateral line to where the ball went out, in favour of the opponent team. . If the referee applies the advantage law, there will be a personal fault of the goalkeeper and the correspondent accumulative fault for his team
- c)** The ball is in the play and the goalkeeper drops it. Any player can dispute this ball and go for it. The goalkeeper can not dispute the ball with his feet. The sanction in this case is the lost of possession of the ball for the responsible of the infringement and a side throw in from the side for the opponent team from half field.

## **RULE 12**

### **GOAL**

#### **Throw in from the goal area**

The kick goal is a way to continue with the game.

If the ball crosses completely the goal line (ground or by air), there will be a kick goal, excluding the part between the two posts and the crossbar, after an opponent player has touched the ball in last place and there was no goal scored. This will be performed by a defender player of the side where it has happened.

#### **1. Procedure**

- a)** the goalkeeper of the defender team will throw the ball with his hand or any player of the defender team can play this with their feet.
- b)** The adversaries players must stay outside of the goal area more than five (5) meters away from the ball until the ball is in movement. (In the case that the ball is stopped and a player (not the goalkeeper) is going to play it with the feet).
- c)** When the ball is thrown directly outside of the goal area, then the kick goal is correctly done and the ball is in the play area
- d)** The goalkeeper can not receive the ball directly from a player of his own team, if the player does not exit the area; the throw in from the goal will be repeated.
- e)** A goal cannot be scored directly from a throw in of the goal area unless that other player touches the ball correctly.

#### **2. Sanctions**

- a)** If the ball is not in the play area within maximum five (5) seconds from the moment the goalkeeper has the possession of the ball, there will be a side throw in for the opponent team and an accumulative fault.
- b)** If the ball crosses the middle field when the goalkeeper throws the ball with the hand and the ball does not touch the ground or any player, the referee will order a side throw in favour of the opponent team from the nearest lateral line where the ball went out; unless the advantage law is applied and there will be a personal fault for the goalkeeper and also an accumulative fault for his team.
- c)** If a player of the goalkeeper's team, when he is executing a kick goal, touches or plays the ball, inside of the penalty area, it will be repeated the kick goal.

## **RULE 13**

### **Penalty**

the penalty kick is against the team which performs a fault penalized with a free direct kick inside of its own penalty area when the ball is playing. It is possible to score directly a goal from a penalty shot. There will be extra time to execute the penalties at the end of each half or at the end of the extra time periods.

#### **1. Position of the ball and the players.**

The ball will be placed in the visible penalty point at six (6) meter of the goal line.

The performer of the penalty kick must be correctly identified.

The defender goalkeeper must stay on his own goal line between the posts and without moving his feet until the kick is made.

The players (except the performer of the kick and the goalkeeper) will be situated as follows:

- o on the surface of the play area.
- o Outside of the penalty area.
- o Behind of the penalty point.
- o Five (5) meters away from the penalty point in an imaging line parallel to the bottom line.

## 2. Procedure

- o The player executing the penalty will kick the ball towards the front.
- o This player will not play the ball again until the ball touches other player.
- o The ball is in play once it has run a distance equal to its circumference.

When a penalty kick is done, there will be a valid scored goal if the ball touches one or both of the posts, the cross bar or the goalkeeper. This applies to the normal match and to the extensions of time during the first or second period.

## 3. Sanctions

- a)** if a player of the opponent team does not comply with the rule:  
 If there is no goal scored, the kick will be repeated and the player will receive a warning.  
 If there is a goal, the kick will not be repeated, the goal will be valid and the player will be warned.
- b)** If a player of the same team executing the kick does not follow the rule:  
 If there is a goal, the kick will be repeated and the player will be warned. If there is no goal, the kick will not be repeated, the game will continue and the player will receive a warning.
- c)** If the performer of the penalty kick does not follow this rule:  
 There will be a kick from the side in favour of the opponent team, which will be executed from the nearest point where the fault was made.

## RULE 14

### KICK OF PENALIZATION (FREE KICK)

There will be a penalization kick from the sixth accumulative faults, including the team fault. In this sanction it is not permitted the wall or the presence of players between the goal and the immobile ball, apart naturally from the goalkeeper.

This kick will be executed from the marked point at a distance of nine (9) meters with the following conditions:

- A) All players apart from the defender goalkeeper must stay behind the horizontal imaging line that makes the ball in front of the goal. The adversaries' players will keep a minimum distance of five (5) meters from the ball without obstructing the way of the performer player.
- B) No player is allowed to stay or to invade this mentioned horizontal line between the ball and the back line until the ball is playing. In this area the only one allowed is the defender goalkeeper.
- C) The kick of penalization is a direct shot towards the penalised goal. It is not possible to execute this shot indirectly or laterally so another player can touch the ball in second place. If this happened, the play will re-start with neutral rebound from the execution point.
- D) Consequently, the ball is in game only once it has been rejected by the goalkeeper, the posts, the crossbar, or accidentally by the referee.
- E) If the referee whistles to start with the kick and then any player invades the neutralized area, he will be sanctioned as follows:
  - 1) Yellow card warning and he continues in his attitude, he will be disqualified.
  - 2) If the player is a defender and the kick of penalization resulted in goal; then the goal will be valid (advantage law) and the referee will warn the defender with a yellow card.
  - 3) If the player is attacking and the kick resulted in goal, then, the goal is annulated, not valid. The game will re-start with a kick from the goal and they player is sanctioned with a yellow card.

4) If the player is a defender and the result was not a goal, the kick of penalization will be repeated and that player will get a yellow card.

5) If the player was an attacker and the kick of penalization resulted in no-goal, the game will continue normally, and the immediate interruption of the game, that player will get a yellow card; unless that he or a player of his team gets some Benefit. In this case, the referee will stop the game and will order a side throw in in favour of the opponent team. That player will be also get a warning

In the execution of the kicks of penalization, the goalkeeper must be situated under his goal with his feet on the goal line; when the referee whistles he can move forward to a maximum distance of five (5) meters of the ball

The performer of the kick of penalization must be completely identified.

## **RULE 15**

### **FINAL INTERPRETATIONS**

#### **THE GOALKEEPER**

The goalkeeper does not make a fault when he tries to stop the ball, the ball drops outside his area; he does not make a fault when he drops the ball now of leaving the goal area. He does make a fault ( A.j) if he insists in keeping or controlling the ball outside his area.

There is no fault if the goalkeeper's arm is outside his area holding the ball, if his feet are in contact with the line of his area. There is a fault if one of his feet crosses completely the area.

#### **FAULTS OF THE PLAYERS**

The player with five (5) personal or technical faults will be disqualified of the match. He can be substitute but he cannot return to the game.

It is compulsory to write down in the minutes of the match the technical and personal accumulative faults to disqualify a player. The responsible of the chronometer must inform the referees when a player has got already four (4) faults and the referee will inform his captain. The same procedure when a player gets his fault number five (5) additionally he will get disqualified.

The disqualified player can not stay with the other substitute players in the bench or with the rest of the public, he must go to the dressing rooms.

The referees can authorised the disqualifying of a player without previous warning if he practices a really dangerous play, continuously does not comply with the rules or he behaves violently.

#### **BALLS**

Once the match has started, and in order to avoid any invasion, voluntary or not, of the balls in the substitute/ bench area, the balls must be kept in plastic bags or similar. The delegate of each team (alternatively, the captain) is the responsible for this and for what happens after if this rule is not followed.

#### **REFEREES**

In order to have a better technical and disciplinary control of the match, the referees can complementary use the following disciplinary items as complementary

#### I- Verbal warning:

This is just a warning in case of light inadequate behavior without becoming an effective fault.

#### II- Warning with yellow card:

The yellow card will be used in the disciplinary and technical faults indicated in the rule nº 9, which destroy the game; actions where there is no intention to play the ball such as hands, hold up with violence or dangerous play.

#### III- Disqualified with red card

It is used to expel and eliminate a player, who can be substituted.

This red card will be used : if the player accumulates five (5) technical or disciplinary faults, if he has received double warning, or gets the second yellow card. If a player acts violently with the ball or play so dangerously that can injure other players ( direct red card) . If player has a bad attitude with offensive gestures or bad words in general. If a player continues to play brutally and violently causing damage or evident injuries.

#### IV- Referees report

The referees will write a report about the incidents of the match including the disqualification of a player and its reasons. The referee will avoid any subjective interpretation apart from the disqualifications produced exclusively because of technical reasons (2nd warning with yellow card or fifth technical fault of the same player.).

### **REFEREE TECHNICS**

Each referee covers, follows, judges and resolves the incidents and faults in each of the two halves of the play area; they control their own lateral line and the correspondent back line and goal area. They help each other when necessary. Working diagonally and being in the opposite side of the limits of ground; they enter the play area when it is necessary.

Each of both referees controls his own half play area and controls also the lateral line in all its length and will help his colleague especially when the ball goes out in the whole length of this lateral line.

If both referees contradict themselves simultaneously, automatically it is valid the decision of the referee A-1, unless they reach a final decision together. Exceptionally, both referees can use the verbal communication if necessary.

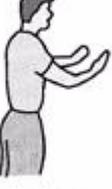
El árbitro A-1 efectúa el sorteo del partido y señala el inicio en cada periodo, situándose al comienzo de ambos en la línea lateral que ocupe la mesa de control y en su lado derecho. Y asume finalmente la expresión de las incidencias e informes sobre las observaciones del partido, aunque ambos árbitros firman el minutos.

When a referee indicates a fault he will show the direction where to re-start the game and he will go the table to report the number of the player who committed the fault. Immediately, the other referee will control the distances necessary and will proceed to re-start the game.

The referees will interchange their position every time there is a technical or personal fault, neutral rebound, request of a time off or invalid goal.

### **VISUAL SIGNALS OF THE REFEREES**

(Next page)

 <p>T. AMARILLA (PROTESTA) <b>Yellow Card (complaint)</b></p>	 <p>CONFIRMACIÓN CRONO <b>Confirmed chrono</b></p>	 <p>PARALIZACIÓN O MEDIR BARRERA <b>Stop or measure wall</b></p>
 <p>CARTULINAS: AM. AZ. <b>Yellow Cards A-Z</b></p>	 <p>FALTAS ACUMULATIVAS (5) <b>5 accumulated faults</b></p>	 <p>NO VALE <b>Not valid</b></p>
 <p>T. LIBRE CON BARRERA <b>Free kick with wall</b></p>	 <p>NÚMERO 10 <b>Number 10</b></p>	 <p>INDICACIÓN DIRECCIÓN <b>Indicates direction</b></p>
 <p>FINAL 1.º O 2.º TIEMPO <b>End of first or second half</b></p>	 <p>TIEMPO MUERTO <b>Time off</b></p>	 <p>FALTA ACUMULATIVA <b>Accumulative fault</b></p>
 <p>MANO <b>Hands</b></p>	 <p>PATADA O ZANCADILLA <b>Kick or trip up</b></p>	 <p>AGARRÓN <b>Hold up</b></p>
 <p>EMPUJÓN <b>Push</b></p>		 <p>CUENTA DE 5 SEGUNDOS <b>5 seconds countdown</b></p>