



IGLFA 7v7 INDOOR TOURNAMENT RULES

Sanctioned International Championship Tournament Rules for IGLFA World Championships, IGLFA Continental Championships & IGLFA Member Tournaments

Contents:

IGLFA Mission
Authority Statement
Tournament Format
Eligibility & Identification
Tournament Rules
Match Rules
Discipline & Protest
Referees
Administration
Laws of the Game Modifications
H.I.V. Policy
Cast & Brace Policy

IGLFA Mission

The International Gay and Lesbian Football Association (IGLFA) shall foster and augment the self respect of gay women and men throughout the world, and engender respect and understanding from the non-gay world, through the medium of football (soccer). Additionally we work to establish an international network of football clubs and to promote physical and tactical understanding of the game of football.

The IGLFA is no longer an Association who exclusively organizes an International tournament each year, it is also involved in many other activities. This includes supporting local and international clubs and teams as well as heading the coordination of football at the “Federation of Gay Games”.

The IGLFA is also actively involved with numerous sporting organizations and coalition groups who’s goals are to rid homophobia in sport and provide respect towards all participants at all levels.

Through our “Outreach Program”, we have been able to help teams from Africa, Latin America as well as Eastern Europe to participate at our tournaments.

IGLFA Mission Goals

- The IGLFA strives to promote equality in the international football community while supporting LGBT football worldwide.
- The IGLFA works to support, encourage and promote the growth of LGBT football clubs worldwide while promoting fair play and a positive football experience.
- The IGLFA promotes the physical and tactical understanding of the game of football.
- The IGLFA provides opportunities for LGBT football players and our allies to come together in both social and competitive arenas.



All tournaments shall be governed by the Laws of the Game as established by the Fédération Internationale de Football Association (FIFA) with the following modifications.

This document pertains to a 7v7 small sided match and may be adjusted accordingly to any variation of small sided football/soccer competition (eg: 5v5, 6v6 etc) as well as typical standards for play in both North America and Europe.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both.

0.0 Authority Statement

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

The Committee shall include:

- a. The IGLFA Director of Referees or designee,
- b. A representative of the IGLFA Board, and
- c. A representative of the Host Committee.

During a Gay Games Football Tournament, the Committee shall also include:

- d. The Host Committee Referee Coordinator or designee, and
- e. A representative of the FGG Sports Committee

0.0 Commentary on Tournament Committee

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

The Committee is formed to support the Host Committee and ensure that all are represented.

1.0 Tournament Format

1.1 Championships

1.1.1 The IGLFA has established two Championships for the purpose of tournament play: Women's and Men's. Championship groups are separate and distinct and it is not intended that there be play between them.

1.1.2 The Host Committee may add additional Championships, such as "Co-ed" (Mixed) , "Master's" (Men's +35), or "Classics" (Women's +35) to suit the interest of participants if there are enough teams to allow at least three games per team against different opponents.

1.2 Divisions

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

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

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

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

2.0 Eligibility and Identification

2.1 Players

- 2.1.1 All players must be registered with a current Premium Member IGLFA club or team.
- 2.1.2 No player shall be permitted to participate without appropriate identification. (Rule 2.4.1)
- 2.1.3 Players may be required to present a photo identification with birth date information to a tournament official at any time during the tournament.
- 2.1.4 All players must be eighteen (18) years or older to play.
- 2.1.5 Individuals whose teams do not qualify for the tournament, or where a team does not exist, may be assigned to a team to participate, provided the individual is in good standing and pays the appropriate registration fees.
- 2.1.6 Each player may only roster on one team & be listed on their team's Final Roster (Rule 3.6.2).
- 2.1.7 Women shall be allowed to play on men's teams.
- 2.1.8 Players suspended for disciplinary action are ineligible to play during this time (Rule 5.0).
- 2.1.9 Transgender players will be permitted to play in their gender based division in which they identify.

See the IGLFA Transgender Policy for further clarification.

<http://iglfa.org/wp-content/uploads/IGLFA-TRANSGENDER-POLICY-2014.pdf>

2.2 Clubs and Teams

2.2.1 Clubs and Teams must be current "Premium Members" of the IGLFA (in the calendar year of the tournament), and in good standing with the IGLFA, are eligible for participation. Good standing is defined within the IGLFA Constitution and By-Laws. (For definition purposes, Clubs may consist of multiple teams within their membership and may be male, female or mixed).

2.2.1 Commentary on Club and Team Eligibility

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

2.2.2 Each team shall consist of a maximum of 13 players and must have a minimum of five (5) players and a maximum of seven (7) on the field of play at all times as required by FIFA. If a team is reduced to less than five (5) players, the match will be terminated and the team with less than the required amount of players will forfeit the match.

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

2.3 Ineligibility

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

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

2.4 Identification

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

2.4.1 Commentary on Player Identification

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

2.4.2 Team Identification - For the purpose of seeding, Teams shall be identified by name, as listed on their Final Roster.

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

3.0 Tournament Rules

3.1 Starting Times

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

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

3.2 Number of Matches

3.2.1 All teams must be guaranteed at least three 60 minutes of playing time, or a minimum of 180 minutes of playing time, during the initial qualifying rounds.

3.2.1 Commentary on Minimum Playing Time

It is the intent of the Minimum Playing Time Rule to guide the Host Committee in arranging fields and scheduling games. It has been the experience of the IGLFA that teams prefer to play between 60 and 120 minutes per day. When considering the entire tournament, teams are generally satisfied with a minimum of three full-length (60-minute) games or an equivalent combination of shorter games, such as five 40-minute games, during the Qualifying Rounds. The IGLFA supports the desire to include all who would like to participate. If scheduled fields are not sufficient to provide all participants with the minimum playing time, the IGLFA would prefer additional fields be reserved, in another location if required, rather than reduce the playing time below the minimum desired.

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

3.2.3 Qualifying matches shall be "round-robin" format, where each team shall play each of the other teams in its preliminary group an equal number of times. Qualifying round matches shall be permitted with teams "outside" a Qualifying group only under unusual circumstances.

3.2.3 Commentary on Qualifying Matches

An example of the unusual circumstances mentioned would be a Division of fourteen teams divided into two qualifying round groups of four and two groups of three. In this case, the groups of three could play a cross-group match to provide the three minimum qualifying matches.

3.3 Team Placement and Seeding

3.3.1 Division One Seeding - When an IGLFA Tournament was held in the previous 2 years and the top four teams determined (Rule 2.4.2) in a Championship group, those teams shall be seeded into the qualifying groups as appropriate to the number of qualifying groups. Fewer than four may

be seeded. No team other than the top four teams shall be seeded. No seeding shall occur when no Championship was held in the previous 2 years.

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

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

3.3.4 Intra-Region Assignments - Teams originating from the same geographic region, who frequently play as competitors in regional tournaments, shall not be assigned to the same qualifying group, whenever practical, and when to do so, would not substantially eliminate the random draw.

3.3.5 Draw Pools Determinations regarding the designations of teams by as Intra-Club and Intra-Region shall be made by the Committee and announced in advance of the Draw.

3.4 Determination of Standings

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

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

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

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

3.4.3 Commentary on Forfeit Score

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

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

- a. Result of head-to-head competition.
- b. Goal difference.
- c. Ratio of goals scored divided by goals conceded.

3.4.4 Commentary on Tie-Breakers

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

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

3.4.6 Match Fixing – If a team displays deliberate tactics to “purposely throw a match” in order to benefit themselves by way of a better position in standings, seeding, division or otherwise, or to cause their opponent to be positioned where it would be a benefit for the team throwing the match or causing purposeful harm to the team, the disciplinary committee will disqualify the offending team from further participation in the tournament. The result of the match will also be reviewed in the “spirit of the game” so as not to penalize the opponent. The IGLFA Disciplinary Board may also place further suspensions towards future participation in any sanctioned IGLFA tournaments against the offending team, club and or specific person (s) once a full investigation has been



completed. Results of sanctions will be shared with the IGLFA Membership in order for them to be able to determine ineligibility from any localized tournaments.

3.5 Results Reporting

3.5.1 Match Reports – Each team will provide a completed match report (roster) to the Referee prior to each match. This match report will include: Date, Kickoff Time, Division, Field #, Home and Away Team Names, Coaches Name and Signature, Players Full Names and Uniform #s, Goal Scorers, Disciplinary (Blue (Europe), Yellow (North America) and Red Cards) and Referees Names and Signatures. The Referee must report the score and any infractions or injuries immediately following each game to the Tournament Committee, or designee.

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

Team Rosters

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

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

4.0 Match Rules

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

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

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

4.3 Forfeits

- 4.3.1 A forfeit will be given when a
- team abandons a match in progress;
 - team fails to field the minimum number of players required (Rule 3.1.2 and Rule 3.4.5).
 - player is found to be ineligible (Rule 2.3).

4.4 Player Equipment

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

4.4.1 *Commentary on Player Equipment the intent of the Player Equipment Rule to restate the requirements of FIFA Law Four with minor modifications. The rule disallows the use of metal studs for player safety, and requires jersey numbers to allow a Referee better control of the game.*

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

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

5.0 Discipline and Protest

5.1.1 A person receiving three (3) **Yellow Cards** during the tournament shall be suspended for the following match. Penalty accumulation shall occur throughout the entire tournament and suspensions shall occur regardless of tournament phase.

5.2 Red Cards (Ejections)

5.2.1 A person receiving a **red card** whether by 2 accumulated **Yellow Cards** in the same match or a single **red card** shall be ejected and must leave the field area immediately after receiving the **red card**. Any ejected person shall be suspended for the next match.

This applies to all matches regardless of tournament phase.

5.3 Additional Penalties

5.3.1 The Committee may increase the penalty for a **blue, yellow or red card** if deemed necessary. Any person may be required to appear at a discipline and protest hearing.

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

In the case of **Violent Conduct towards an opponent or any other person**, the offending player will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

In the case of **Violent Conduct towards a Referee**, the player will be immediately suspended for the duration of the tournament & will not be able to participate in any IGLFA sanctioned tournaments for a minimum of 2 years. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

In the case of **Violent Conduct**, a "Lifetime Ban" may be issued if the committee determines it is warranted. The IGLFA does not tolerate "violence" of any kind.

In the case of any participant displaying any homophobic or severe prejudicial behavior, they will be immediately suspended for the duration of the tournament. After the completion of the tournament, a review of the incident will be conducted by the IGLFA Disciplinary Committee who will then determine whether further sanctions would be considered.

The IGLFA does not tolerate any behavior that does not follow our Mission.

5.4 Protests and Appeals

5.4.1 All protests and appeals must be in writing to the Committee within one hour of the completion of the match in question and must be accompanied by a cash-only fee of Fifty (50) US Dollars (USD) or local currency equivalent. If the protest is sustained, the fee will be returned.

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

5.4.2 Commentary on IGLFA Protest Committee

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

6.0 Referees

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

6.2 IGLFA Referees - IGLFA Referees shall be those officials who are trained and licensed by a FIFA-sanctioned Referee Association and who are current Referee Members of the IGLFA. As this is a membership tournament, all referees (local or otherwise) must be an IGLFA Referee Member in order to participate. Membership in the IGLFA requires support of the IGLFA Mission and payment of a registration fee.

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

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

6.5 Referee Assignment - The Director of Referees and Host Committee Referee Coordinator shall have sole authority to assign Referees to officiate matches. When assigning officials, the highest priority of assignment shall be that Referees assigned are qualified to officiate their assigned matches. After this requirement, the Director of Referees and Host Committee Referee Coordinator shall also consider the following issues as a group and not as an order of priority:

- a. Intra-Club assignments should be avoided, whenever possible;
- b. IGLFA long service Referees should be given preference over local IGLFA officials of equal qualifications;
- c. Language compatibility may improve a Referee's control of the game; and,
- d. Rotation of Referee assignments is important for fair treatment of Referees working at the tournament, and to provide officials the opportunity to rest.

7 Administration

7.0 Meetings - Meetings of Referees and Coaches must take place prior to the tournament. Meetings of the IGLFA House of Delegates and IGLFA Board of Directors may also take place, either prior to, or during, the tournament. Suitable premises for these meetings must be provided by the Host Committee.

RULE 1 – THE FIELD OF PLAY

Field Surface

- Matches are played on artificial surfaces, according to the rules of the competition.

Field Markings

- The field of play is defined by perimeter walls and their tops. The two longer walls are called touch walls. The two shorter walls are called goal walls.

*Note - The terms “boards” or “boarding” is reserved for use with the penal offence (Rule 12).

- The field of play is marked with lines. These lines belong to the areas of which they are boundaries.
- The field of play is divided into two halves by a halfway line.
- The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 15 feet is marked around it.
- There is a defensive zone line in each half. The defensive zone lines extend vertically to the top of each touch wall.

Dimensions

The length of the touch wall must be greater than the length of the goal wall.

- Length: minimum 150 feet
 maximum 210 feet
- Width: minimum 75 feet
 maximum 100 feet

Bench Area

- A bench area off the field of play must be provided for each team. Substitutes and officials for the team must remain in the bench area.

Penalty Box

- An area off the field of play must be provided for players penalized by a time penalty. The assistant referee may be stationed inside the penalty box.

Referee’s Crease

- This area is normally marked with a broken line with a radius of 10 feet drawn around the penalty box. No team official or player may enter the crease to speak with the referee(s) without express permission from the referee(s).

Goal Area

- Two lines are drawn at right angles to the goal line, 2 feet from the inside of the goalpost. These lines extend into the field of play for a distance of 5 feet and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

*Note - Venues may vary and in some cases, the Goal Area and Penalty Area share the same space. (Please see 'Penalty Area' for full explanation of this area).



**Additional Note - All future references in this document in regards to the Goal Area will include the Penalty Area and visa versa.

Penalty Area

- Two lines are drawn at right angles to the goal line, 9 feet from the inside of each goalpost. These lines extend into the field of play for a distance of 25 feet and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.
- Within each penalty area a penalty mark is made 24 feet from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 15 feet from each penalty mark is drawn outside the penalty area.

Restart Line

- A broken line is drawn 3 feet inside the touch walls, going from corner mark to corner mark.

Corner Mark

- The corner mark is drawn at the intersection of the restart line and the undrawn extension of the goal area line running parallel to the goal line.
- A line will be drawn, extending vertically to the top of the wall, at the point where the undrawn extension of the goal area line would intersect with the wall.

Goals

- Goals must be placed on the center of each goal line. The goal is recessed into the goal wall. Its goalposts and crossbar are flush with the goal wall.
- The distance between the posts is 12 feet, and the distance from the lower edge of the crossbar to the field of play is 6 feet. A line will be drawn between the goalposts.
- Nets may be attached to the goals and the floor behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

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

RULE 2 – THE BALL

Qualities and Measurements

- The ball is: spherical made of leather or other suitable material, of a circumference of not more than 70 cm (28 ins) and not less than 68 cm (27 ins), not more than 450 g (16 oz) in weight and not less than 410 g (14 oz) at the start of the match and of a pressure equal to 0.6 – 1.1 atmosphere (600 – 1100 g/cm²) at sea level (8.5 lbs./sq. in 15.6 lbs./sq. in)

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match:

- The match is stopped.
- The match is restarted by dropping the replacement ball at the place where the original ball became defective, unless play was stopped inside the goal area, in which case the referee drops the replacement ball on the penalty spot.

If the ball bursts or becomes defective during a penalty kick or during kicks from the penalty mark as it moves forward and before it touches any player or the crossbar or goalposts:

- The penalty kick is retaken

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, or penalty kick:

- The match is restarted accordingly

*Note - The ball may not be changed during the match without the authority of the referee.

RULE 3 – THE NUMBER OF PLAYERS

Number of Players

- A match is played by two teams, each consisting of not more than seven (7) players one of whom must be a goalkeeper
- A match may not start or continue if either team consists of fewer than five (5) players

Number of Substitutions

- Teams may also dress up to 6 substitutes and a maximum of 13 named players on the match report

Substitution Procedure

- In all matches the match report listing the names of all of the players must be given to the referee prior to the start of the match.
- Any player or substitute whose name is not given to the referee at this time may not take part in the match.

To replace a player by a substitute, the following conditions must be observed:

- The player must first leave the field. (A player is considered to have left the field if he is inside the restart line between the ends of his team's bench area, and as long he is not interfering with play)
- Once the player has left the field, the substitute may enter the field through the gate of the team's bench
- A substitution is completed when the substitute enters the field of play
- All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not

*Note - No player or substitute may 'go over the boards' to complete a substitution.

Guaranteed Substitution Opportunity

Play will be held up for a reasonable time to allow teams to substitute and cannot be penalized for too many players during the following circumstances:

- After a time penalty has been awarded
- After a serious injury to a player where play has been stopped by the referee
- After a goal has been scored

Changing the Goalkeeper

Any of the other players may change places with the goalkeeper provided that:

- The referee is notified before the change is made
- The change is made during a guaranteed substitution opportunity

Infringements and Sanctions

If a substitute enters the field of play without a player having first left the field, or the player being replaced intentionally interferes with play after the substitute has entered the field:

- Play is stopped
- The team is penalized by a 2-minute minor-misconduct for 'too many players'
- Play is restarted with a free kick to the opposing team at the place the ball was located when play was stopped

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- The referee allows play to continue
- The referee cautions the players concerned when the ball is next out of play

Players sent off before the Start of the Match

- The team of a player who has been sent off before the start of a match is not penalized with one fewer player to start the match
- No additions may be made to the match report to replace a player who is sent off prior to the start of the match

Team Officials

- The number of officials permitted to occupy the bench area is defined by the competition rules
- All officials must be listed on the match report given to the referee prior to the start of the match
- The coach may convey tactical instructions to the players during the match
- The coach and other occupants of the bench area must behave in a responsible manner and are subject to the authority of the referee

RULE 4 – THE PLAYERS' EQUIPMENT

Safety

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

- A player wearing a rigid cast is not permitted to play.
- A player may be permitted to wear a brace at the referee's discretion.

Basic Equipment

The basic compulsory equipment of a player is:

- Jersey or shirt with sleeves - if undergarments are worn underneath, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt
- Shorts - if undershorts or tights are worn, they must be of the same main colour as the shorts
- Stockings (Socks) - must be full length and sufficiently cover the shin guards
- Footwear - suitable for artificial surfaces – (either flat soled footwear or cleats with no less than 30 molded studs per shoe).

*Note - Most indoor facilities will not allow blades but new surfaces may.
This will be determined by the facility.

Shin guards

- Are covered entirely by the stockings
- Are made of rubber, plastic or a similar suitable material
- Provide a reasonable degree of protection

Colours

- The two teams must wear colours that distinguish them from each other, the referee and the assistant referee
- Each goalkeeper must wear colours that distinguish him from the other players, the referee and the assistant referee

Jewelry

Please see the **IGLFA RULES ON JEWELRY**

<http://iglfa.org/wp-content/uploads/IGLFA-RULES-ON-JEWELRY-2014.pdf>

Infringements and Sanctions

For any infringement of this Rule:

- Play need not be stopped
- The player at fault is instructed by the referee to correct his equipment
- The player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
- Any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission
- The referee checks that the player's equipment is correct before allowing him to re-enter the field of play

*Note - The player who has been required to leave the field of play because of an infringement of this Rule and who re-enters the field of play without the referee's permission is cautioned and shown the **yellow card**.

Restart of Play

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

- The match is restarted by a free kick taken by a player of the opposing side, from the place where the ball was located when the referee stopped the match
(See Rule 13 – Position of Free Kick)

RULE 5 – THE REFEREE

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Rules of Indoor Soccer in connection with the match to which he has been appointed.

Powers and Duties of the Referee

- Enforces the Rules of Indoor Soccer
- Controls the match in co-operation with the assistant referee
- Ensures that the ball meets the requirements of Rule 2
- Ensures that the players' equipment meets the requirements of Rule 4
- Stops, suspends or abandons the match, at his discretion, for any infringements of the Rules
- Stops, suspends or abandons the match because of outside interference of any kind
- Stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play
- Allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- Ensures that any player bleeding from a wound leaves the field of play.

*Note - The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.

- Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not materialize at that time
- Punishes the more serious offence when a player commits more than one offence at the same time
- Takes disciplinary action against players guilty of minor misconduct, cautionable and sending-off offences

*Note - He is not obliged to take this action immediately but must do so when the ball next goes out of play.

- Acts on the advice of the assistant referee regarding incidents which he has not seen
- Ensures that no unauthorized persons enter the field of play
- Indicates the restart of the match after it has been stopped
- Provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents which occurred before, during or after the match

- Where there is a time limitation of 5 seconds as required in the Rules, must indicate both visually and verbally a count of 5 seconds
- Takes action against team officials who fail to conduct themselves in a responsible manner by penalizing the team with a 2-minute minor misconduct (**blue card**) 'to the bench', and additionally, at his discretion, by expelling them from the field of play and its immediate surrounds

Decisions of the Referee

- The decisions of the referee regarding facts connected with play, including whether or not a goal is scored, are final.
- The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of the assistant referee, provided that he has not restarted play or terminated the match.

Decisions of the IGLFA

A referee or assistant referee 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 which he may take under the terms of the Rules of Indoor Soccer 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 are such as to allow or not to allow a match to take place
- A decision to abandon a match for whatever reason
- A decision as to the condition of the field equipment and ball used during a match
- A decision to stop or not to stop a match due to spectator interference or any problem in the spectator area
- A decision to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- A decision to require an injured player be removed from the field of play for treatment
- A decision to allow or not to allow a player to wear certain apparel or equipment
- A decision (where he has the authority) to allow or not to allow any persons (including team or centre officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- Any other decision which he may take in accordance with the Rules of Indoor Soccer or in conformity with his duties under the terms of league/tournament rules or regulations under which the match is played

RULE 6 – THE ASSISTANT REFEREE

An Assistant Referee may be appointed and will have the same authority, power and duties as the Referee (Rule 5).

If the Assistant Referee is positioned within the penalty box his duties will also have him:

- Act as timekeeper
- Keep a record of the match

In addition, he will be asked to indicate:

- When the whole of the ball leaves the field of play
- Which team is entitled to any restart
- When a player should be penalized for a 3 - line violation
- When a team has made an illegal substitution
- When misconduct or any other incident occurs out of the view of the referee
- When a player must be cautioned for committing a third offence punished by a minor misconduct time penalty (blue card)
- When offences have been committed whenever the assistant referee has a better view than the referee (this includes, in certain circumstances, offences committed in the penalty area)
- When the ball is not in play and there is a guaranteed stoppage
- When he is not prepared for play to start

Assistance

- The assistant referee also assists the referee to control the match in accordance with the Rules of Indoor Soccer
- The assistant referee will signal using a whistle to stop play, but the referee is the final judge of any action to be taken. In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities

RULE 7 – THE DURATION OF THE MATCH

Periods of Play

- The match lasts two equal periods of 25 minutes, unless otherwise mutually agreed between the referee and the two teams.
- Any agreement to alter the duration of the periods of play (for example to reduce each half because of insufficient time left in the booking period) must be made before the start of play and must comply with competition rules.

Half-Time Interval

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

Provision for Stopped Time

- The clock will not be stopped during the game for any reason except during the last two minutes of each match when the clock must be stopped whenever the ball is out of play

Penalty Kick

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

Abandoned Match

- An abandoned match is replayed unless the competition rules provide otherwise

RULE 8 – THE START AND RESTART OF PLAY

Definition of Kick-off

A kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- At the start of each period of extra time, where applicable

*Note - A goal may be scored directly from the kick-off.

Procedure

Before a kick-off at the start of the match or extra time:

- The home team decides which goal it will attack in the first half of the match
- The visiting team takes the kick-off to start the match
- The home team takes the kick-off to start the second half of the match
- In the second half of the match, the teams change ends and attack the opposite goals.

Kick-off

- After a team scores a goal, the kick-off is taken by the other team.
- All players are in their own half of the field
- The opponents of the team taking the kick-off is outside of the center circle or at least 15 feet from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives a signal
- The ball is in play when it is kicked and moves forward
- The kicker does not touch the ball again until it has touched another player

Infringements and Sanctions

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

- A free kick is awarded to the opposing team to be taken from the place where the infringement occurred (See Rule 13 – Position of Free Kick)

In the event of any other infringement of the kick-off procedure:

- The kick-off is retaken

Definition of a dropped ball

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Rules of Indoor Soccer

Procedure

- The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the penalty spot. Play restarts when the ball touches the ground

Infringements and Sanctions

The ball is dropped again:

- If it is touched by a player before it makes contact with the ground
- If the ball leaves the field of play after it makes contact with the ground, without a player touching it
- On any start or restart, the team entitled to the kick has five (5) seconds to play the ball.
- In the event of taking more than five (5) seconds, the kicker is penalized by a 2- minute minor misconduct penalty for delaying the restart. However, that team remains entitled to the restart.

Special Circumstances:

- A free kick awarded to the attacking team for a technical offence (any offence other than one of the eleven penal offences) committed inside the opponent's penalty area will be taken from the top of the penalty arc
- A free kick awarded to the defending team for an offence committed inside the team's own penalty area may be taken from any point within the penalty area
- A free kick to restart play awarded for any incident or stoppage of play closer to the touch wall than the restart line, will take place on the restart line, or between the restart line and the boards, at the point nearest where incident occurred
- A free kick to restart play awarded for any incident or stoppage of play closer to the goal wall than the undrawn line between the corner marks, will take place on that undrawn line at the point nearest where incident occurred

- A dropped ball to restart play that would be closer to the touch wall than the restart line will take place on the restart line at the point nearest the ball when play was stopped
- A dropped ball to restart play that would be closer to the goal wall than the undrawn line between the corner marks take place on that undrawn line at the point nearest the ball when play was stopped
- A free kick awarded if play is stopped because of an offence committed by personnel on the team bench will be taken at the place where the ball was when play was stopped, subject to the preceding paragraphs in this section

RULE 9 – THE BALL IN AND OUT OF PLAY

Ball Out of Play

The ball is out of play when:

- Play has been stopped by the referee
- It has wholly crossed a perimeter wall, or has touched the side netting
- It strikes the netting or any structure above or overhanging the field of play

Ball in Play

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

- It rebounds off a goalpost, crossbar or perimeter wall and remains in the field of play
- It rebounds off the referee
- It touches a player who has technically left the field by being within the restart line and between the 2 ends of the bench, and who is being replaced by a substitute, but who is not playing or attempting to play the ball or interfere with play

RULE 10 – THE METHOD OF SCORING

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 infringement of the Rules of Indoor Soccer has been committed previously by the team scoring the goal.

Winning Team

- The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Competition Rules

- For matches ending in a draw, competition rules may state provisions involving extra time, or other procedures approved by the governing body to determine the winner of a match.

RULE 11 – THREE-LINE VIOLATION

Three-line violation

- A three-line violation occurs: when the ball touches or is played by a player in his own defensive zone, and the ball completely crosses all three lines in the air without touching another player, the referee, the field of play, the touch walls or goal wall in the defensive zone from which it was played

No Offence

- When a team has 2 fewer players eligible to be on the field than the opposing team, any player on that team may propel the ball over three lines without being in violation of this Rule.

*Note – It is not an offence to propel the ball over three lines in the air from the offensive zone back into their own defensive zone.

Infringements and Sanctions

For a three-line violation, the referee awards a free kick to the opposing team to be taken from the place where the ball crossed the first defensive line.

RULE 12 – FOULS AND MISCONDUCT

Fouls and misconduct are penalized as follows:

Free Kick

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

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent.
- Tackles an opponent
- Slide Tackles - this includes goalkeepers who attempt to save the ball outside of the Penalty Area. If a goalkeeper leaves the penalty area he must remain on his feet.

*Note - All slide tackles, regardless of where they occur on the field, will result in a 2 minute **blue card** penalty sanction and a penalty kick will be awarded to the non-offending team.

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

- Holds an opponent
- Boards an opponent
- Spits at an opponent

- Handles the ball deliberately (except for the goalkeeper within his own penalty area).

*Note - A free kick is taken from the place where the offence occurred, (see Rule 13 – Position of Free Kick).

Penalty Kick

- A penalty kick is awarded if any of the above twelve offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

Technical offences

A free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits one of the following four offences:

- Controls the ball with his hands for more than 5 seconds before releasing it from his possession
- Touches the ball again with his hands after it has been released from his possession and before it has touched another player
- Touches the ball with his hands after it has been deliberately kicked to him by a teammate
- Touches the ball with his hands at any time after having had the ball under control and unchallenged for more than 5 seconds

A free kick is also awarded to the opposing team if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his hands
- Commits any other offence not previously mentioned in Rule 12, for which play is stopped to caution or send off a player.

*Note - The free kick is taken from the place where the offence occurred (see Rule 13 –Position of Free Kick).

Disciplinary Sanctions

The **blue card** is used to communicate that a player or substitute has received a 2-minute minor misconduct time penalty.

The **yellow card** is used to communicate that a player or substitute has received a double minor misconduct time penalty. The penalty:

- Comprises two separate minor misconduct time penalties
- May be served by a teammate of a player receiving a second caution in the same match

The **red card** is used to communicate that a player or substitute has been sent off. The penalty:

- Is assessed as a 5-minute major time penalty (**red card**) to his team except for receiving a second caution in the same match. There is no penalty relief if the opposing team scores.

Minor Misconduct Offences

A player is shown the **blue card** if he commits any of following offences:

- Delaying the restart of play
- Failure to respect the required distance when play is restarted with a kick
- For any action that warrants a time penalty not otherwise covered in the Rules

*Note - For the above offences play continues with the original restart prior to the time penalty being assessed.

- Spits on the field of play
- Any action, which in the opinion of the referee, warrants greater punishment than a free kick or penalty kick

*Note - For these two offences the restart is a free kick to the opposing team at the place where the offence occurred (see Rule 13 – Position of Free Kick).

Cautionable Offences

A player is cautioned and shown the **yellow card** if he commits any of the following six offences:

- Unsporting behaviour
- Dissent by word or action
- Persistent infringement of the Rules of Indoor Soccer
- Entering or re-entering the field of play without the referee's permission
- Deliberately leaving the field of play without the referee's permission
- Assessed a 3rd minor misconduct time penalty in the same match

Sending-off Offences

A player is sent off if he commits any of the following eight offences:

- Serious Foul Play
- Violent Conduct
- *Boarding (See definition of boarding for clarification)
- Spitting at an opponent or any other person
- Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- Denying an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- Using offensive, insulting or abusive language and/or gestures
- Receiving a second caution in the same match

Serving Time Penalties

A player must serve the time penalty he is assessed unless:

- It is his second caution in the match – in this case the player is sent off and a teammate of the player must serve the double minor misconduct time penalty
- A player is assessed a major time penalty. That player is shown a **red card** and sent off and a 5-minute major penalty assessed against the team, who play with one less player on the field of play, subject to the provisions of Rule 12. A team-mate of the player does not have to serve the major time penalty
- He is a goalkeeper then a teammate serves the time penalty except if a goalkeeper is sent off then the goalkeeper is replaced and the team assessed the time penalty subject to the provisions of Rule 12
- He leaves the match – then a teammate serves the time penalty subject to the provisions of Rule 12
- He is injured and goes to his team bench for treatment –then a teammate serves the time penalty subject to the provisions of Rule 12. The player originally penalized may not return to the field of play until after all penalty time assessed to him has expired.

Timing of Time Penalties

- All time penalties are timed independent of game time and are stopped when the ball is out of play.

Relief of Minor Time Penalty

If a team has fewer players on the field of play than its opponents, because one or more players are serving a minor time penalty, and that team is scored upon, then:

- If the earliest unexpired minor time penalty is the last or only time penalty being served by a player, that player returns to the field

- If the earliest unexpired minor time penalty is the first of consecutive time penalties, the balance of the earliest unexpired minor time penalty is relieved, and next time penalty begins

*Note - Only one unexpired minor time penalty is relieved for each goal scored against a team.

No Relief of Major Time Penalty

- There is no relief of a major penalty time if a team is scored upon. The team continues to play shorthanded.

Minor Time Penalty and Penalty Kick

- If a player concedes a penalty kick, and is also assessed one or two minor time penalties, and a goal is scored directly from the penalty kick then:
- If the earliest minor time penalty is the last or only time penalty being served that time penalty is considered expired
- If the earliest minor time penalty is the first of consecutive time penalties that time penalty is considered expired, and next time penalty begins

*Note - Only one minor time penalty is relieved on the goal scored from the penalty kick.

Equal Playing Strength

- Where both teams have the same number of players on the field and a goal is scored, no penalty time is relieved.

Coincidental Minor Time Penalties

- Where an equal number of minor or double minor time penalties arise from the same incident or at the same stoppage in the match:
- The teams play with the same number of players on the field of play as there were when the coincidental time penalties were called.
- The offending players are released from the penalty box after the penalty time expires, the ball is out of play and the referee gives permission.

*Note - Coincidental minor penalties are not relieved by a goal being scored, even if the team is playing shorthanded and the coincidental penalty is the only minor time penalty being served.

Co-incident Major Time Penalties

In situations involving coincidental and/or simultaneous major penalties with players from each team being sent off, when it is:

- An equal number of penalties – they cancel each other out
- An unequal number of penalties (i.e. one team incurs more major penalties than the other team) each remaining Major Time Penalty must be assessed and served by that team.

Limit on Time Penalties

When a player is assessed a series of time penalties during a single incident or at the same stoppage in play and they are:

- Minor time penalties then the time served will not exceed one double minor time penalty
- ******Minor and major time penalties and no time penalty is assessed to an opponent, the time served by the player must not exceed one major time penalty

- Minor and major time penalties and an opponent is also assessed one or more minor penalties, the player sent off may be assessed both minor and major penalties to a maximum of one major penalty more than the opponent

*Note - No additional time penalties will be assessed against a player who commits further misconduct after having been assessed a major time penalty.

**Additional Note – If a player is assessed a 2 minute minor (blue card) and a 5 minute major (red card) during the last 5 minutes of playing time, and no time penalty is assessed to an opponent, the offending team must play 2 players short, although only 1 player must serve the penalty's, (subject to the minimum).

Time Penalties Assessed to a Player Already Serving a Time Penalty

When a player is serving one or more minor time penalties, and after the play has restarted commits another offence warranting additional penalty time:

- That penalty time is in addition to the penalty time already assessed and will commence after all penalty time to the player has expired.

*Note - If there are fewer than 5 minutes remaining in the match then the team must reduce the number of players on the field (subject to the minimum) to serve the additional penalty.

Multiple Time Penalties Being Served by One Team

- A team can only serve two time penalties at any one time.
- Additional players waiting to serve time penalties, except players that are sent off, must remain in the penalty box –their time penalty(ies) will commence once other applicable time penalties currently being served have expired.
- If only one player can begin serving a time penalty because one other player from the penalized team is currently serving a time penalty, the major penalty will be served first.
- When a team is waiting to serve time penalties the player whose time penalty has expired may not be released from the penalty box until the ball is out of play and he has received the permission of the referee.

Delayed Calling of Time Penalties

Where an offence warrants a time penalty and the referee applies advantage, the referee will acknowledge the offence by holding the blue card in the air, until:

- The offending team gains possession of the ball. The referee will stop play, penalize the offending player, and restart by a free kick where the original offence took place (see Rule 13 – Position of Free Kick).
- The non-offending team scores a goal. The offence is recorded, but no penalty time is served:
 - a) As long as the offending team does not have two players currently serving major time penalties.
 - b) As long as the penalty would have been a 2 minute minor.

*Note – In the case that the delayed penalty would have resulted in a double minor (yellow card):

- The goal would be awarded,
- The yellow card would be recorded and the 1st 2 minutes of the double minor would not be served by the offender
- The offender would serve the 2nd time penalty in the double minor

- Play is restarted with a kick off.
- Either team commits any other offence. The referee will stop play, penalize the original offender and any other player, if appropriate, and restart by a free kick according to the nature of the offence. (see Rule 13 – Position of Free Kick).
- The ball goes out of play. The referee will penalize the original offender and any other player, if appropriate, and restart play accordingly for the stoppage. (see Rule 13 – Position of Free Kick).

*Note - If during the delayed penalty the original offender is guilty of a further offence that warrants a time penalty, that time penalty will be assessed in addition to the time penalty for the original offence.

RULE 13 – FREE KICKS

Types of Free Kick

- All free kicks are direct.

The Free Kick

Ball Enters the Goal

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

Procedure

- For all free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.
- The kicker has 5 seconds to put the ball into play, and the referee indicates visually and verbally the 5 second count.

Position of Free Kick

Free Kick Inside the Penalty Area

Free kick to the defending team:

- All opponents must be at least 15 feet from the ball
- All opponents remain outside the penalty area until the ball is in play
- The ball is in play when it is kicked directly out of the penalty area
- A free kick awarded in the penalty area may be taken from any point inside that area

Free kick to the attacking team for technical offenses by the defending team:

- Ball is placed at the top of the penalty arc farthest from the penalty area
- All opponents must be at least 15 feet from the ball

Free kick outside the Penalty Area:

- All opponents are at least 15 feet from the ball until it is in play, unless they are on their own goal line between the goalposts

- The ball is in play when it is kicked and moves the free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement)

Infringements and Sanctions

- a) If, when a free kick is taken, an opponent is closer to the ball than the required distance:
 - The kick is retaken
- b) If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly out of the penalty area:
 - The kick is retaken

Free kick taken by a player other than the goalkeeper:

- a) If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:
 - A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)
- b) If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:
 - A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)
 - A penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Free kick taken by the goalkeeper:

- a) If, after the ball is in play, the goalkeeper touches the ball again (except with his hands), before it has touched another player: a free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)
- b) If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player: a free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred (see Rule 13 –Position of Free Kick) a free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the top of the penalty arc (see Rule 13 – Position of Free Kick)

RULE 14 – THE PENALTY KICK

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

- A goal may be scored directly from a penalty kick.
- Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball:

- Must be placed on the penalty mark

The player taking the penalty kick:

- Must be properly identified

The defending goalkeeper:

- Must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

- Inside the field of play
- Outside the penalty area
- Behind the penalty mark
- Behind the horizontal line closest to the defensive center

Procedure

- After the players have taken positions in accordance with this Rule, the referee signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- He must not play the ball again until it has touched another player
- The ball is in play when it is kicked and moves forward

*Note - Feinting in the run-up to take a penalty kick to confuse opponents is permitted as part of soccer. However, feinting to kick the ball once the player has completed his run-up is considered an infringement of Rule 14 and an act of unsporting behaviour, for which the player must be cautioned.

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

- the ball touches either or both of the goalposts and/or the crossbar and/or the goalkeeper

*Note - The referee decides when a penalty kick has been completed.

Infringements and Sanctions

- a) If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:

The player taking the penalty kick infringes the Rules of Indoor Soccer:

- The referee allows the kick to be taken
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referee stops play and the match is restarted with a free kick to the defending team, from the place where the infringement occurred

The goalkeeper infringes the Rules of Indoor Soccer:

- The referee allows the kick to proceed
- If the ball enters the goal, a goal is awarded
- If the ball does not enter the goal, the kick is retaken

A team-mate of the player taking the kick infringes the Rules of Indoor Soccer:

- The referee allows the kick to proceed
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referee stops play and the match is restarted with a free kick to the defending team, from the place where the infringement occurred

A team-mate of the goalkeeper infringes the Rules of Indoor Soccer:

- The referee allows the kick to be taken
- if the ball enters the goal, a goal is awarded
- If the ball does not enter the goal, the kick is retaken

A player of both the defending team and the attacking team infringe the Rules of Indoor Soccer:

- The kick is retaken
- b) If, after the penalty kick has been taken:

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

- A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)

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

- A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)

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

- The kick is retaken

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 place where it touched the outside agent, unless it touched the outside agent inside the goal area, in which case the referee drops the ball on the penalty mark.

RULE 15 – BALL OUT OF PLAY: CEILING OR SIDE

A free kick is awarded:

- To the opponents of the player who last touched the ball when the whole of the ball crosses the touch wall or touches the side netting. The free kick is taken on the restart line, or between the restart line and the touch wall, closest to the point where the ball crossed the touch wall.
- To the opponents of the player who last touched the ball when the ball strikes the netting or structure above the field of play. The free kick is taken at the center of the defensive line closest to where the ball was last touched or played.

Procedure

- The ball is in play when it is kicked and moves

Infringements and Sanctions

- If, after the ball is in play, the kicker touches the ball a again before it touches another player, a free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)

RULE 16 – THE GOAL KICK

A goal kick is a method of restarting play.

- A goal kick is awarded when the whole of the ball passes over the goal wall having last touched a player of the attacking team, and a goal is not scored in accordance with Rule 10.
- A goal may be scored directly from a goal kick, but only against the opposing team.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain outside the penalty area until the ball is in play
- The kicker must not play the ball again until it has touched another player
- The defending team has 5 seconds in which to put the ball into play, following a signal from the referee
- The ball is in play when it is kicked directly out of the penalty area

Infringements and Sanctions

- If the ball is not kicked directly out of the penalty area from a goal kick:
 - The kick is retaken
 - Goal kick taken by a player other than the goalkeeper
- If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:
 - A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)
- If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:
 - A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick) a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Goal kick taken by the goalkeeper:

- If, after the ball is in play, the goalkeeper touches the ball again (except with his hands) before it has touched another player:
 - A free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)

- b) If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:
- A free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)
 - A free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred (see Rule 13 – Position of Free Kick)

In the event of any other infringement of this Rule:

- The kick is retaken

RULE 17 – THE CORNER KICK

A corner kick is a method of restarting play.

- A corner kick is awarded when the whole of the ball passes over the goal wall, having last touched a player of the defending team, and a goal is not scored in accordance with Rule 10.
- A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure

- The ball must be placed at the corner mark nearest to the point where the ball crossed the goal wall
- Opponents must remain at least 15 feet from the corner mark until the ball is in play
- The ball must be kicked by a player of the attacking team
- The attacking team has 5 seconds in which to put the ball into play, following a signal from the referee
- The ball is in play when it is kicked and moves
- The kicker must not play the ball again until it has touched another player

In the event of any other infringement:

- The kick is retaken

KICKS FROM THE PENALTY MARK

Kicks from the penalty mark is a method for determining the winning team where competition rules require there to be a winning team after a match has been drawn

Players eligible to take kicks from the penalty mark

All players, including players serving time penalties for others, whether on the field or on the team bench at the end of the match (including extra time where applicable) are eligible to participate in kicks from the penalty mark except:

- A player previously dismissed, or still serving a time penalty at the end of the match

- A player ruled ineligible by the team in the process of equalizing the number of players in accordance with the Procedure set out below
- a penalized goalkeeper where time still remains on the time penalty at the end of the match – he may, however, participate in the procedure as a goalkeeper.

*Note - In this case the teams must be reduced to the same number of eligible kickers.

Procedure

- Before beginning kicks from the penalty mark, the referee must ensure there is only an equal number of players from each team eligible to take the kicks
 - The referee chooses the goal at which the kicks will be taken
 - The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick
 - The referee keeps a record of the kicks being taken
 - Subject to the conditions explained below, both teams take five kicks
 - The kicks are taken alternately by the teams
-
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken
 - If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks
 - Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick
 - An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken
 - Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken
 - All players, except the player taking the kick and the two goalkeepers, must remain within the bench area, or inside the restart line and between the gates outside the team bench area
 - The goalkeeper who is the teammate of the kicker must remain on the field of play, beside the goal wall at the corner mark designated by the referee
 - Unless otherwise stated, the relevant Rules of Indoor Soccer and International F.A. Board Decisions apply when kicks from the penalty mark are being taken

Additional Instructions to the Referees:

RULE 1 – The Field of Play

The purpose of the referee's crease:

- The referee's crease is designed to allow the referee to carry out his duties without interference by the players or team officials. For any breach of the rules regarding this area, an offending player will be assessed a 2-minute minor misconduct.

- Continued breach of the rule will result in the offending player being cautioned for unsporting behaviour. Breach of the rule by a team official will result in a 2-minute penalty to the bench and, at the referee's discretion, the official being removed from the field.

RULE 3 – The Number of Players

Players to continue

- If a team is reduced to less than five (5) players on the field of play for a timed penalty or an injury where the player is not expected back on the field of play in a reasonable amount of time then the game is abandoned

Eligible player

- For this rule, an eligible player is a player, named on the match report and present at the field of play, who is not serving a time penalty.
- Any eligible player who arrives prior to the second half commencing will be allowed to play as long they wait for the permission of the referee to enter the field.

Substitution Procedure

- The substitute entering the field of play cannot enter “over the boards”.
- A player leaving the field of play cannot leave “over the boards.”

*Note - Should either of these occur the offending player must be assessed a 2 minute minor misconduct time penalty (blue card).

**Additional Note - The substitute entering the field does not have to enter the field at the same gate that the departing player uses.

Stoppages other than a Guaranteed Substitution Opportunity

- At all times other than a guaranteed substitution opportunity, play does not have to be held up and a team must ensure they do not have more than 7 players on the field of play.

Changing the Goalkeeper

- Goalkeepers may not be changed “on the fly”.
- If a goalkeeper leaves the field of play without the referee's permission and is replaced by a substitute who may or may not be dressed as a goalkeeper:
- Play is stopped
 - The goalkeeper leaving the field of play will be cautioned and shown the yellow card
 - Play is restarted with a free kick to the opposing team at the place the ball was located when play was stopped (see Rule 13 – Position of Free Kick)

Bench Personnel - Behaviour

- A “tactical instruction” does not include verbal abuse aimed at any player, spectator or non playing personnel, referee or assistant referee, and does not include dissent of a referee's or assistant referee's decision.
- If, in the referee's opinion, a coach or team official is behaving in an irresponsible manner, a 2-minute penalty (blue card) to the bench may be awarded and, at the referee's discretion, the coach or team official may be removed from the field.

RULE 4 – The Players’ Equipment

Non-Basic Equipment

- A player must not use equipment or wear anything that is dangerous to himself or another player
- Modern protective equipment such as headgear, facemasks, knee and arm protectors made of soft, lightweight, padded material are not considered to be dangerous and are therefore permitted
- New technology has made sports spectacles much safer, both for the players themselves and for other players

Jewelry

- All items of jewelry are potentially dangerous. The term “dangerous” can sometimes be ambiguous and controversial, therefore in order to be uniform and consistent any kind of jewelry has to be forbidden.
- Players are not allowed to use tape to cover jewelry. Taping jewelry is not adequate protection.
- Rings, earrings, leather or rubber bands are not necessary to play and the only thing they can bring about is injury.
- In order to avoid “last minute” problems, teams should inform their players in advance.

RULE 5 – The Referee

Advantage

- The referee is encouraged to use the advantage power where appropriate, particularly as he is able to stop play to punish the original offence if the advantage does not occur in the phase of play immediately following the infringement.

Showing Visually and Verbally the Time Counts

- The Referee shall show visually (a time count using his arm) and verbally (by counting out loud) the 5 second time count on all restarts
- In addition to the above, the Referee shall show visually and verbally the 5 second time counts for the goalkeeper when the ball is in play.
 - a) The goalkeeper has 5 seconds (unchallenged) to play the ball with his feet from outside or inside of his penalty area into his hands (while within the penalty area)
 - b) The goalkeeper then has an additional 5 seconds to release the ball from his hands and into play

*Note - These require separate verbal and visual counts.

**Additional Note – If the goalkeeper plays the ball with his feet and he does not pick up the ball as in circumstance (a), he may only continue to play the ball with his feet.

Disciplinary Sanctions

Delayed Restart (5 Second Violation)

- The offending player is issued a 2 minute “Delay of Game” penalty (blue card)
- The original restart (the violation occurred when the ball was not in play)

Additional Goalkeeper Infringements and Sanctions

Ball in Play

- The goalkeeper will be penalized for delaying the continuation of play (see the specific circumstances in “a” & “b”)
- The non-offending team will be awarded a free kick at the top of the penalty area
- If the Referee feels that the goalkeeper is deliberately attempting to delay the game, he may be penalized accordingly for his actions

Taking “Delayed” Disciplinary Action

- This power is complementary to the power to apply the advantage in situations on the field. Referees should refer to Rule 12, and the “delayed penalty” for the mechanics related to a disciplinary action taken after the ball has gone out of play.

RULE 6 – The Assistant Referee

Duties

- An Assistant Referee may be appointed and will have the same authority, power and duties as the Referee (Rule 5).
- If he is positioned within the penalty box, he will have additional duties as described in Rule 6.
- An Assistant Referee needs to assist the referee to control the match in accordance with the Rules of Indoor Soccer
- The assistant referee will signal using a whistle to stop play, but the referee is the final judge of any action to be taken.

Attention

- In the event that the Assistant Referee needs additional time to document any record of the match, while play is stopped, he must put his arm up to allow the referee the knowledge that he is not ready for play to be restarted. (This may occur when penalties have been called and he needs to make a proper recording of those penalties issued).
- He will put his arm down which will indicate that he is ready
- He should be only engage in conversation with the penalized players or the teams benches when necessary

RULE 11 – Three Line Violation

Eligible players

- For this rule, eligible players are the number of players entitled to be on the field, subject to the time penalty provisions of Rule 12.

RULE 12 – Fouls and Misconduct

Penalty Kick awarded against a goalkeeper

- A penalty kick is awarded if, while the ball is in play, the goalkeeper, inside his own penalty area, strikes or attempts to strike an opponent by throwing the ball at him.

Possession by the Goalkeeper

- The goalkeeper is considered to be in possession of the ball by touching it with any part of his hand or arms. Possession of the ball includes the goalkeeper deliberately parrying the

ball, but does not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from the goalkeeper, for example after he has made a save.

Disciplinary Sanctions

- A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

Spitting on the playing surface

- Any player or team official found spitting on the playing surface must be punished by a 2-minute minor misconduct (**blue card**). This should normally be issued to the bench, but may be issued to the player at the discretion of the referee.

Definition of Boarding:

- Boarding is contact by a player that forces an opponent to hit the boards in a manner that endangers the safety of that opponent.

Mandatory Instructions for Boarding Offences:

- Any **contact**, legal or otherwise, by a player that **forces** an opponent to **hit the boards** in a manner that **endangers the safety of that opponent** will result in the offending player being sent off for boarding.
- Any player who attempts to deceive the referee by falling or making contact with the boards in an effort to gain an advantage by having an opponent sent off, will result in the offending player being penalized by a caution for unsporting behaviour.

Attempt to Deceive

- Any simulating action anywhere on the field, which is intended to deceive the referee, must be sanctioned as Unsporting Behaviour

Sending-Off Offences – Goalkeepers

- If a goalkeeper is dismissed, he can be replaced by any other player from that team who is not currently serving a time penalty.
- The goalkeeper must be replaced before play can be restarted.
- The referee may award a further time penalty against the bench, if the team delays replacing a dismissed goalkeeper.

Careless, Reckless, Using Excessive Force

- Careless means that the player has shown a lack of attention or consideration when making a challenge or that he acted without precaution.
- Reckless means that the player has acted with complete disregard to the danger to, or consequences for, his opponent
- Using excessive force means that the player has far exceeded the necessary use of force and is in danger of injuring his opponent.

Q & A for Indoor Soccer

These questions do not form part of the Rules of Indoor Soccer. They are designed to clarify some of the more common questions that have been asked from time to time.

Rule 1 – The Field of Play

Q. Are ‘extra’ or non-soccer markings permitted on the field of play?

A. Yes. Many of the soccer facilities are ‘multi-use’, so other markings can be expected. Wherever possible, these markings should be a different color, or of such location and design that they are easily distinguishable from Indoor Soccer markings.

Q. If there are other problems with the field markings (missing or incorrect), should the game be played?

A. In most cases, yes, but the concerns should be brought to the attention of the facility staff as soon as possible.

Q. If there is blood on the field, what should be done?

A. Play should be stopped, and not restarted until the field has been cleaned according to the published H.I.V/Blood policy (see attached).

Q. If there are any dangerous conditions (such as boards, gates, etc in poor repair), does the referee have the right to not allow play to proceed?

A. Yes, the referee has the right to do this, if the field is not safe for participants. Facility staff should be informed of the concern.

Q. If a team spills water in the bench area, what should be done?

A. The facility staff should be called to mop up and dry the area, at the next interval (half time, full time). If the volume of water is such that it is not safe to continue play, the condition should be rectified before allowing play to continue.

Q. If a building alarm sounds, what should the referee do?

A. The referee or assistant referee should contact the control room and enquire if the building is to be evacuated. If it is obvious that the alarm is NOT false (smoke, fire etc.), the referee should instruct all participants to proceed to the NEAREST emergency exit without delay, and in an orderly fashion. Teams should NOT collect belongings from the changing rooms under these circumstances.

Rule 2 – The Ball

Q. During the match, a ball enters the field from a team warming up for the next game. Should the referee stop play immediately?

A. The referee should stop play if the additional ball interferes with play. Play is restarted with a dropped ball at the location of where the match ball was when play was stopped*. Otherwise, the additional ball should be removed at the earliest possibility.

Rule 3 – The Number of Players

Q. If a team has the minimum 5 players, should the game start?

A. Yes, the start should not be held up for players to arrive. Any late players can join their bench at the next stoppage in play.

Q. Should play be stopped immediately if a team has too many players on the field?

A. The Assistant Referee and/or the Referee should consider the advantage clause if possible, if the non offending team has possession of the ball, and call a 'delayed' penalty. Play should be stopped when the offending team gains possession of the ball.

Q. If a player is released too early from the penalty box by the assistant referee, can the team be penalised for having 'too many players' on the field?

A. The team should not be punished for a mistake by the officials. Play should be stopped, the numbers should be rectified, and play restarted with a dropped ball, from where it was when play was stopped.*

Rule 4 – Players' Equipment

Q. The referee requests a player to remove jewelry. After a few minutes of play, the referee realises that the player is still wearing the jewelry. What actions does the referee take?

A. The player must be cautioned for Unsporting Behaviour (yellow card). The player is instructed by the referee to leave the field to remove the jewelry.

Q. Are players allowed to wear tape to cover jewelry that is considered to be dangerous?

A. No.

Rule 5 – The Referee

Q. May the referee insist that spectators move away from the area that is adjacent to the field of play?

A. Yes, in fact, most facilities have their own signage stipulating this.

Q. May the referee directly tell spectators who are being abusive or interfering with the match, to leave the stands?

A. Referees are advised to contact the facility staff and have them handle this situation.

Rule 6 – Assistant Referee

Q. What type of calls is the Assistant Referee permitted to take during the match?

A. The Assistant Referee can make any calls, at the discretion of the referee, based on their prematch discussion. The Referee will remain the final judge of any action to be taken.

Rule 7 – The Duration of the Match

Q. In a lop-sided game, may the clock be allowed to run without stopping in the last two minutes of the second half?

A. No, even if both teams agree, the clock should still be stopped whenever the ball is out of play. In this was a tournament match, the tournament committee could instruct the referee that the game should run with no stop time.

Q. Under what circumstances may the halves be shortened?

A. (i) If games are running late, the facility may request that the halves be shortened, in order to get back on schedule. Competition rules for minimum legal game times should be considered when shortening halves.

(ii) If the start of the game is delayed to apply the 'grace period' for a team to have sufficient players to start, or for a match report or player cards to arrive, the referee may shorten the halves to allow the game to be completed before the end of the time slot. Competition rules should be kept in mind.

Q. If an error is made with the clock in the last two minutes of the second half (not started or stopped correctly), what should be done.

A. The error should be corrected as accurately as possible, before play restarts if the clock was not stopped, or at the next stoppage of play, if the clock was not started.

Q. The game is stopped at 1:45 left on the clock. The centre referee begins the count for restart, when does the assistant referee restart the clock?

A. The clock should be restarted when the ball is in play, according to the particular restart in question.

(i) When the ball is kicked and moves, on a – free kick, corner kick or kick in.

(ii) When the ball is kicked and moves forward, on a penalty kick or kick off.

(iii) When the ball leaves the penalty area on a goal kick or free kick for the defending team within their own penalty area

(iv) When the ball touches the ground on a dropped ball

Rule 8 – The Start and Restart of Play

Q. At a kick off, must a team have seven players (if eligible to do so) on the field?

A. A team may restart the game with less than their eligible number of players, (to the minimum of 5), if they wish. The referee is advised to ask the team if this is their intention, before signalling the restart.

Rule 9 – The Ball in and out of Play

Q. A substitute is leaning on the boards at the bench, and is hit by the ball, while it is still in play. What action should the referee take?

A. Play should be stopped.

(i) If it was obvious that the ball would have left the field if not touched, play should be restarted with a kick in to the opposing team of that which played the ball last.

(ii) If it was not obvious that the ball would have left the field, play should be restarted with a dropped ball at the point which it was touched by the substitute*

Q. A substitute deliberately touches the ball from the bench, while it is still in play. What action should the referee take?

A Play should be stopped.

(i) A 2 minute 'bench penalty' (blue card) should be assessed to the offending team.

(ii) If, in the opinion of the referee, the action constituted 'unsporting behaviour', the substitute should be cautioned (yellow card), and a double minor penalty assessed and served.

Rule 10 – The Method of Scoring

Q. If the ball enters the goal as the buzzer sounds to end the half or match, should the goal be counted?

A. The referee will judge whether the ball had completely crossed the goal line before the buzzer sounded. If it did, the goal will stand.

*Note – The start of the buzzer (and not the end of the buzzer) indicates that time is up.

Rule 11 – Three Line Violation

Q. When the ball is being kicked on a restart from exactly on the near defensive line, and subsequently crosses the halfway line and far defensive line without touching another player, the referee, the field or the boards - is this a three line violation?

A. No, the ball is considered partially across the defensive line while still touching the ground, so has not crossed all three lines in the air

Rule 12 – Fouls and Misconduct

Q. Are players allowed to place one or both hands on the boards while playing or attempting to play the ball?

A. Placing hands on the boards is not an offence in itself. However, if, in the opinion of the referee, the player uses hands on the boards to impede the progress of an opponent, or hold an opponent, he should be sanctioned accordingly.

Q. If a player pushes an opponent towards the boards, and the opponent exaggerates the contact with the boards, what action should the referee take?

A. The player who committed the 'pushing' offence may be sanctioned with a caution (yellow card), if, in the opinion of the referee, his actions constituted 'unsporting behaviour' (yellow card), or a send off (red card), if his actions constituted a boarding offence. The player who exaggerated the contact may be sanctioned with a caution (yellow card), if, in the opinion of the referee his actions were an attempt to deceive the referee.

Q. If the goalkeeper does not release the ball from his possession within 5 seconds, must a time penalty be assessed to the goalkeeper?

A. Normally, the only sanction is a free kick to the opposing team at the top of the arc or penalty area. However, if the referee feels that the goalkeeper deliberately delayed the release for tactical gain, a 2 minute minor misconduct (blue card) may also be assessed.

Q. Are players always released from the penalty box when their penalty time expires, or their team is scored upon while they are serving a penalty?

A. No – players' release from the penalty box is determined by manpower on the field at the expiry of the penalty, and also whether their team has additional penalty minutes to be served.

Q. If a player is assessed a Major penalty (red card), his team plays short for 5 minutes stopped time, but nobody serves the penalty in accordance with the rules. How will the team know when they are allowed to increase their playing numbers by one?

A. The assistant referee should inform the team when the 5 minute penalty has expired.

Q: Will Slide Tackles result in penalty kicks inside the box?

If any player including the goalkeeper starts his slide from within the penalty area, a penalty kick will be awarded to the opposing team" in addition to the 2 minute penalty sanction (blue card).

*Note - All slide tackles, regardless of where they occur on the field, will result in a 2 minute blue card penalty sanction and a penalty kick will be awarded to the non-offending team.

Rule 13 – Free Kicks

Q. A free kick is awarded to the attacking team at the side of their opponents' penalty area next to the wall. Can a defender stand into the field of play but next to the goalpost for the restart?

A. No, the defender must stand on the goal line, between the goalposts, if this is less than 15 feet from the ball.

Q. A free kick is awarded and the player decides to take it quickly. An opponent who is less than 15 feet from the kick intercepts it. What action does the referee take?

A. He allows play to continue.

Q. A free kick is awarded and the player decides to take it quickly. An opponent who is near the ball deliberately prevents him from taking it. What action does the referee take?

A. The opponent is assessed a 2 minute minor misconduct penalty (**blue card**) for failing to retire the required distance from a free kick taken by the opponents.

Rule 14 – The Penalty Kick

Q. At the taking of a penalty kick, may the goalkeeper stand behind the line, inside the goal?

A. No, the goalkeeper must stand on the line, until the ball is kicked.

Q. May a team make a substitution when they are awarded a penalty kick, so that the sub may take the kick?

A. Provided that the substitution procedure is followed, and the restart is not delayed, the substitution should be permitted.

Rule 15 – Ball Out of Play, Ceiling or Side

Q. On a 'kick in' from the side, may the goalkeeper touch the ball with his hands, if it has been deliberately kicked by a team mate?

A. No, the keeper is not allowed to touch the ball with his hands if it has been deliberately kicked to him by a teammate. Rule 16 – The Goal Kick

Q. Does the opposing team have to be 15 feet away from the ball at the taking of a goal kick?

A. No, the only requirement is that the opposing team is outside the penalty area.

Rule 17 – The Corner Kick

Q. Does the team taking a corner kick have the right to choose which corner spot the kick will be taken from?

A. No, the referee should indicate that the corner kick is to be taken from the corner spot closest to where the ball is.

H.I.V. POLICY

Dealing with a bloody wound:

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

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

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

*Note – The facility is normally responsible for blood clean-up. Their staff have been properly trained and should have the necessary equipment/solution to do so.

CAST AND BRACE POLICY

IGLFA Policy – effective immediately

Rigid casts may not be worn in any game under the jurisdiction of the International Gay & Lesbian Football Association (IGLFA).