

FEDERACION INTERNACIONAL FUTSAL & MICRO-FUTSAL FIFUSA
(5x5,4x4,3x3)

FUTSAL

GAME RULES

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The Rule 1. Pitch for the game

The sizes

The pitch for the game has to have the shape of a rectangle. The length of the sideline has to be larger than the length of the goal line.

The length: minimum 28 m, maximum 40 m.

The width: minimum 16 m, maximum 20 m.

The International matches:

The length: minimum 36 m, maximum 40 m.

The width: minimum 18 m, maximum 20 m.

The pitch marking

The pitch is marked by lines. These lines are included in the size of the areas, which it limit. Two long lines, which limit the pitch, are called side lines. Two short lines are called goal lines.

All lines have a width of 8 cm.

The pitch is divided into 2 equal parts by the middle line.

The center of the pitch should be marked with a corresponding mark with the diameter of 10 cm. The circle with a radius of 4 m is making around the mark.

The goal area

The goal area is placed on the both parts of the pitch in the following way:

A quarter of a circle with a radius of 6 m is making from the outside of the goal posts to an imaginary line, are drawn according the right angles from the goal line from the goal posts. The top points of the quarter of the circles are connected by a 3.16 m long line, which is placed parallel to the goal line between two posts.

If the goal line has the size shorter than 18 m, the radius of the goal area should be reduced to the 4 m.

The mark for the 6-meter penalty -kick

The mark for the 6-meter penalty kick is placed at a distance of 6 m from the midpoint between two goal posts, which are in equal distance from it.

The mark for the 9-meter penalty -kick

The mark for the 9-meter penalty-kick is placed at a distance of 9 m from the midpoint between two goal posts, which are in equal distance from it .

The zone of the player's substitution.

The benches of substitutes are placed behind the side line at the distance of not less than 1 m from the pitch and at the same side as the side of timekeeper's table. The bench of the home team "A" is located at the beginning of the game to the right of the timekeeper's table, bench "B" is located- to his left.

The bench of substitutes should be located on that part of the pitch , where the goal of opposite team is situated.

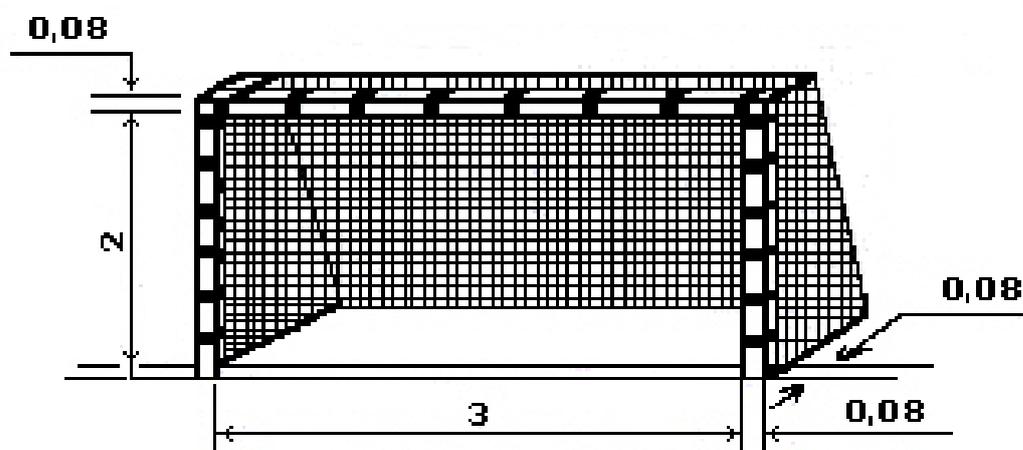
The zone of player's substitution is located opposite the bench of substitutes.

The goal

The goal has to be situated in the middle of each goals line. It consisted from two vertical posts, which are in equal distance from the corners of the pitch and connected at the top by the horizontal crossbar.

The distance between the posts (by internal measurement) is 3 m; The distance from the bottom of the crossbar to the surface of the pitch is 2 m. Both posts and the crossbar have the same cross section – 8 cm. The nets of goal are made from hemp, jute or nylon are attached to the goals posts and to the crossbar from the outside of the pitch. The low part is attached to the base of the goal.

The depth of the goal, which is measured from the inside edge of the posts outside the pitch, should be not less than 80 cm at the top part and not less than 100 cm at the bottom part.



- the weight not less than 430 g and not more than 460 g at the beginning of the match (for women's and children's teams up to 15 years weight of the ball is 380-400 g);
- the pressure 0,6-0,7 atmosphere (600-700 g / cm²);
- the ball must have a first rebound not more than 50 cm ,when it falls from the height of 2 m.

Replacement of the ball , when it has become unusable

If the ball loses its form or becomes unusable during the match, the game stops and the ball is replaced. The game is resumed by throwing a “controversial” ball in the place , where the ball has come to the useless.

If the ball loses its form or becomes unfit for use before the start or during the stoppage of the game (during the beginning kick , during the throwing from the goals, during the corner throwing, during the 6-meter penalty kick and the 9-meter penalty kick and during the throwing the ball to the game from the sideline),then after the ball replacement the game is resumed in accordance with the game rules .

During the game the ball can be replaced only after the referee's permission .

Rule 3. NUMBER OF PLAYERS

The players

Each team record to the game protocol 12 players, one of them has to be a captain. Five players, including the goalkeeper, begin the game, the other take place at the bench of substitutes together with team's leaders.

The minimum number of players when teams are allowed to play is 4, including the goalkeeper.

The rights and duties of the captain include:

- to represent the team during the game and be responsible for its behavior;
- if it is necessary, to ask referees for the information (the other players do not have such a right);
- to have a captain's armband. If the captain leaves the pitch during the game, he has to give the captain's armband to another player , who gets the captain's rights and duties.

The replacement procedure

The maximum number of substitutes is seven.

The number of substitutions during the match is unlimited. The player who is replaced, can return to the pitch, replacing another player.

The substitutions, when the ball is in the game or not in the game, are made if the following conditions fulfil:

- A player of the first team leaving the pitch must do it in the substitution zone;
- A substitute entering to the pitch must do it in the substitution zone and only after ,when the outgoing player completely crossed the sideline;
- replacement is controlled by the referees in accordance with the Rules of the game;
- A substitution is considered that it realized , when the substitute enters the pitch.

For the replacement related to a player's injury, is allowed not more than 15 seconds. The exceeding of this time is considered as using the time-out for the team, which makes the substitution.

The replacement of the goalkeeper by a player is possible only after the referee's permission and during the stoppage of the game only. The player, who replaced the goalkeeper, continues to play in his equipment and under his number, fixed in the match protocol.

The replacement of the goalkeeper before the 6-meter penalty- kick or 9-meter penalty -kick is allowed.

The referee has the right to warn and to send off a player before the start of the game . In this case, the player, who was sent off ,can be replaced.

The violations / penalties

If, during the substitution, the incoming player enters to the pitch before the time ,when the outgoing player completely leaves the court:

- the game has to be stopped;
- The substitute has to leave the pitch;
- a substitutive player receives a warning with showing the yellow card;

– The game is renewed by the ball throwing from the sideline, which will make by the opposite team, from the nearest point to the place ,where the ball was situated ,when the game was stopped.

If during the substitution , the substitute enters to the pitch or the replaced player leaves the pitch outside the replacement zone:

– the game has to be stopped;

– A player, who broke the game rules , receives a warning and the showing of yellow card;

– The game is renewed by the ball throwing from the sideline, which will make by the opposite team, from the nearest point to the place ,where the ball was situated ,when the game was stopped.

Rule 4. THE EQUIPMENT OF THE PLAYERS

The security

The player has not use any equipment or clothing, as well as any kind of jewelry, which offers a danger to himself or to other players.

The equipment of the players

The obligatory equipment of the player:

-T-shirt;

– shorts (if it uses cycle racing shorts, it should be the same color as the shorts);

– spats;

– shoes (it is allowed to use sports shoes with a top of fabric or soft leather and a sole, which is made of the rubber, caoutchouc or other similar material).

T-shirt

– on the back side of the t-shirt is printed the number from 1 to 20. The height of the number is 15-20 cm;

– the color of the number should be clearly differ from the color of the T-shirt;

– obligatory the presence of the number with the size of 10-12 cm at the face size of a T-short in its top part.

Shin guards

- must be completely covered with spats;
- should be made of a suitable material (rubber, plastic or similar material);
- should provide a sufficient degree of protection.

Goalkeeper

- The goalkeeper is allowed to use long trousers.
- The goalkeeper clothing must differ in color from the clothes of the other players and referees.

Violations / penalties

For any violation of Rule 4 the player has to leave the pitch according the referee's requirement and to

bring the equipment into the order or to make supplement it. The player can't return to the pitch without the permission of one of the referees, who should check the equipment . The player can return to the pitch in his zone of substitution ,when the ball is out of the game only.

Rule 5. THE GAME DURATION

The game

The game duration s of men's, women's, youth (over 16 years) teams is 40 minutes of "pure" time, which is divided into two parts of 20 minutes each with a 10-minute break between it. The game duration of juniors (under 16 years) teams and veterans' teams is 30 minutes of "pure" time, which is divided into two parts of 15 minutes each with a 10-minute break between it.

Time control is carried out by the timekeeper, whose duties are written at the Rule 18.

If the game time is over and the ball is in motion, the playing time is extended until the ball stops. The game ends with the referee's whistle.

For the shooting of the 6-meter penalty kick and the 9-meter penalty-kick, the duration of each part of the match must be extend , even if the regular time or extra time has already finished.

During the shooting of the 6-meter penalty kick and the 9-meter penalty-kick, the time is switched on after the ball touching by any other player, the ball touching of the crossbar or the goal posts.

In other cases, the time is switched on at the same time , when the ball brings to the game.

Time-out

During the stoppage of the game, the team can take a time-out of 1 minute long in each part of the match, independently it controls the ball or not.

If according the regulation of the competition it needs extra time for the determining the winner, the team can use one time out ,if it was not taken by this team during the second part of the game. The officials have not to come out to the pitch for the instructing of the players during the time-out .

In the absence of a head coach and coach for any reasons, the team captain instructs the players ,who situate at the pitch.

For technical or other reasons, The referees can take a time-out any amount of times, if it is needed by technical or other reasons.

Rule 6. BEGINNING AND THE RENEWAL OF THE GAME

Before the start of the match

Before the start of the match, the teams define the power of beginning kick using the draw. The team which won the draw , got the power of the beginning kick. In the second part of the match, the teams change the goal sides and the benches of substitutes. The beginning kick is made by the other team .

The beginning kick

The beginning kick- it is the way of starting the game or renewal of the game:

- at the beginning of the match;
- after the goal scored;
- at the beginning of the second part of the match;
- at the beginning of each part of the extra time, if it is fixed.

The directions

1. All players are situated at their parts of the pitch.
2. When one team makes the beginning kick, the players of the opposite team are situated at an imaginary line parallel to the goal line, located at a distance not closer than 4 m from the ball ,until the ball comes to the game.
3. The ball is immovable in the center of the pitch.
4. The referee gives a whistle.
5. The ball is in the game ,when the kick was done in any direction.

6. The player ,who made the beginning kick ,can't touch the ball again until the other player has touched the ball.

After it when the goal has been scored, another team makes the beginning kick .

If the ball is scored directly from the beginning kick to the opponent's goal, the ball is scored. If the ball is scored in own goal, the corner throwing is used.

Violations / penalties

If the player , who makes the beginning kick, touches the ball in second time before the moment ,when another player has touched the ball , the ball throwing is used from the side line from the nearest point to the point of violation. The ball throwing is made by the opposite team.

The beginning kick is repeated during any other violation of the procedure of ball introduction into the game.

The “controversial” ball

The “controversial” ball is the way of renewal the game after temporary stoppage of the game, and on the condition that it does not cross the sideline or the goal line for any reason not stated in the Game Rules .

Instructions

The referee throws a “controversial” ball at the place, where the ball was situated, when the game was stopped, except ,when the ball was in the goal area. In this case, the throwing is made at the goal area line at the point closest to the place where the ball was situated at the time, when the game was stopped. The ball is considered in the game when it has touched the pitch surface .

Violations / penalties

The throwing of the “controversial” ball is repeated:

- if the player touches the ball before the moment ,when the ball has touched the surface of the pitch;
- If the ball leaves the pitch after it has touched the surface of the pitch, and nobody of the players has touched the ball.

Rule 7. BALL IS IN THE GAME AND IS NOT IN THE GAME

A ball is considered to be out of the game if:

- It completely crossed the goal line or side line on the surface of the pitch or through the air;

- the game was stopped by the referee.
- the ball has touched the ceiling.

The ball is considered in the game for the rest of the time, and also if:

- It rebounds from the crossbar or from the goal post to the pitch;
- It rebounds from the referee, when he is situated inside the pitch.

Instructions

If the ball has touched the ceiling, the game renewal is made by the ball throwing from the sideline, by the player of the team, which is opposite to the team, whose last player touched the ball.

The ball throwing is done from the nearest point of the sideline, which is situated at the crossing with an imaginary line running parallel to the goal line through the point that lies below the point where the ball touched the ceiling.

Rule 8. THE DEFINITION OF THE GOAL

The ball scored

The ball is considered scored in the goal if it completely crossed the goal line between the posts and under the crossbar, by the condition that the team, which scored the goal did not break the Game Rules. The ball scored from the goal area is taken into consideration.

The team winner

The team, which scored more goals during the match than other team, is considered the winner. If both teams have an equal number of scored goals or both teams have no scored goals, the match result is a draw.

For the matches, which finished with a draw result, the definition of the match winner according to the regulation of the competition, may be using the extra time or other procedures.

Rule 9. THE VIOLATIONS OF THE GAME RULES AND NON DISCIPLINED BEHAVIOR

The violations of the Game Rules and non-disciplined behavior are punished in the following:

Personal faults

The team is punished by free kick, if the player will make the following violation:

- he strikes or tries to hit a rival with his foot;
- he catches a foot of the rival ;
- He jumps to the rival;
- he strikes or try to strike the rival with his hand;
- he pushes the rival by not allowed way ;
- he detains the rival by the hand;
- he spits to the rival;
- he intentionally plays by his hand with the ball (the goalkeeper in its goal area is the exception);
- he jumps to the ball, threatening the safety of the rival (using physical contact);
- he blocks the goalkeeper in its goal area (using physical contact);
- When he intentionally block the rival ,but not plays with ball itself, so he moves between rival and the ball or he stays on the way from the rival to the ball (using physical contact);
- playing as the goalkeeper, blocks the rival or plays with the ball at the rival's part of the pitch.

A free kick is shot from the place where the violation was happened.

If the player realizes any of the above mentioned violations in his goal area, and the ball is in the game at this moment, so the 6-meter penalty kick is fixed.

Technical Faults

All of the following violations are technical faults and are punished by the throwing the ball into the game from the side line from the point closest to the violation point, if the player:

- playing as the goalkeeper, delays the introduction of the ball into the game more than 5 seconds;
- owning the ball, delays the game, limiting the movement of the ball in a certain way more than 5 seconds;
- delays the game renewal more than 5 seconds;

- creates the obstacles for the ball playing , covering it by its body or blocking the ball movement by its body (the goalkeeper is the exception);
- during the game renewal by the ball throwing from the side line, corner's throwing , the 6-th meter penalty kick or the 9-th meter penalty kick when he touches the ball second time ,before its touching by other player;
- wrongly throws the ball to the game from the side line;
- holds the ball at its part of the pitch more than 15seconds;
- playing as the goalkeeper, gets the ball in his hands in the goal area after the pass from his players ,except the moments of ball throwing from the side line or indirect pass of the ball;
- playing as the goalkeeper, will play by his foot after that, when he controlled the ball by his hands, or take the ball into his hands in the goal area, after that he controlled the ball by his foot already;
- playing as the goalkeeper, throws the ball by hand to other part of the pitch (the ball does not touches the pitch or another player on this moment);
- plays dangerously, according to referee's opinion, as for the rival and for himself (except the cases of the physical contact with the rival , which are punished by a free kick).

DISCIPLINARY SANCTIONS

Violations, which are punished by a warning

A player gets a warning with a yellow card showing, if he:

1. Demonstrates nonsporting behavior.
2. Expresses disagreement with referee's decision by words or actions.
3. Systematically violates the Game Rules.
4. Does not respect the required distance during the game renewal, during the corner's throwing, the ball throwing from the side line, the free kick or the ball throwing from the goal.
5. Leaves the pitch or returns to the pitch without referee's permission or violates the terms of the substitution's procedure.
6. Playing as the goalkeeper, blocks the rival or plays in ball at the opposite part of the pitch in order to break the rival's attack.
7. Especially plays by hand into the ball (except the goalkeeper's plaining in his goal area).
8. Simulates, that is, tries to deceive the referee. (Such a violation is a technical fault, during this moment the principle of advantage is taken into account.)
9. Deprives the rival a clear opportunity to score a goal, having made a violation, which is punished by the free kick or a 6-meter penalty kick.

The coach and other team representatives have to remain at the bench of substitutes and keep correct behavior and be responsible.

During the game, only one representative of the team can stand at the zone of substitution, where the bench of the substitutes of his team is situated.

A coach or team's representative may get a warning, if he:

- comes out to pitch for the instruction of the players or comes out for the medical assistance without the referee's permission;
- disrespectfully speaks with referees, timekeeper and or protocol maker, the players of the opposite team or spectators;
- Encourages the players of his team to non-sportive behavior.

Violations, which are punished by the removal from the pitch

A player or team's representative is removed from the pitch with a red card showing, if he:

1. Demonstrates aggressive behavior.
2. Spits to the rival, or kicks the rival or kicks any other person.
3. He makes rude, reckless violation of the Game Rules.
4. Uses insulting, offensive or obscene speech and / or gestures.
5. Gets a second warning during one match.

The player, who was removed from the pitch, can be replaced by another player and automatically disqualified for one game (or for more games in accordance with the decision of the Disciplinary Committee).

A player who got five personal faults is removed from the pitch without card showing, he can be replaced by the another player and he can take part in the next official match.

The players and team's representatives, who were removed from the pitch can't situate on the bench of substitutes.

If the player or team's representative was removed from the pitch, the referee has to indicate in the report the name and surname of the guilty player or team's representative and the reason for delivering the penalty.

Rule 10. THE TEAM'S FAULTS

All personal faults are the team's faults and must be entered to the match protocol.

1. The team is allowed to make five team's faults in each part of the game. After these faults during the free kick shooting the wall from the players can be placed.
2. Starting from the sixth team's fault, the wall from the players is not allowed to be placed. Players have to be placed at the imaginary line parallel to the goal line, at the distance not closer than 13 meters from the goal line, and should not prevent from the player's shooting 9-meter penalty kick. This free kick shoots from the 9-meter mark.
3. The goalkeeper during the 9-meter penalty kick shooting has to be situated at the goal line between the goal posts and can move along the goal line before the ball shooting, and make one step by one foot forward. But the second foot has to remain at the goal line.
4. The protocol's maker should use any visual materials (the cards with numbers from 1 to 5 or other visible signs) for the information to referee about the number of team's faults, which got every team.
5. Protocol's maker informs referee, when the team got 5-th team's fault, and put the card with number 5 to the corner of the table, which is close to the bench of substitutes of those team, which made the number of faults over than its limit, which is allowed according the Game Rules.
6. When the referee fixes a violation, he rise the hand and holds it in this position until he convinced, that the team players (team, which got the fault) situated at the wall at the distance not closer than 4 meter from the ball.
7. If the match comes to the end and extra time will be used, the team's faults, which were got in the second part of the game are counted in extra time. The personal faults, which the player got during the game must be taken into account in extra time. The time-outs, which were taken in the second part of the match and warnings (yellow cards), which were got by the players during the game are also taken into account.

Violations / penalties

If the player of defending team violates the point 2 of the Rule 10:

- A free kick is repeated, if the goal was not scored.
- A free-kick will not be repeated, if the goal is scored.

If the partner of the team, which player is shooting the free kick, violates the point 2 of the Rule 10:

- A free-kick is repeated, if the goal is scored.
- A free-kick will not be repeated, if the goal has not been scored.

Rule 11. FREE KICK

When the referee fixes the violation, he rises the hand and holds it until he is convinced that the team players, which has the right to place the wall from the players, are situated at the distance not closer than 4 m from the ball.

The ball must remain motionless at the pitch during the free kick shooting. The player, who shoots the ball, can't touch the ball again, until any other player touched the ball.

If the ball is scored to the rival's goal directly after the free kick, the goal is scored.

The goalkeeper can shoot a free kick anywhere from his part of the pitch.

Violations / penalties

If during the ball shooting the opposite player approaches to the ball at a distance, less than 4 meters, the free kick is repeated.

If, after the ball enters the game, the player, who shot the ball will touch the ball the second time before the moment, when any other player touched it, it needs to make the throwing the ball from the side line by the player of opposite team from the point most close to the place, where the violation was done.

If the team shooting the free kick, did not make it in time of 5 seconds (according to the Game Rules), and tries to make it using more than 5 seconds, the ball is given to the players of opposite team for the ball throwing from the side line.

During the shooting of the free-kick, all players of the opposite team have to be situated not close than 4 m from the ball until the ball will be entered into the game. The player of the opposite team can't stand between the shooter and the ball.

Rule 12. 6-METER PENALTY KICK

The 6-meter penalty kick is fixed to the goal of the team, which made one of the violations, which are punished by free kick, at their goal area, at the time when the ball was in the game.

The goal scored from the 6-meter penalty kick is counted.

The location of the ball and the players

The ball is put to the 6-meter mark.

The goalkeeper during the 6-meter penalty kick shooting has to be situated at the goal line between the goal posts and can move along the goal line before the ball shooting, and make one step by one foot forward. But the second foot has to remain at the goal line.

The striker has to be determined.

Players have to be placed at the imaginary line parallel to the goal line, at the distance not closer than 10 meters from the goal line, and should not prevent from the player' shooting 6-meter penalty.

The striker directs the ball forward. He can't touch the ball the second time before the moment, when any other player touched it.

The ball is in the game, when it was kicking and it is in the forward movement.

When the time of the first part of the game expires or the regular time expires or the extra time came to the end and it was fixed the 6-meter penalty kick, the time for the shooting or for the repeating the 6-meter penalty kick is added.

The ball is counted if, before entering between the goalposts and under the crossbar, the ball will touch one or the both posts and (or) the crossbar and / or the goalkeeper.

Violations / penalties

If the referee gives a signal for shooting of the 6-meter penalty kick and before the ball enters to the game, the following situations may occur:

The striker violates the Game Rules:

- the referee gives the opportunity to make shooting;
- If the ball entered to the goal, the kick is repeated;
- If the ball did not enter to the goal, the kick does not repeat;

The goalkeeper violates the the Game Rules:

- the referee gives the opportunity to make shooting
- if the ball entered to the goal, the goal is scored;
- If the ball did not enter to the goal, the kick is repeated.

The partner of the striker enters to the goal area before the ball shooting:

- the referee gives the opportunity to make shooting;

- – If the ball entered to the goal, the kick is repeated;
- If the ball did not enter to the goal, the kick does not repeat;
- if the ball rebounds from the goalkeeper, the crossbar or the goal post and this player touches the ball, the referee has to stop the game and makes it renewal by the ball throwing from the sideline, which is made by the opposite team from the point, which is close to the place ,where the violation occurred.

The goalkeeper's partner enters to the goal area before the ball shooting:

- the referee gives the opportunity to make shooting
- if the ball entered to the goal, the goal is scored;
- If the ball did not enter to the goal, the kick is repeated.

If the players of the defending team and attacking team violate the Game Rules simultaneously , the 6-meter penalty kick is repeated.

Rule 13. THE BALL THROWING FROM THE GOAL

The ball throwing from the goal is a way for the game renewal. During the ball throwing from the goal, a goal may be scored ,if the ball touches any player except the goalkeeper of the opposite team.

The ball throwing from the goal is executed by the goalkeeper, when the ball completely crossed the goal line along the surface of the pitch or by air, and the player of the attacking team was the last person ,who touched the ball , and the ball in accordance with Rule 8 was not counted.

The directions:

- the ball is in the game, when it was thrown directly outside the goal area;
- the opposite players remain outside the goal area until the ball is entered to the game;
- When the ball is entered to the game, the goalkeeper can't touch the ball with his hand again until the opposite player touched the ball .

If during the game the goalkeeper, having got the ball in his hands, fixed the ball, he has to play only with his hand (hands).

Violations / penalties

If the ball is not thrown directly outside the goal area, the ball throwing from the goal area is repeated.

If, after it ,when the ball entered to the game, the goalkeeper touches the ball with hands again, before the opposite player touched the ball, or, controlling the ball, continues to play ball by foot, and then takes the ball in hands, the ball throwing is executed from the side line by the player of opposite team from the point ,which is closest to the place ,where the violation occurred.

Rule 14. THE BALL THROWING FROM THE SIDE LINE

The ball throwing from the side line is a way for the game renewal. A goal is not counted if the ball was scored directly after the ball throwing.

The ball throwing is fixed when the ball completely crossed the sideline along the surface of the pitch or by air ,or when the ball touched the ceiling or after the personal faults.

A player who executes the ball throwing from the side line at the moment of ball entering to the game:

- should be located by face to the pitch and beyond the pitch;
- Should not tear off the toes of the foot from the surface of the pitch;
- it is allowed to tear off the heels of the foot from the surface of the pitch;
- has to use two hands and throw the ball from behind the head and above the head;
- Should to throw the ball by the ascending trajectory.
- The goalkeeper can execute the ball throwing from the sideline at his part of the pitch.

Violations / penalties

The ball throwing from the side line is executed by the opposite team ,if the player ,who executed the ball throwing, touched the ball again , before the ball was touching by other player. The ball throwing is executed from the point, which is the closest to the place, where the violation occurred.

The ball throwing from the side line is repeated by the player of opposite team , if the ball throwing :

- was executed wrong;
- was not executed from the place ,where the ball crossed the sideline;
- was not executed within 5 seconds from the moment when the player took the ball under his control.

If the ball, which was thrown from the sideline, crosses the goal line between the stands, the goal is not counted, even if the goalkeeper touched the ball or played the ball.

If it was happened after the ball throwing ,which was executed by the player of his team, the corner ball throwing is fixed in the opposite team favour .

If it was happened after the ball throwing ,which was executed by the player of opposite team, the ball is entered to the game by the ball throwing from the goal area, regardless the goalkeeper touched the ball or not.

Rule 15. THE CORNER BALL THROWING

The corner ball throwing is the way of the game renewal.

The corner ball throwing is fixed ,when the ball completely crossed the goal line along the surface of the pitch or by air, and the player of the defending team was the last person ,who touched the ball , and the ball in accordance with Rule 8 was not counted .

Directions:

- The ball is entered into the game by the player of the attacking team;
- The player is located on the side of the area closest to the exit point of the ball across the goal line;
- The player uses both hands and throws the ball with movement from behind the head and above it;
- The player's feet should be facing to the sides of the corner , which is formed by the sideline and the goal line at the place of its intersection in the corner of the pitch;
- Should to throw the ball by the ascending trajectory

The ball is in the game at once , when it entered to the pitch.

The ball, which scored directly after the corner ball throwing, is not counted ,if it did not touch any of the players, who is not the goalkeeper.

If the ball was thrown by player to his goal, the opposite team executes the corner ball throwing

Violations / penalties

The player, who thrown the ball can't touch the ball again, until the other player touched the ball .

If the corner ball throwing was not executed within 5 seconds from the moment, when the player took the ball under his control or it executed in wrong way, so the opposite team will execute the ball throwing from its goal area.

Rule 16. THE 6- METER PENALTY KICKS AFTER THE GAME

The executing of the 6-meter penalty kicks after the game is the way of the winner determination, if it was established by the regulation of this competition.

Directions:

1. The referee chooses the goal for the 6-meter penalty kicks.
2. The referee makes a draw, and the team, whose captain won the draw, got the power to execute first the 6-meter penalty kick or to make the second strike after the other team.
3. The referee and the protocol's count the strikes, which were executed
4. Every team executes 3 strikes according the following conditions:

-the goalkeeper does not shoot the 6-meter penalty kicks;

– the strikes are executed by both teams alternately;

– before the 6-meter strike beginning the captains informed the referee about the surnames and the numbers of the players, who will shoot the kicks.

Four players, who were situated at the pitch during the end of the regular time or extra time (according the regulation of the competition) participate at the shooting of 6-meter penalty kicks.

5. When both teams executed 3 strikes each and one of them scored more goals than the other team, the game is stopped.
6. When both teams executed 3 strikes each and the result was the draw (it was scored the equal amount of goals or it was scored nothing) the fourth player executes the 6-meter penalty kick and then those players execute the kicks in any order until the moment, when one of the team will score on one goal more, than it was scored by the other team during the equal amount of kicks
7. Only the players and game referees are allowed to be situated at the pitch during the kicks shooting.
8. All players, with the exception of the striker and two goalkeepers, have to be situated at the half of the pitch, which is opposite to the part, where the kicks are shot. The second referee controls that part of the pitch, where the other players are located.
9. The goalkeeper of the team, whose player executes the kick, has to situate at the pitch and does not prevent the shooting.
10. A goalkeeper, who was injured during the 6-meter penalty shooting and who lost the ability to execute his functions as goalkeeper, can be replaced

by a substitute player, which was entered to the protocol before the game beginning.

Rule 17. THE REFEREE

The powers of the referee

Each match is controlled by referee who has all the powers to ensure the observance of the Game Rules at that match for which he was appointed.

The rights and obligations

The referee :

- Ensures the observance of the Game Rules and the regulation of the competition;
- controls the course of the match in cooperation with assistants (second referee, timekeeper, protocol's maker);
- at his discretion, stops, temporarily interrupts and completely end the match during any violation of the Game Rules or with outside interference;
- in case of violations, applies the “principle of advantage”;
- stops the match if, to his opinion, the player was seriously injured, and ensures his leaving the pitch / bringing outside the pitch. (The injured player can return to the pitch only after the game renewal);
- allows to continue the game until the ball leaving the game, if, to his opinion, the player's injury is not serious;
- punishes the player for the most serious violation if he simultaneously makes more than one violation;
- imposes disciplinary sanctions to the players ,who made the violations ,which deserve warnings or deletions;
- acts on the basis of the recommendation of assistants regarding the incidents, which he did not see himself;
- Ensures that unauthorized persons do not appear at the pitch without his permission;
- takes decision for the punishment for the team's officials showing incorrect behavior and can, to his opinion ,to delete them from the pitch and adjacent areas;
- fixes at the match protocol information about all disciplinary decisions ,which were taken concerning the players and / or team officials, as

well as about other incidents ,that occurred before the match, during the match or after it;

- In the case of the absence of timekeeper he keeps the time of the match;
- ensures the conformity of the ball, which is used ,according the Rule 2;
- takes disciplinary sanctions from the moment of entering to the pitch and until he leaves the pitch after the final whistle.

Referee's decisions

The referee's decisions, which were taken concerning the facts related to the game ,are the final decisions.

The referee can change the decision only on this case ,if he understands its error or (at his discretion) according the recommendation of his assistants, but with the condition, that he did not start the game renewal or he did not finish the match on this moment .

If the first referee and the second referee fix simultaneously the violation or issue disciplinary sanctions and their decisions do not coincide, on this case the decision of the first referee is taken.

Referee's equipment:

The form of referee consists of the shirt or T-shirt of any color, different from the color of the uniform of the playing teams, the trousers and shoes have white color.

Rule 18.THE TIMEKEEPER AND PROTOCOL MAKER

Duties

The timekeeper and the protocol maker are located outside the pitch ,at the opposite from the middle line at the side, where the substitution zones are located.

Timekeeper

- controls the match duration :
- switch on a chronometer simultaneously, when the ball is entered to the game ;
- stops the chronometer, when the ball is not in the game;
- controls the time-out;

– gives the signal about the end of the first half of the match, the whole match, extra time, time-outs.

Protocol maker:

– enters the amount of all faults, which got every team in each part of the game, and gives a signal about the getting the fifth fault by every team ;

– informs the referees about the number of the player, who got the fourth personal fault;

– keeps a record of the numbers of players, who scored the goals;

– fixes surnames and numbers of the players, who got warning, were deleted and the players, who got personal faults ;

– records the time-outs;

– marks the time starting and the time of the end of each part of the game;

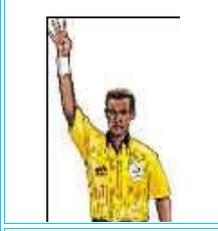
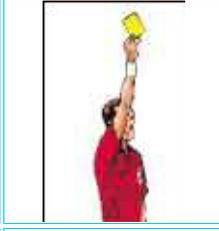
– provides any other information related to the game.

If the first referee got injury, on this case the second referee got his function, and the most experienced referee got the function of the second referee.

Protocol maker and timekeeper equipment

A shirt or T-shirt of a protocol maker / timekeeper should be of any color, different from the color of the uniform of the playing teams. The trousers and shoes have white color.

GESTURES OF THE JUDGE

			
start and resume of the game	keep playing!	free kick	Time-out
			
countdown five seconds	Fifth foul	warning	deletion

APPLICATION #1.

FUTSAL 3x3 and 4x4 (MICROFUTSAL)

REGULATIONS

REGULATIONS

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Rule № 1. THE FIELD

Dimensions

The shape of the game field should be rectangular. The length of the side line should be bigger than the length of the goal line.

Microfutsal 3x3:

Length: minimum 26 m., maximum 28 m.

Width: minimum 14 m., maximum 15 m.

Microfutsal 4x4:

Length: minimum 30 m., maximum 34 m.

Width: minimum 15 m., maximum 17 m.

Tracing of the surface

The game field is marked up by lines. These lines are included in the dimensions of the court that they delimit. Two long lines that delimit the court are called side lines. Two short lines are called goal lines.

All types of these lines are 5–6 cm wide.

The game field is divided by a central line to 2 equal parts.

The center of the field must be indicated by the 10 cm corresponding mark. 3 metered long circumference should be marked up around this point.

In 9 meters from the centers of the goal lines in both parts of the game field should be marked points with the diameter of 10 cm to make a penalty kick.

Goal area

The goal area is situated in each of 2 parts of the game field in the following way:

On the distance of 1.5 meters to both directions from the center of goal line are taken 2 parallel lines on the direction to the center of field. Perpendicularly up from the end of them are also taken two parallel to each other lines. These lines are connected by upper bar, making a rectangle with sides 1.5 to 3 meters.

Surface of the field

The surface of the field must be flat and smooth, free of abrasive. The recommended surface is wooden or artificial. It is also allowed to use concrete, asphalt and artificial grass.

Replacements area

The benches of reserves are placed after the side line of the game field not less than 1 m distance to the game field and 3 m. distance to the central line.

The replacement areas are situated opposite to the player's benches. 4

Goals

The goals should be located in the center of every goal line. They consist of two vertical stanchions, placed equidistant of the corners of game field and connected above and below with the horizontal crossbeams.

The distance between the stanchions (inside measuring) should be 0,8 m. The distance between the crossbeams (inside measuring) should be 0,7 m. The lower crossbeam should be placed on 9-10 cm from the surface of the game field.

The stanchions and crossbeams have the same section – 4x6 cm., 6x6 cm. or 8x8 cm. The nets are done of hemp, jute or nylon. They are attached to the stanchions of the goals on the outside part of the game field. The lower parts of the nets are attached to the hygienic feet, whose base length should be not less than 50 cm.

It's forbidden to place the goals by the way of fastening them to the floor.

Rule № 2. THE BALL

Quality and size

Ball

- It has spherical shape.
- It is made from skin or another similar material.
- Its circumference is not less than 58 cm. and not more than 60 cm.
- Its weight is not less than 430 gm. and not more than 460 gm. to the beginning of the game (for women and children's teams up to 15 years the weight of the ball is 380 – 400 gm.).
- It has the pressure of 0,6 – 0,7 atmosphere (600 – 700 gr/cm²).
- It must have its first rebound not more than 50 cm. after falling from a 2 m height.

Substitution of the unfit ball

In case if the ball loses its form or is damaged during the game, the game should be interrupted for substitute the ball for the new one. The game can be renewed by throwing the ball by the umpire from the place where the ball has been while the game was interrupted.

In case if the ball loses its form or is damaged before the beginning of the game, or during the interruption, or while the first kick, penalty kicks or side throwing, after the substitution of the ball the game begins again in the place where the ball stopped at the interruption of the game.

During the game the ball can be replaced only with the authorization of the umpire. 5

Rule № 3. I NUMBER OF PLAYERS

Players

Microfutsal "3x3". Every team records in the game report not more than 8 players, one of them should be the captain. Three players initiate the game, the others are in the bench of the substitute players together with the management of the team.

The minimal quantity of players by which the team is admitted to the game is 2.

Microfutsal "4x4". Every team records in the game report not more than 8 players, one of them should be the captain. Four players initiate the game, the others are in the bench of the substitute players together with the management of the team.

The minimal quantity of players by which the team is admitted to the party is 3.

The following moments are included to the rights and obligations of the captain:

- To represent the team in the course of the game and to be responsible for the team during the game.
- To apply to the umpires for information, when it's necessary (other players don't have this right).
- To take the captain's armband.

Replacement procedure

The replacement is carried out opposite to the bench of substitute players.

The number of replacements during the game is unlimited. The player who was replaced can return to the field replacing another player.

When the ball is in game or out of game the replacements are realized when the following conditions are fulfilled:

- The player of the basic set that leaves the field must do it in his area of replacements (opposite to the bench of substitute players).
- The substitute player who goes out to the field must do it in his area of replacements (opposite to the bench of substitute) and only after the player, who is replaced by him, will cross the side line.
- The replacement is controlled by the umpires.
- The replacement is considered to be realized when the substitute player goes out to the field.

For the replacement of the injured player it's allowed to spend not more than 15 seconds.

The umpire has a right to do warning and to order off the player from the field before the game.

In this case the above mentioned player can be replaced.

Infractions / sanctions

If during the replacement procedure the next player goes out to the field before the replaceable player leaves completely the field: 6

- The game must be interrupted (in case if it is impossible to use the principle of advantage).
- The utility man should leave the game field.
- The utility man is done a warning with the use of yellow card.
- The game renews with throwing the ball from the side line by the opposite team from the place, where the ball has been while the game was interrupted.
- If during the replacement the utility man or the replaced one goes out or leaves the field out of the replacement area:
 - The game must be stopped.
 - The player that has broken the Rules receives warning appearing with the use of yellow card.
 - The game renews with throwing the ball from the side line by the opposite team from the place, where the ball has been while the game was interrupted.

Rule № 4. CLOTHING OF THE PLAYERS

Safety

The player must not use the clothing or equipment as well as any type of jewels or objects that can cause danger for himself or other players.

Clothing of the players

Obligatory clothing of the player:

- T-shirt.
- Shorts (if extra pants are used they must be of the same color as the shorts).
- Gaiters.
- Footwear (it is allowed to use sports footwear with top of textile or of soft skin with rubber or coauthorc sole or another similar material).
- The number is stamped on the back of the t-shirt. The height of the number should be 15–20 cm.
- The color of the number must differ evidently from the color of the T-shirt.
- It is obligatory to put numbers with the height of 10-15 cm. in the top frontal part of the t-shirt and in the lower part of the shorts.

Infractions / sanctions

In case of any infraction of the Rule 4 the player must leave the field to clear up his clothing or equipment for demand of the umpire. The player can't return to the field without authorization of one of the umpires, who must verify if the clothing was cleaned up. The player can return to the field in his replacements area, only in the moment when the ball is out of game. 7

Rule № 5. DURATION OF THE GAME

The duration of the game is two periods of 15 minutes the net time of game with 5 minutes for rest between them.

The time begins with the switching on the chronometer at the moment of kicking the ball as well as at the moment of throwing the ball from the side line or the goal line.

The chronometer stops after the umpire's whistle as well as at the moment of coming off the ball of the game field.

Rule № 6. BEGINNING AND RENEWAL OF THE GAME

Before the beginning of the game

While recording the game report the teams decide by the toss who will put the ball into the game.

In the second half of the game the teams change half of the field. The ball should be put in game by the opposite team.

The team "A" takes the bench on the right side of the field, team "B" takes the bench on the left side of the field.

The first kick

The first kick is the way of initiating or renewing the game:

- To the beginning of the first and second period.
- To the beginning of every supplementary period of time, if it is established by the Rules.
- After every goal.

Dispositions

1. In the beginning of the game the players should stand on their halves of the field.
2. The opposing team to the one that makes the first kick stand not less than 3 m distance to the ball until the ball comes in the game.
3. The ball in the stationary position should stand in the middle of the field.
4. The umpire gives the sign.
5. The ball is in game when one gives him a kick.
6. The player who makes the first kick can't touch the ball for the second time while it is not touched by any other player.

After the goal the first kick should be done by another team.

The goal is taken into account if it was done from the first kick. 8

Infractions / sanctions

If the player that is doing the first kick touches the ball for the second time before another player touches, it will be sanctioned by throwing the ball to the opposite team from the point nearest to the place of the infraction. The throwing should be done by the opposite team.

In case of infraction while throwing the ball into the game the procedure of first kick repeats.

Disputable throwing the ball

The "disputable" throwing the ball is a way of renewal of the game after an interruption of the game. It's made from the place, where the ball has been while the game was interrupted.

Rule № 7. BALL IN GAME AND OUT OF GAME

The ball is considered to be out of game in case if:

- It crosses completely the goal line or side line by the game surface or by air.
- The game is interrupted by the umpires.
- The ball touches the roof.

The ball is considered to be in game in course of all the remaining time, as well as:

- It bounces off the crossbeams and the stanchions of the goals towards the inside to the court.
- It bounces off the umpire when he is inside the field.

Dispositions

If the ball strikes the roof, the game is renewed by throwing the ball from the side line. It's done by the team opposite to that one, whose player was the last touched the ball.

The throwing is done from the point nearest to the interception with the imaginary line planned in parallel with the goal line that crosses the point in the field under the place where the ball touched the roof.

Rule №. 8 DEFINITION OF GOAL

The scored goal

The ball is kicked into the goal if it crosses completely the goal line between the stanchions and crossbeams on condition that the team that scored the goal has not broken the Rules. The goal scored from the outside of the goal area is also available. 9

The goal is also scored, in case if during the game the gates have moved on the distance not more than the diameter of the ball.

Winning team

The team that has done more goals during the game is considered to be a winner. If both teams have equal quantity of scored goals or if there are no scored goals at all, it's considered to be drawn game.

For the games that end with draw the Rules can apply some measures like additional time or some other ways to assign the winner.

Rule № 9. INFRACTIONS OF THE RULES OF THE GAME AND UNDISCIPLINED CONDUCT

The infractions and the undisciplined conduct are sanctioned of the following way:

Penalty kicks

The following measures are applied to team whose player has done one of the following mistakes:

- To strike or to try to strike the rival with the foot.
- To trip up the rival.
- To make wrong maneuver (with a foot he plays the ball and with other he strikes the other player).
- To jump to the rival.
- To beat or to try to beat the rival with the hand.
- To push the rival of not authorized form.
- To stall a rival with the hand.
- To spit at the rival.
- To play the ball with the hand, or the ball hit the player to the hand, except case when the hands are in position vertical given to the body or when the ball is out of player's sight.
- To jump to the ball with both feet, to threaten the safety of the rival (with physical contact).
- Without playing to the ball to block deliberately the rival, to intervene between the rival and the ball and to put itself in the way of the rival (with physical contact).

The penalty kick is done from the place where the violation was done. If the player realizes any of the violations in its goal area, independently of the place where the ball was in this moment in game. It will be sanctioned by penalty kick from the midfield of game, the 9 meters penalty kick has to be done.

The player of the defending team is sanctioned by a penalty kick in playing in his goal area if: 10

- He attacks the rival who is controlling the ball in the zone.
- Being in his goal area, he takes the ball that was pulling by the rival.
- being in the area of the goal, blocks access to a ball from the side of the rival (or the rival touched the ball which was controlled by defender);
- Premeditatedly moves the goal.
- The foul of the last hope (before breaking the rule the forward was on the rival's part of the game field and was closer to the goal than the rivals).
- After throwing the ball he touches the ball in his goal area.

Out fouls

All the infractions are sanctioned by throwing the ball with the hands from the side line by the player of the opposing team. It should be done from the point nearest to the place of the infraction if:

- The player having in his power the ball he delays the game, limiting the movement of the ball of some way for more than 5 sec.
- The player hobbles for playing the ball for other players, covering it with his body or blocking up the movement of the ball with his body.
- The player touches the ball for the second time when the game is renewed and another player has not even touched it.
- The player realizes incorrectly the throwing from the side line.
- From the umpire's point of view, the player plays of dangerous way for the rivals as well as for himself (except the cases of physical contact of the rival that are sanctioned by penalty kick).
- the attack player throws the ball through the goal area by air or throws to the goal area;
- The player does not put the ball in game within 5 seconds from the indication of the umpire.

DISCIPLINARY SANCTIONS

The infractions sanctioned with warning

The player receives warning with yellow card if:

- He demonstrates unsportsmanlike conduct
- He expresses dissatisfaction with the desiciones of the umpire verbally or with actions
- He infringes systematically the Rules of the game.
- He does not preserve the regulatory distance when the game is renewed by throwing the ball or by penalty kick.
- He comes out or returns to the field without permission of the umpire or infringes the condition of the replacement procedure.

- He leaves the field without permission of the umpire.
- He deliberately plays the ball with the hand.
- He deliberately tries to move the goal.
- He is simulating, that is trying to mislead the umpire.
- He disables the rival to score a goal.
- He plays roughly against the rival.

The coach and other representatives of the team must stay in zone of the bench of substitute players and must behave correctly and with the due responsibility.

During the game only one representative of the team is allowed to stand in the zone where is situated the bench of the substitute players.

The coach or another representative of the team can take a warning if:

- He comes to the game field for giving instructions for the players or for making medical aid to the player without the permission of the umpire.
- He disrespectfully appeals to the umpire or to the players of the opposite team or to the spectators.
- He urges the players of his team to the unsportsmanlike conduct.
- Regularly leaves the zone of the substitute's bench;

Infractions sanctioned with sending off the field

The player or representative of the team will be send off the field with red card if:

- He demonstrates an aggressive conduct.
- He spits at the rival or strikes him as well as any other person.
- He makes serious and meaningless infraction of the Rules of the game.
- He uses offensive or unquotable expressions or gestures.
- He receives the second warning during the game.

The removed player can be substituted with another player and he is automatically disqualified for one or more games in accordance with the decision of the Disciplinary Committee.

The removed players and representatives of the team cannot be in the bench of substitute.

When there are applied disciplinary sanctions (warning or sending away) the umpire must use the «principle of advantage».

Rule № 10. PENALTY KICK

When the umpire detects a violation and the guilty team has a right to form a barrier to defend the penalty kick, the umpire raises the hand and keeps it raised up till he is sure that the players are located not less than 3 m. of the ball. 12

If the distance between the place of interruption of the game as a result of the violation of the Rules and the goal area is less than 3 m., the ball is taken down from the distance of 3 m. of the goal area and the player's barrier stands in front of the goal area.

While making a free kick, the ball must stay immovable on the game surface. The player who makes the kick cannot touch the ball for the second time until any other player does not touch it. If the ball enters the goal of the rival after was made a penalty kick, the goal is valid.

Infractions / sanctions

If the player of the defending team infringes the rule:

- The kick recurs if the goal wasn't scored.
- The kick does not recur if the goal was scored.

If making a kick the rival brings over to the ball at a less distance of the regulatory one (3 meters) the kick recurs.

If later that the ball brings in game the player who executes the kick touches the ball for the second time before any other player, it is granted to the opposing team to execute throwing from the point nearest to the place where the infraction has happened.

If the team that makes the penalty takes wastes more than of 5 sec. to do it more, the opposite team throwing the ball from the side line.

When it is executed the penalty kick all the players of the opposing team must stay not less than 3 m. of the ball until the ball comes into the game. The player of the opposite team cannot be between the kicking player and the ball.

Rule № 11. 9-METER PENALTY KICK.

9-METER PENALTY KICK AFTER THE GAME

The 9-meter penalty kick is applied in case if:

- The Rule № 9 was infringed within the range of one's goal area.
- After the «foul of last hope».
- For touching the ball in one's area after any way of throwing the ball.

Place of the ball and of the players

The ball places over the 9-meters mark.

The player who was executing the penalty kick must be identified.

9 meter penalty kick should be done during 5 sec from the umpire's whistle.

The players, except the one that was executing the penalty kick must be located at not less than 3 m distance of the ball and to the imaginary sector of goal area.

The executor of the kick of penalty directs the ball stamping on it towards the goal of the rival. If the ball does not cross the imaginary line between the stanchions and the crossbeams or turned aside towards the field after bouncing in the stanchions or the 13

crossbeams, it is realized extract from any point in the line goal executed by a player of the opposite team.

When the time of the first period ends or the second period or the extra-time ends and simultaneously to sanctioned a penalty kick, then the time it will be extended up to executing the penalty kick.

9-meter penalty kicks after the game

The penalty kicks after the party from the midfield it is the way of determining the winner if the regulation of the competition considers it to be valid.

Dispositions:

1. The umpire chooses the goal in which the penalty kicks will be done.
2. The umpire realizes the drawing and the team whose captain wins acquires the right to the first or second kick.
3. The umpire takes the control of the order of succession of the taking of the kick.
4. The kicks can be done only by players who were in the field of game at the moment of finishing the game.
5. The kicks to the goal finish if in any series of the kicks (a kick to every team) one of the teams puts the ball to the goal and another team not.

Rule № 12. THROWING THE BALL FROM THE SIDE LINE AND FROM THE GOAL LINE WITH THE HANDS

The throwing is a way of renewing the game executed by the player of the opposing team. The goal is not cost if the ball enters the goal immediately after the side throwing.

The throwing the ball from the side line is assigned when the ball crossed completely the side line for the surface of the field or by air, or when it touches the roof, or after out fouls (Rule № 9).

The player that executes the throwing the ball at the moment of making to bring the ball in to the game:

- He must do it staying face to the field and out of its limits.
- He must not take his the foot on the surface of the game field.
- He must use two hands and throw the ball from behind and over the head.

When the ball goes out of the field crossing the goal line, the opposite team executes bringing the ball in to the game from any point of the goal line.

Infractions / sanctions

The throwing in realizes it the opposing team if the player who executed the kick touches the ball for the second time before any other player touches it. The throwing of the ball is executed from the point nearest to the place where the infraction took place. 14

The throwing is executed again by the player of the opposing team if:

- It was executed incorrectly.
- It was not executed from the point where the ball crossed the side line.
- The throwing takes a more than 5 sec. after the umpire's whistle.
- A player of the attacking team received the ball inside the goal area.

AUTHORITIES OF THE UMPIRES

There are two umpires and timekeeper in each game.

The main umpire:

- He will make to fulfill the Rules of the game and the regulation of the competition.
- He will control the course of the game and timekeeping of the game (if the Regulations don't provide the timekeeper) with the help of the auxiliary umpire.
- He will interrupt game or stop it in case of infraction of the Rules of the game or of external interference.
- In case of violations he uses the «beginning of advantage».
- He interrupts the game if from his point of view a player has received a serious injury and he provides the transportation of the player out of the field.
- He allows the continuation of the party until the ball is out of game, if from his point of view the injury of the player is not serious.
- He sanctions to the player for the absence of major gravity in case that this one to assignment several violations at the same time.
- He applies disciplinary sanctions to the players who commit infractions that deserve reprimand or expulsion.
- He acts based on the recommendations of the Auxiliary Umpire when the accident has happened out of his sight.
- He controls that no unauthorized persons enters to the field without his permission.
- He takes measures as regards to the official representatives of the teams conducting themselves improperly, and he can according to his opinion send them off the field and from the bordering area.
- He controls that the ball that is used fits to the demanded for the Rule 2.
- He takes disciplinary measures from the entering the field in the beginning of the game till the final whistle.

The decisions of the umpire applied to the facts related to the game, are determinant.

The umpire can change his decision only in case if he understands his error or on recommendation of his assistants, but under the condition that he has not even renewed the game or he has not suspended the game. 15

In case of sending off a player or a representative of the team, the umpire is forced to indicate in the report the surname of the player or accused representative, as well as the cause of accusation.

Auxiliary Umpire:

- He fixes in the report of the game scoring a goal and disciplinary sanctions as well as other accidents, which take place during the game, before and after it.
- He duplicates the timekeeping of the game (if the Regulations don't provide the timekeeper).
- He fixes coming the ball out from the side line or the goal line.

Timekeeper:

He counts the clear playing time. The time begins with the switching on the chronometer at the moment of kicking the ball as well as at the moment of throwing the ball from the side line or the goal line. In case if after kicking the ball the time stopped and the ball crosses the goal line, the goal is valid.

The chronometer stops after the umpire's whistle as well as at the moment of coming off the ball of the goal area.

Clothing of the umpires

The umpires' uniform consists of shirt or t-shirt of any color that differs from the color of the uniforms of the participants, long pants, belt, socks and sport shoed (all should be in white color).

SIGNS OF THE UMPIRES

Equal to main Futsal Rules.
