



IBSA Blind Football
LAWS OF THE GAME
2026 - 2029

IBSA
INTERNATIONAL
BLIND
SPORTS
FEDERATION

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2026 - 2029



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BLIND FEMALE ATHLETE REPRESENTATIVE (Austria)

Ricardo Alves

BLIND MALE ATHLETE REPRESENTATIVE (Brazil)

Mariano Travaglino

BLIND FOOTBALL REFEREE COORDINATOR (Argentina)

Should there be any discrepancy in the interpretation of the blind football laws, the English version shall prevail.

Modifications to the previous laws of the game are marked with the following symbol: a single line in the margin.



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1 THE PITCH

Measurements are from the outside of the lines as the lines are part of the area they enclose.

The pitch shall conform to the appurtenances set out in the diagram in Figure 1 and the measurements in Figure 2.

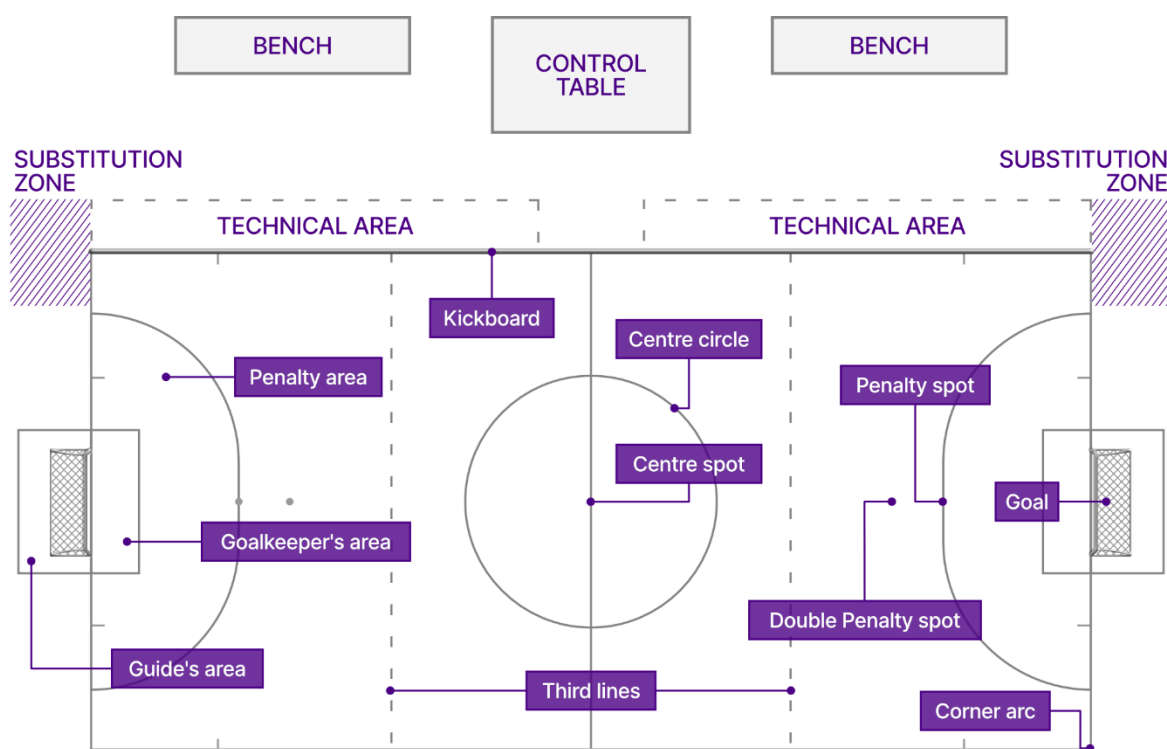


Figure 1. Diagram of the pitch showing each of its areas and appurtenances.

To ensure competition, alternative facilities must be available, with a covered playing surface of similar characteristics, in case of adverse weather conditions beyond the control of the Organising Committee - persistent rain, strong winds, etc. This playing surface may also have a wooden, synthetic rubber or similar surface.

The alternative facilities must be inspected and approved by the IBSA Technical Delegate and the Organising Committee prior to the start of competition.

The IBSA Technical Delegate and the Organising Committee shall ensure that the floodlighting of the pitch is suitable for games played at night or indoor if needed.

DIMENSIONS

The pitch must be rectangular. The length of the touch line must be greater than the length of the goal line.

International matches

- **Length:** Minimum 38 metres. Maximum 42 metres.
- **Width:** 20 metres.

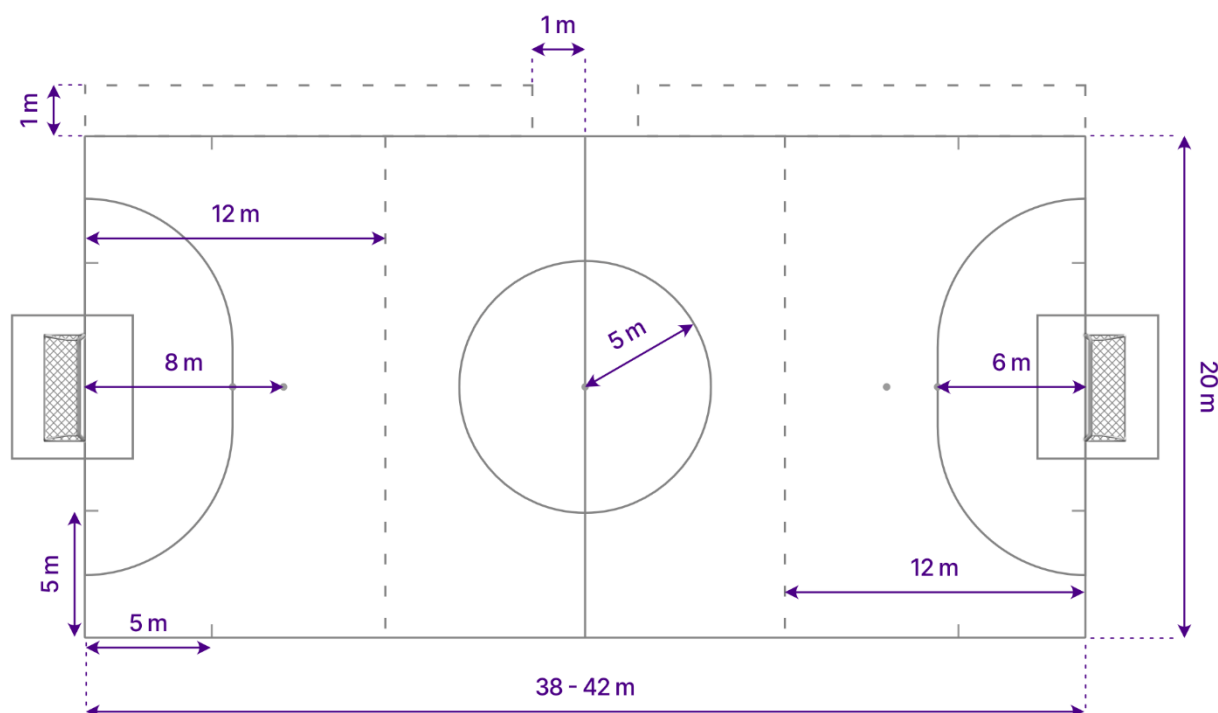


Figure 2. Diagram of the pitch showing its measurements.

PITCH MARKINGS

The pitch is marked with lines, which belong to the areas of which they are boundaries.

The two longer boundary lines are called touchlines. These touchlines shall be formed with kickboards that cover the entire length of the touchlines and could extend one metre beyond both goal lines on both sides of the pitch.

The kickboards shall be between one metre and one metre twenty centimetres high and could be angled at no more than 10 degrees away from the pitch, as shown in Figure 3.

The two shorter lines are called goal lines. All lines are 8 centimetres wide. The pitch is divided into two halves by the halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 5 metres is marked around it.



Figure 3. Diagram of the kickboard on the sides of the pitch.

MARKING THE GUIDES' AREAS

The guides' areas (thirds) shall be marked in the following way:

At a distance of 12 metres from the goal lines a dotted line shall be marked parallel to the goal lines from one side of the pitch to the other. The pitch shall therefore be divided in three thirds which shall be known as:

1. Defensive third.
2. Midfield third.
3. Attacking third.

THE PENALTY AREA

A first point mark at a distance of one meter and fifty-eight shall be measured from the midpoint of the goal line towards the right kickboard. An imaginary line of 6m in length is drawn from the first point mark and at right angle to the goal line; at the end of this line a quarter circle is drawn in the direction of the nearest side kickboard, with a radius of 6m from the first point mark.

A second point mark at a distance of one meter and fifty-eight shall be measured from the midpoint of the goal line towards the left kickboard. An imaginary line of 6m in length is drawn from the second point mark and at right angle to the goal line; at the end of this line a quarter circle is drawn in the direction of the nearest side kickboard, with a radius of 6m from the second point mark.

The upper part of each quarter circle is joined by a line 3.16m in length running parallel to the goal line between both point marks. The area bounded by these lines and the goal line is the penalty area. Figure 4 illustrates this arrangement.

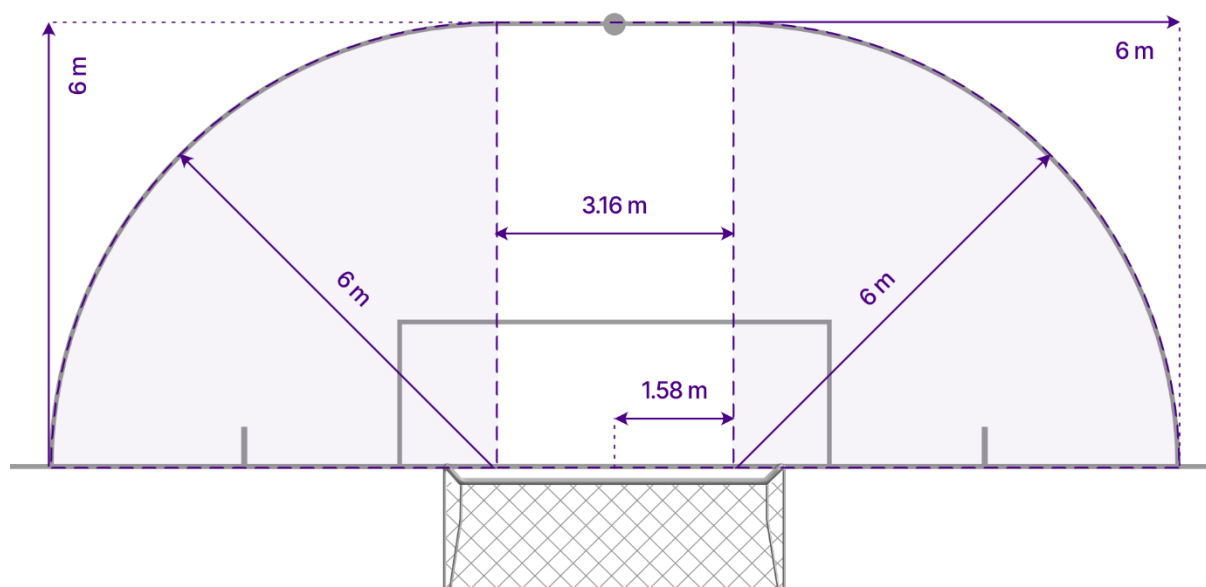


Figure 4. The penalty area is defined by the connection of two quarter-circles with a rectangle between them.

GOALKEEPER'S AREA

A distance of 1m shall be measured from the outside part of each goalpost and in the direction of the corresponding kickboard. A line 2m in length shall be marked perpendicular to the goal line and towards the half-way line, starting at each one of the distances previously marked. These

two lines shall be joined by a 5.82m long line running parallel to the goal line. This area shall be called the Goalkeeper's Area.

THE PENALTY SPOT

A penalty spot is drawn 6m from the midpoint between the goalposts and equidistant from them.

SECOND PENALTY SPOT

A second penalty spot is drawn on the pitch 8 metres from the midpoint between the goal posts and equidistant from them.

GUIDES BEHIND THE GOAL AREAS

A distance of two and ninety one -metre shall be measured from the centre of both goals and in the direction of the two kickboards. Two lines measuring two metres shall be marked perpendicular to the opposite of the goal line outside the pitch. These two lines shall be joined by a 5.82-metre-long line running parallel to the goal line.

This area shall be called the "Guide's behind the goal" Area.

This area shall be kept free of any obstacles to allow guides to perform their task correctly.

The Figure 5 shows how to take the measurements correctly.

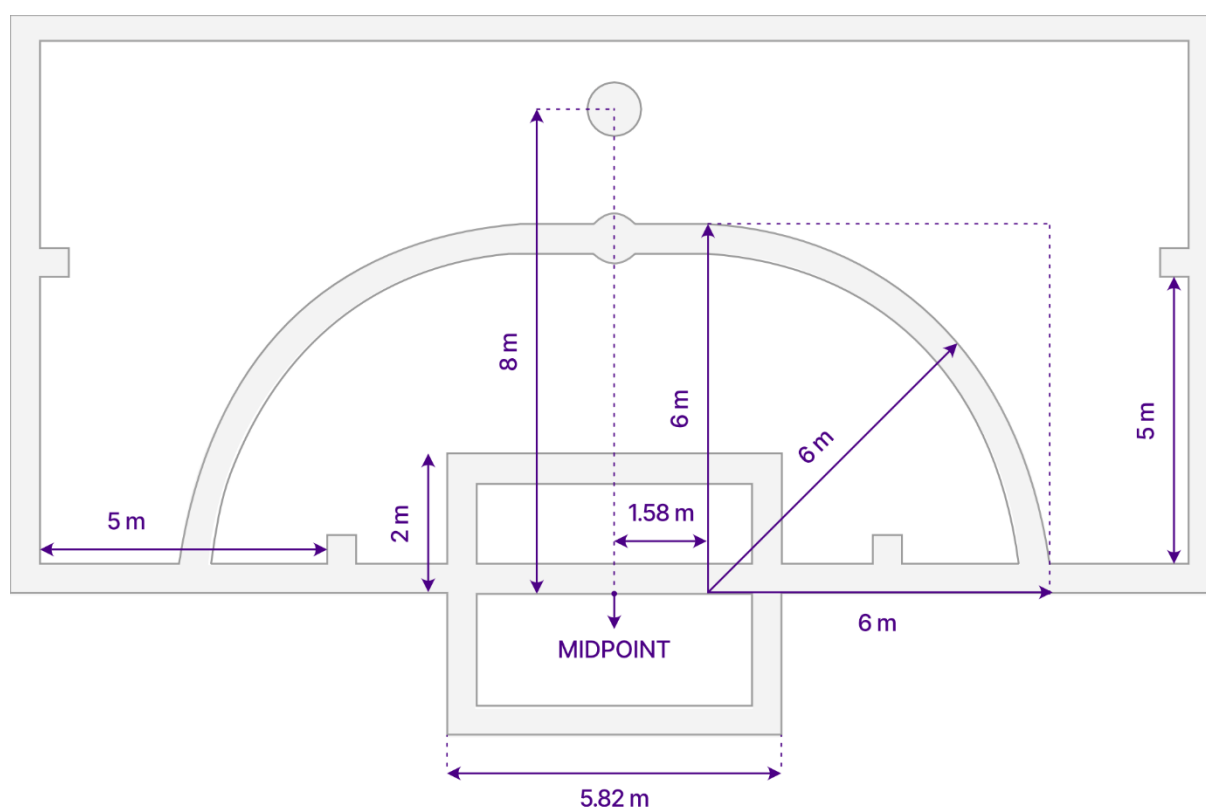


Figure 5. The diagram shows the penalty area, goalkeeper's area, guide's area, and other markings. The boundary lines are represented with exaggerated thickness to highlight from which part of the line each measurement is taken.

THE CORNER ARC

The point where the kickboard and the goal lines meet will be called the corner arc.

TECHNICAL AREA

The benches should be at the same side as the secretary desk. Each team's bench should be closer to the defensive area. Only one person per team should convey instructions to the players at the midfield third when the ball is in play.

A technical area shall be painted on the floor. This technical area shall be showed with a line parallel to the kickboards and measured one meter from the outside part of the kickboards in the direction of the substitute benches. Only 1 staff of the team and a translator (if is needed) are allowed to be inside the Technical Area. All the other staffs and substitute players shall stay outside this Technical Area. Only one person at a time is authorised to convey tactical instructions from the technical area.

SUBSTITUTION ZONES

Substitutions should be made on the corner arc nearest to substitute bench.

THE GOALS

The goals must be white and they must be placed at the centre of each goal line.

They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.

The distance (inside measurement) between the posts is three sixty-six metres (3,66m) and the distance from the lower edge of the crossbar to the ground is two and fourteen metres (2,14m). Figure 6 shows a diagram of the goal.

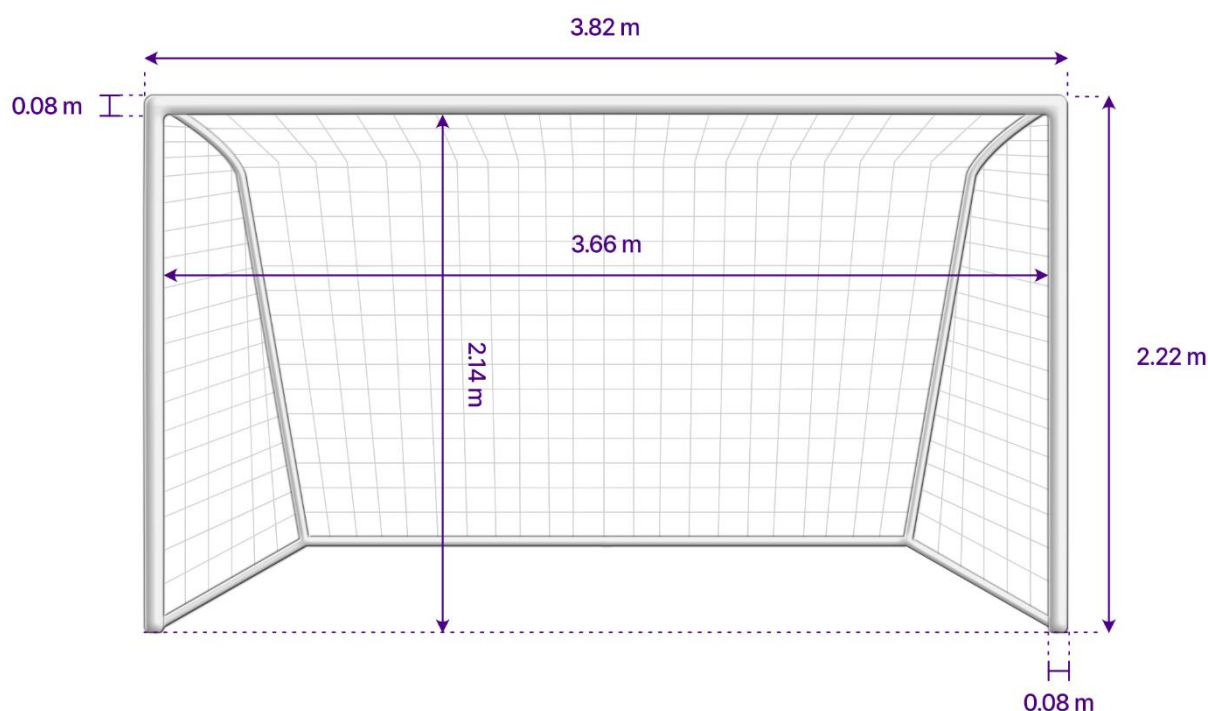


Figure 6. The goal with its external and internal measurements.

Both goal posts and the crossbar have the same width and depths of 8cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbar behind the goals. The lower part is supported by curved bars or another form of adequate support.

The depth of the goal, described as the distance from the inside edge of the goal posts towards the outside of the pitch, is at least 80 centimetres at the top and 100 centimetres at ground level, as shown in Figure 7.

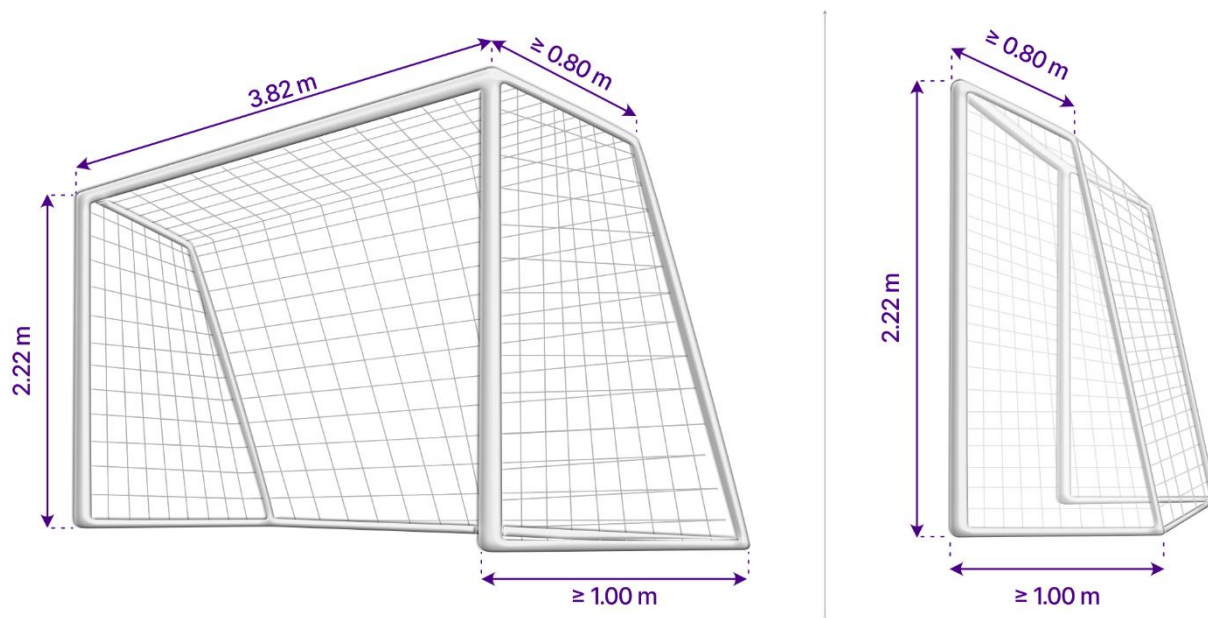


Figure 7. The depth of the goal and its measurements.

SAFETY

The goals may be portable but they must be anchored securely to the ground during play.

For the players' safety, the minimum distance between the goal lines and any obstacle is 2 (two) metres. If this is not possible, any obstacle in the zone should be made safe to protect the players.

PLAYING SURFACE

The playing surface shall be made of wood or artificial grass (sand based or water-based AstroTurf are not allowed). It shall be smooth, flat and non-abrasive. Concrete or tarmac should be avoided.

2 THE BALL

PROPERTIES AND MEASUREMENTS

The ball:

- is spherical;
- is made of leather or another suitable material;
- is of a circumference of not less than 60cm and not more than 62cm;
- is not less than 510 grams nor more than 540 grams in weight at the start of the match;
- is of a pressure equal to 0.4-0.6 atmospheres (400–600g/cm²) at sea level;
- the sound system employed shall be located inside the ball to enable the ball to run, roll and bounce in a regular manner. In order to guarantee the safety of the players at all times, the system used shall ensure that the ball makes a noise when it is spinning on its own axis or spinning through the air.

REPLACEMENT OF A DEFECTIVE BALL

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

- Play is stopped.
- The match is restarted by dropping the replacement ball at the place where the first ball became defective (drop ball process).

If the ball's sound system ceases to work during a game:

- It is not necessary to stop the match.
- The referee shall move lightly the ball in such a way that it begins to make noise again.

If the ball bursts or becomes defective while not in play (at a kick-off, goal clearance, corner kick, free kick, penalty kick, kick-in or double penalty):

- The match is restarted according to the Laws of the Game.

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

DECISIONS

Decision 1

- In IBSA competition matches and/or matches held under the aegis of IBSA member organisations, official IBSA balls shall be used.

3 NUMBER OF PLAYERS

PLAYERS

A match is played by two teams, each consisting of no more than five players, four of them outfield players and one goalkeeper. There will also be a guide.

In Men's Blind Football, the outfield players shall be completely blind (B1 Category). In Women's Blind Football, the outfield players may be completely blind (B1) or partially sighted (B2 or B3 Category). In both cases, the goalkeeper may be fully sighted or partially sighted (B2 or B3).

Team Delegation shall be composed of a maximum of eighteen people who shall have the following functions: ten outfield players, two goalkeepers, one guide, one coach, three staff, one (mandatory) medical staff.

For each match, the team squads shall be composed of a maximum of sixteen people who shall have the following functions: eight outfield players (selected every match from the 10 outfield players of the Team Delegation), two goalkeepers, one guide, one coach, three staff, one (mandatory) medical staff.

The medical staff must be certified by each National Federation by completing the "IBSA Football Medical Staff Certification" form.

One coach's translator will be authorized (if a team requires that). The translator is not a member of the official team squad.

SUBSTITUTION PROCEDURE

Substitutes may be used in any match played under the laws of an official competition and under the aegis of IBSA or any national member federation or association.

The maximum number of substitutes permitted is four outfield players and one goalkeeper. In case of injured of both goalkeepers, confirmed by the official match doctor, any team official or a partially sighted outfield player could act as a goalkeeper. In case of a national team, the team official must be of the same nationality of the team in order to replace a goalkeeper.

The number of substitutions is unlimited.

Each team has a maximum of 5 substitution opportunities per half, divided in the following way: 3-team substitution requests + team's time out + opponent team's time out.

Process for the 3-team substitution request per team per half:

- Ball shall be stopped.
- The substitution should be announced by the public address system.
- The player leaving the pitch must do so from his/her own team's substitution zone.
- The player entering the pitch must do so from his/her own team's substitution zone, but not until the player leaving the pitch has passed completely over the goal line and permission has been given to enter the field of play by one of the referees.
- Where both teams make a substitution at the same time, this will count as a used substitution opportunity for both teams. Multiple substitutions (and requests) by a team during the same stoppage in play count as one used substitution opportunity.

- A substitute is subject to the authority of and jurisdiction of the referees whether called upon to play or not.
- The substitution is completed when the substitute enters the pitch, from which moment the player becomes an active player and the player whom he/she is replacing ceases to be an active player.

Process for the substitution during Team's Time Out:

- The substitution should be announced by the public address system.
- The player leaving the pitch must do so from his/her own team's substitution zone.
- The player entering the pitch must do so from his/her own team's substitution zone, but not until the player leaving the pitch has passed completely over the goal line and permission has been given to enter the field of play by one of the referees.
- The substitution is completed when the substitute enters the pitch.

If the Time Out finishes and the substitution has not been completed:

- if the team has not got more substitutions to request = the player(s) who left the pitch will stay out. No substitute player will be allowed to enter the pitch. The team will continue playing with 1 (or more) less player(s) until the next stop of the match. During next stop of the match, the team will complete its number of players with the same player(s) who has left the pitch. A different player would not be allowed to complete the number of players.
- if the team still has substitutions to request = a substitute player will be allowed to enter the pitch, and it will count as one of the 3-team substitution requests. If no substitute player enters, the team will continue playing with 1 (or more) less player(s) until the next stop of the match. During next stop of the match, the team will complete its number of players with the same player(s) who has left the pitch, and it will not count as one of the 3-team substitution requests.

Substitutions during "Referee Time Out" counts as one of the 3-team substitution requests

Unlimited substitutions could be done during half time. These substitutions don't count as part of the 3-team substitution requests.

If a player who is to be substituted refuses to leave, play continues

TEMPORAL CONCUSSION SUBSTITUTION

In the case of a TCS, there are two possible scenarios: either there is an available request or there is not.

If there are available requests:

- TCS + more players substitutions: it will count as one of the 3 available substitution requests, and as many players as desired can be substituted at that time. When the determined TCS time ends, the player substituted for TCS will be allowed to return to the field for the player who was substituted without counting as a request.
- Only TCS: it does not count as one of the 3 available substitution requests if TCS is completed on time. If TCS determined time ends and the substituted player is not available to re-enter to finish the TCS process, then it will count as one of the 3 substitution requests (if there are no more available substitution requests, the substitute player must leave the FOP, and team will have to continue playing with one less player until the next opportunity for a substitution; i.e time out, half time).

If there are no available requests, only the TCS substitution can be made, and once the time ends, the substitute player must leave the FOP, with the substituted player possibly re-entering or not, according to TCS regulations.

Possible situations during a TCS

Stopping is defined as the period between the interruption of the game and its resumption, during which substitution requests can be made. Timeouts are considered as stopping. If the player who entered as a TCS leaves at the end of it, they cannot re-enter as a request until the next stopping.

A substitution request could be made at three moments during a TCS:

- at the beginning (when the injured player leaves),
- during the established review period,
- at the first stopping after that period.

There are no additional requests

- The injured player returns to the field, and the TCS substitute goes out: 0 request counted.
- The TCS substitute stays on the field: 1 request counted.

There is an additional request at the beginning of the 10 minutes TCS period

- The injured player returns to the field, and the TCS substitute goes out: 1 request counted.
- The TCS substitute stays on the field: 1 request counted.

There is an additional request at the end of the 10 minutes TCS period

- The injured player returns to the field, and the TCS substitute goes out: 1 request counted.
- The TCS substitute stays on the field: 2 requests counted.

There is an additional request during of the 10 minutes TCS period

- The injured player returns to the field, and the TCS substitute goes out: 1 request counted.
- The TCS substitute stays on the field: 2 requests counted.

Any additional requests are counted as usual. Table 1 summarizes the number of requests used in each possible situation, using the following references:

- **INJ**: Injured player
- **TCS**: TCS substitute
- **PLY**: Another player(s)

Situation	TCS-period begins		During TCS-period		TCS-period finishes		Request counted
	↓ Out	↑ In	↓ Out	↑ In	↓ Out	↑ In	
A	INJ	TCS	-	-	TCS	INJ	0
B	INJ	TCS	-	-	-	-	1
C	INJ + PLY	TCS + PLY	-	-	TCS	INJ	1
D	INJ + PLY	TCS + PLY	-	-	-	-	1
E	INJ	TCS	-	-	TCS + PLY	INJ + PLY	1
F	INJ	TCS	-	-	PLY	PLY	2
G	INJ	TCS	PLY	PLY	TCS	INJ	1
H	INJ	TCS	PLY	PLY	-	-	2

Table 1. TCS possible situations.

INFRINGEMENTS/SANCTIONS

If, while ball is in play, a substitute enters the pitch:

- Play is stopped.
- The substitute player is cautioned, shown the yellow card and is ordered to leave the pitch.
- Play is restarted with an indirect free kick, to be taken by the opposing team from the place where the ball was situated when the game was stopped.

DECISIONS

Decision 1

A goalkeeper could be substituted when a penalty or double penalty has been awarded. Outfield players could be substituted when a penalty or double penalty has been awarded, and the player who enters could be the kicker.

Decision 2

A player sent off with a red card during a match may be substituted according to the laws of the game, and

- according to the 3 substitution opportunities per half or during a time outs,
- if there are no opportunities to substitute the player during the first half, and the laws of the game allow to complete the team, the substitution could be done during half time.

Decision 3

Four players (one goalkeeper and three outfield players) are required to begin a match.

Decision 4

If, in the event of players being sent off or injured, fewer than three players (including the goalkeeper) are left in either of the teams, the match must be abandoned.

Decision 5

Captain's duties

Represent the team during the match and be the person responsible for addressing the referee and other officials; endeavour to maintain good conduct and sportsmanship among the teammates. In order to stand out from his teammates, the captain must wear an armband on one of the arms.

Should the captain leave the field of play for whatever reason, it will not be necessary to appoint another captain to carry out his duties, unless the captain leaves the facilities or is sent off.

Decision 6

If an outfield player asks for medical attention, afterwards the player has to leave the pitch. The player could be replaced by a substitute, if the laws allow.

Exception to the requirement to leave the field of play for outfield players is only when a player is injured as the result of a physical offence for which the opponent is cautioned or sent off, if the treatment on the pitch is completed quickly.

If a goalkeeper asks for medical attention, the goalkeeper does not have to leave the pitch.

Decision 7

A player who enters or re-enters in the pitch must do it always when the match is stopped, from the proper area, and with the authorization of the referees.

Decision 8

If a team has completed its substitutions and the goalkeeper is sent off, the match shall continue as follows: one outfield player will go out of the pitch, substitute goalkeeper will replace the sent off goalkeeper, and the team will continue playing with 1 goalkeeper and 3 outfield players, until the laws allow the team to complete the number of players.

Decision 9

If a team has completed its substitutions and the goalkeeper is injured, the match shall continue as follows: It will be allowed a medical substitution for the injured goalkeeper. The injured goalkeeper cannot enter again to play until the half time. If it happens during the second half, the injured goalkeeper cannot enter again until the next match.

Decision 10

If a team has fewer than three players (including the goalkeeper) because one or more players has deliberately left the pitch, the referees are not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the minimum number of three players.

Decision 11

The “IBSA Blind Football Temporary Concussion Substitution Policy (TCS)” law has been adopted by IBSA for implementation at all official blind football championships.

4 PLAYERS' EQUIPMENT

SAFETY

A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewellery.

BASIC EQUIPMENT

The basic compulsory equipment of a player is:

- a jersey or shirt;
- shorts – if thermal undershorts are worn, these shall be of the same main colour as the shorts;
- socks;
- shin guards;
- footwear – the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. Footwear must be worn. No type of moulded stud boots would be allowed.

EQUIPMENT FOR OUTFIELD PLAYERS

In addition to the above compulsory basic equipment, outfield players shall use the following:

- Eye patches in both eyes.
- Eyeshades made of an absorbent material and with padding on the front and on the parietal zone. Eyeshades shall be monitored by the IBSA Technical Delegate. In all IBSA-sanctioned competitions and at official competitions between two or more IBSA - member organizations, the compulsory eyeshades must be an official mask approved by the IBSA Football Sport Committee.
- Protective headband (optional).

JERSEY OR SHIRT

- Numbers must appear on the back of the shirts, and players in the same team must have different numbers.
- The colours of the numbers must contrast clearly with the colours of the jersey.
- Number must be from 1 to 99.

SHINGUARDS

- Must be entirely covered by the socks;
- must be made of a suitable material (rubber, plastic or similar substances);
- must provide a reasonable degree of protection.

GOALKEEPERS

- The goalkeeper is allowed to wear long trousers.
- Each goalkeeper shall wear colours that easily distinguish the goalkeeper from the other players and the referees.

INFRINGEMENTS/SANCTIONS

For any infringement of this Law:

- Play need not to be stopped.
- The player at fault is instructed by the referees to leave the pitch of play to correct the equipment, unless the player has already corrected it.
- Any player required to leave the pitch of play to correct the equipment must not re-enter without the referees' permission.
- The referees check that the player's equipment is correct before allowing the re-entering.
- The player is only allowed to re-enter the pitch of play when the ball is out of play.

DECISIONS

Decision 1

Protective blindfolds that, in the opinion of the referee, threaten the players' safety shall not be permitted.

Decision 2

Protective headband is optional for prevention of head injuries. If the ball is in play and a player's headband is away, the game should not be stopped. As soon as the ball is out of play, the referee should give his/her headband back, to wear it.

5 REFEREE

THE AUTHORITY OF THE REFEREE

Each match is controlled by a referee, who has full authority to enforce the Laws of the Game in connection with the match for which the referee has been appointed, from the moment the referee enters the premises where the pitch is situated until the referee leaves.

RIGHTS AND DUTIES

The referee:

- enforces the Laws of the Game;
- allows play to continue when the team against which an offence has been committed stands to benefit from such an advantage and must punish the original offence if the anticipated advantage does not ensue at that time;
- keeps a record of the match and provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players, guides and/or team officials as well as any other incidents that occur before, during or after the match;
- acts as a timekeeper in the event that this official is not present;
- stops, suspends or terminates the match for any infringement of the Laws or as a result of any kind of outside interference;
- takes disciplinary action against players, guides or team officials guilty of cautionable and sending-off offences;
- ensures that no unauthorised persons enter the pitch;
- stops the match if a player is seriously injured and ensures that this player is removed from the pitch;
- allows play to continue until the ball is out of play if a player is only slightly injured and is not in danger from the other players such as to step on him/her;
- ensures that any ball used meets the requirements of Law 2;
- shall restart play on each occasion it is stopped;
- shall, using the public address system, ensure there is silence in the area surrounding the field of play;
- shall indicate clearly to the timekeeper's table, either verbally or using signals, each action that occurs during the match;
- shall check the players' equipment before the start of the match, when substitutions are made, after every time out, at the beginning of the second half and when the referee deems it necessary;
- must ensure that eyeshades, headbands and eye patches are worn correctly during the whole match;
- enforce the law regarding the guides' areas:
 - 1st area: defensive third (goalkeeper);
 - 2nd area: midfield third (coach);
 - 3rd area: attacking third (guide).

DECISIONS OF THE REFEREE

The decisions of the referee regarding play are final.

DECISIONS

Decision 1

If the referee and the second referee both whistle a foul simultaneously and there is a disagreement as to which team is to be penalised, the referee's decision shall prevail.

Decision 2

The referee shows the cards to the players, both referees keep notes of the yellow and red cards.

6 THE ASSISTANT REFEREES

SECOND REFEREE

Duties

A second referee is appointed to operate on the opposite side of the pitch to the referee. The second referee is also permitted to use a whistle.

The second referee helps the referee to control the match in accordance with the Laws of the Game.

Keeps a check on the two-minute period following the sending off of one or more players, should the timekeeper not be present.

Keeps a check on the time during time-outs, should no timekeeper be available.

In the event of undue interference or improper conduct, the referee will relieve the second referee from duty, arrange for a replacement and submit a report to the appropriate authorities in accordance with the manner and timelines set out in the IBSA competition regulations in this respect.

Decisions

Decision 1

A second referee must officiate during all international matches.

THIRD REFEREE

The third referee shall:

- replace either the referee or the second referee should either of them be unable to continue officiating the match;
- be responsible for assisting when substitutions are made during the match;
- have the authority to check the substitutes' equipment before they enter the field of play; should the equipment fail to comply with the laws of the game, the third referee shall not allow the substitution to be made;
- have the authority to inform the referee or the second referee of any improper conduct by anyone on the substitutes' benches;
- keep notes of yellow cards.

7 TIMEKEEPER, SCORER, PA SPEAKER

DUTIES

A timekeeper and a scorer are appointed by IBSA. The Local Organizer Committee must provide the PA Speaker, who should use English language. They are seated outside the pitch at the halfway line on the same side as the substitutes' benches.

THE TIMEKEEPER:

The timekeeper shall be equipped with a suitable clock (chronometer) and the necessary equipment to indicate accumulated fouls, to be supplied by the association or hosting on whose pitch the match is being played.

Ensures that the duration of the match complies with the provisions of Law 8 by:

- Starting the clock (chronometer) at both kick off.
- Stopping the clock (chronometer) when the referee sanctions:
 - Free kick.
 - Kick-in.
 - Goal clearance.
 - Corner kick.
 - Referees' time-outs.
 - A team's time out.
 - Treatment for an injured player.
 - Substitutions.
 - A penalty or double penalty.
 - Goals.

The timekeeper restarts the clock (chronometer) as soon as the referee blows the whistle or drops the ball to restart the play again.

A match must always finish when the ball is in play.

- checks the one-minute time-out;
- checks the two-minute time punishment period when a player has been sent off;
- indicates the end of each period with an acoustic signal. The period finishes when the acoustic signal sounds, even if the referees do not signal the end by blowing their whistle.

If a direct free kick beginning with the fifth accumulated foul or a penalty kick is awarded when a period is about to end, the period will be considered to have ended once the direct free kick or penalty kick has been completed. Either kick is considered completed when, after the ball is in play, one of the following occurs:

- the ball stops moving or goes out of play;
- the ball is played by any player (including the kicker) other than the defending goalkeeper;
- the referees stop play for an offence by the kicker or the kicker's team.

A goal scored in accordance with Laws of the Game but after the end of the period, as indicated by the timekeeper with the acoustic signal, will only be allowed in the above situations. Periods of play will not be extended in any other case.

THE SCORER

- Keeps a record of all time-outs left to each team, keeps the referees and teams informed accordingly and indicates permission for a time-out when requested by the coach of either team (Law 8);
- keeps a record of the accumulated fouls committed by each team, registered by the referees, in each half of the match and indicates when the fourth accumulated foul is committed by either team by placing a visible sign on the timekeeper's table;
- takes note of the numbers of the players who score goals;
- records the names and numbers of the players, guides and team officials cautioned or sent off.

PUBLIC ADDRESS SYSTEM SPEAKER

- The PA system shall be set up on top of the timekeeper's table;
- shall be used, at all times, to indicate that play is stopped and to inform of all incidents during the match (fouls, substitutions, time-outs and any other situation that may occur during the match, including substitutions made during time-outs or during half-time). The speaker must use the PA system to announce such incidents;
- shall be used to ask the public to remain silent in accordance with instructions given by the match officials.

In the event of undue interference by timekeeper, or by the scorer, or by the public address system, the referee will relieve the person from duty, arrange for a replacement and submit a report to the appropriate authorities in accordance with the manner and timelines set out in the IBSA competition regulations in this respect.

DECISIONS

Decision 1

For international matches, the use of a timekeeper, a scorer and a public address system is compulsory.

8 DURATION OF THE MATCH

PERIODS OF PLAY

The match lasts two equal periods of 20 minutes.

The timekeeping is undertaken by a timekeeper, whose duties are defined in Law 7.

The duration of either half shall be prolonged to enable a penalty kick or double penalty kick to be taken.

TIME-OUT

The teams are entitled to request a one-minute time-out in each half. The following conditions apply for a time-out:

- the team coaches are authorised to request the timekeeper for a one-minute time-out;
- a one-minute time-out may be requested at any time but is permitted only when the team requesting the time-out is in possession of the ball;
- the timekeeper indicates permission for a time-out when the ball is out of play using a whistle or another acoustic signal distinct from the ones used by the referees;
- when a time-out is granted, the players must remain on the pitch. If they wish to receive instructions from a team official, this may only be done at the kickboards at the level of the substitutes' bench. The official issuing the instructions may not enter the pitch (with the exception of the guide, who is allowed to go inside the pitch during a time – out);
- a team that does not request a time-out in the first half of the match is still entitled to only one time-out during the second half.

HALF-TIME INTERVAL

The half-time interval must not exceed 10 minutes.

DECISIONS

Decision 1

If a timekeeper is not available, the coach may make a request for a time-out to the referee.

Decision 2

If the first or second half of the match starts delayed due to one or both teams' irresponsibility, the coach/coaches respectively, will be awarded with a yellow card.

9 START AND RESTART OF PLAY

PRELIMINARIES

A coin is tossed and the team that wins the toss decides which goal to attack in the first period or to take the kick-off. Depending on the above, the other team takes the kick-off or decides which goal to attack in the first period. The team that decided which goal to attack in the first period takes the kick-off to start the second period.

At the start of the second half of the match, the teams change ends and attack the opposite goals.

Substitutes and team officials shall use the substitutes' bench on the half of the field of play which their team is defending.

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.
- A goal may be scored directly from the kick-off. If the ball directly enters the kicker's goal, a corner kick is awarded to the opponents.

PROCEDURE

- All players are in their own half of the field.
- The opponents of the team taking the kick-off are at least five metres from the ball until it is in play.
- The ball is stationary on the centre mark.
- The referee gives a signal.
- The ball is in play when it is kicked and moves.
- The kicker may not touch the ball a second time until it has touched another player.

After a team scores a goal, the kick-off is taken by the other team.

INFRINGEMENTS/SANCTIONS

If the kicker touches the ball a second time before it has touched another player:

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick).

For any other infringement of the kick-off procedure, the kick-off is retaken.

DROPPED BALL

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary while the ball is in play.

Procedure

- The ball is dropped for the defending team's goalkeeper inside the goalkeeper's area if when play was stopped the goalkeeper had possession of the ball.
- In all other cases, one of the referees drops the ball for one player of the team that last has clear possession of the ball at the point where the player last had contact with the ball, or where it last made contact with an outside agent or a match official. If this last touch happens inside the penalty area, the ball will be dropped outside the penalty area at the nearest possible place from the kickboard.
- If none of the teams had got a clear possession of the ball at the moment that the play was stopped, a drop ball with 1 player per team will be done at the nearest possible place from the kickboard.
- All other players must remain at least at six (6) metres from the ball until it is in play.
- The ball is in play when it touches the pitch.

Infringements/Sanctions

The ball is dropped again if it:

- Touches a player before it touches the pitch.
- Goes out of play after it touches the pitch, without touching a player.

If the dropped ball is directly kicked into:

- Own goal: corner kick will be awarded.
- Opponents goal: goal clearance will be awarded.

SHOELACES

Referees would be able to delay the re-start of a match to allow a player to tie the shoelaces in the following situations:

- When the time is stopped due to a corner kick, a free kick, a kick off, a substitution, or a drop ball.
- When there is a goal clearance in favour of the team of the player who needs to tie the shoelaces.

When the ball is in play, the Referees will never stop the match to allow a player to tie the shoelaces.

When there is a goal clearance for Team A, the Referees will never stop the match to allow a player of Team B to tie the shoelaces.

10 BALL IN AND OUT OF PLAY

BALL OUT OF PLAY

The ball is out of play when:

- it has wholly crossed one of the goal lines, whether on the ground or in the air, or one of the kickboards in the air;
- play has been stopped by the referees;
- it hits the ceiling.

BALL IN PLAY

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

- it rebounds from a goal post or the crossbar onto the pitch;
- it rebounds off one of the kickboards and remains on the field of play.

DECISIONS

Decision 1

When a match is played on an indoor pitch and the ball accidentally hits the ceiling, the game is restarted with a kick-in, awarded to the opponents of the team that last touched the ball.

The kick-in is taken from a point on the touch line nearest to the place below which the ball hit the ceiling.

11 SCORING METHOD

GOAL SCORED

A goal is scored when the whole of the ball passes over the goal line (see Figure 8), between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking team, the goalkeeper included, and provided the team scoring the goal has not infringed any other laws of the game in the play leading up to the goal.

WINNING TEAM

The team that scores 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.

NO GOAL (CASE INVOLVING THE BALL TOUCHING A REFEREE)

If the ball touches a referee and the ball goes directly into the goal, the goal is not scored and play is restarted with a dropped ball.

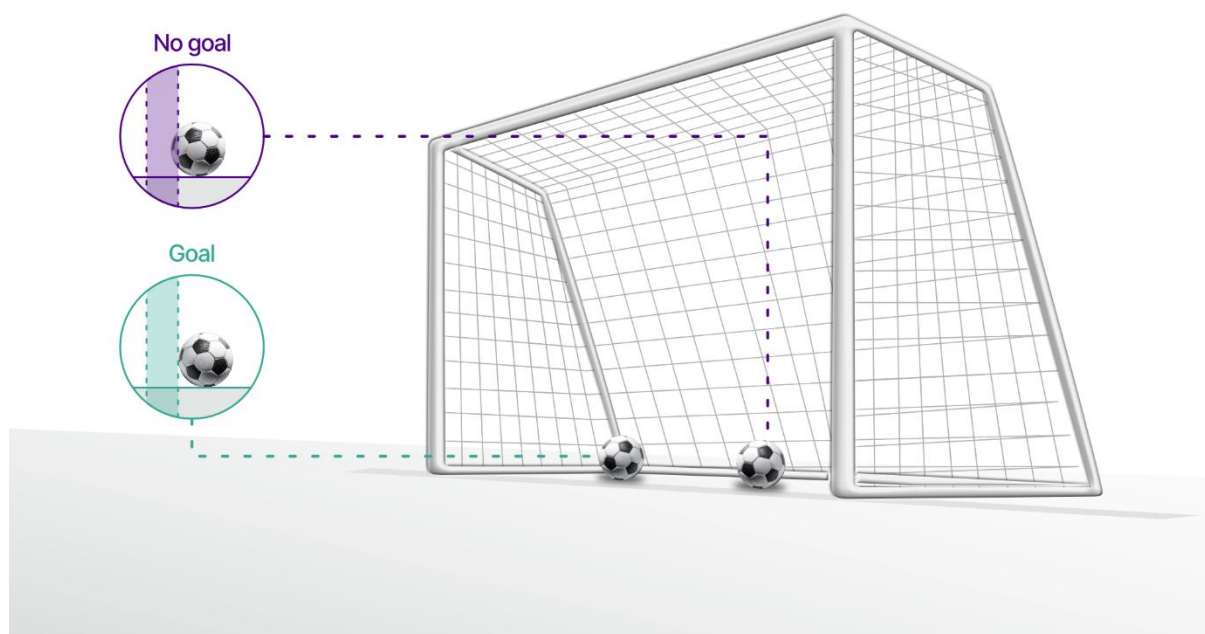


Figure 8. Difference between goal and no goal as the ball passes the goal line.

12 FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows:

ACCUMULATED FOULS

A direct free kick shall be awarded to the opposing team if a player commits any of the following eight offences in a manner which, in the view of the referee, is careless, reckless or involves the use of excessive force:

- kicks or attempts to kick deliberately an opponent;
- trips an opponent;
- jumps at an opponent;
- charges at an opponent;
- strikes or attempts to strike deliberately an opponent;
- pushes an opponent;
- tackles an opponent;
- plays the ball, tackles or seeks the ball with the head down.

A direct free kick shall also be awarded to the opposing team if a player commits any of the following five offences:

- fails to say clearly, audibly, in time as the possessor of the ball could alter the direction to avoid him/her, the word “go” or “voy”, or any other similar word, when seeking the ball, tackling or searching for the ball;
- handles the ball deliberately (except for the goalkeeper within the own goalkeeper’s area);
- holds an opponent;
- spits at an opponent;
- slides among opponents in an attempt to play the ball when is being played or is attempted to be played by an opponent (sliding tackle), except for the goalkeeper inside the goalkeeper’s area and provided that the goalkeeper does not play in a careless and reckless way or uses excessive force.

Direct free kicks are taken from the place where the foul was committed (see Law 13 – Position of free kick).

Penalty kick

A penalty kick is awarded against a team that commits any of the abovementioned offences inside its own penalty area and while the ball is in play, regardless of the position of the ball.

A penalty kick is also awarded if the goalkeeper plays or interferes with play outside the goalkeepers’ area.

NON-ACCUMULATED FOULS

Goalkeeper

An indirect free kick is awarded to the opposing team if a goalkeeper commits any of the following three offences:

- after releasing the ball from goalkeeper's possession, the goalkeeper receives it back from a team-mate without the ball first having passed beyond the halfway line or without it having been played or touched by an opponent;
- the goalkeeper touches or controls the ball with the hands after it has been deliberately kicked to him/her by a team-mate;
- the goalkeeper touches or controls the ball with the hands after passed to him/her deliberately from kick-in from a team-mate.

Player

An indirect free kick is also awarded to the opposing team, to be taken from the place where the infringement occurred, if, in the opinion of the referee, a player:

- plays in a dangerous manner;
- prevents the goalkeeper from releasing the ball from his/her hands;
- holds on to the kickboards with both hands when playing or attempting to play the ball taking an advantage from opponents;
- obstruction;
- active blocking as the second teammate against an opponent at the side boards (sandwich)
- plays the ball being laying on the floor taking an advantage from opponents, without touching an opponent;
- utter words or noises with the intention of disorienting or tricking an opponent;
- breaks the silence deliberately during the match;
- touch deliberately the eye mask or eye patch, without referee's permission, when the ball is in play, in order to get light perception advantage;
- obvious deny to attack after 40 seconds from the possession of the ball;
- commits any other type of infringement not previously mentioned in Law 12 and for which play must be stopped to caution or send off a player.

The indirect free kick is taken from the place where the infringement occurred (see Law 13 – Position of free kick).

If, when the goalkeeper releases the ball or kicks the ball, at a goal clearance or when the ball is in play, it does not touch, bounce or strike in the half of the field of play his/her team is defending:

- an indirect free kick is awarded to the opposing team, to be taken from any position on the half-way line.

If a goalkeeper controls the ball with one or both hands or one or both feet for more than four seconds when the ball can be played, an indirect free kick will be awarded to the opposite team (see Law 13 – Position of free kick).

If a player stops the ball dead with one or both feet for more than four seconds when the ball can be played, an indirect free kick will be awarded to the opposite team.

DISCIPLINARY SANCTIONS

Cautionable offences

A player is cautioned and shown a yellow card if the player commits any of the following eight offences:

- guilty of unsporting behaviour;
- shows dissent by word or action;
- persistently infringes the Laws of the Game;

- delays the restart of play;
- fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick, dropped ball or goal clearance;
- enters or re-enters the pitch without the referees' permission or infringes the substitution procedure;
- deliberately leaves the pitch without the referees' permission;
- touches intentionally the obligatory equipment in order to gain advantage.

Sending-off offences

A player is sent off and shown the red card if the player commits any of the following offences:

- guilty of serious foul play;
- guilty of violent conduct;
- spits at an opponent or any other person;
- denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (with the exception of a goalkeeper within goalkeeper's own area);
- denies an opponent moving towards the player's goal a clear goal scoring opportunity by committing an offence punishable by a free kick or a penalty kick;
- uses offensive, insulting or abusive language;
- receives a second caution in the same match.

OFFENCES COMMITTED BY TEAM OFFICIALS, GUIDES, GOALKEEPERS OR SUBSTITUTES

While the ball is in play, team officials, guides, goalkeepers and substitutes must not:

- fail to respect the guides' areas reserved for the coach, goalkeeper or guide;
- show dissent by word or action;
- fail to remain silent;
- behave irresponsibly.

If play is stopped due to any of the offences mentioned above, the referee shall award an indirect free-kick to the opposing team, to be taken from the place that the ball was when the offence occurred (see Law 13 – Position of free kick) and could sanction the person.

If a coach or guide interferes in play by touching on purpose their own player, the referee shall award an indirect free kick to the opposing team, and a yellow card will be shown to the coach/guide.

If a coach or guide interferes in play by touching on purpose an opponent player, the referee shall award an indirect free kick to the opposing team, and a red card will be shown to the coach/guide.

DECISIONS

Decision 1

A player who has been sent off may not re-enter the game in progress, nor may he/she sit on the substitute's bench. A substitution could be done and a substitute player may enter the pitch when the ball is out of play after two minutes of playing time have elapsed following the sending-off, provided that the player has the authorisation of the Third Referee, unless a goal is scored before the two minutes have elapsed, in which case the following applies:

- if there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed by a fifth player;

- if both teams are playing with four players and a goal is scored, both teams remain with the same number of players;
- if there are five players playing against three, or four against three and the team with the greater number of players scores a goal, the team with three players may be increased by one more player only;
- if both teams are playing with three players and a goal is scored, both teams remain with the same number of players;
- if the team scoring the goal is the one with fewer players, the game continues without changing the number of players.

13 FREE KICKS

TYPES OF FREE KICKS

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

Where two or more defending-team players form a “defending wall”, all attacking-team players must remain at least one metre from the “defending wall” until the ball is in play.

Direct free kick

If a direct free kick is kicked directly into the opponents’ goal, a goal is awarded.

If a direct free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

Indirect free kick

A goal may be scored only if the ball touches another player before it enters the goal.

POSITION OF FREE KICK

Free kick outside the penalty area

- All opponents must be at least five (5) meters from the ball until it is in play.
- 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), or from the second penalty spot, as part of the second penalty process.

Direct or indirect free kick inside the penalty area to the defending team

- All opponents must be at least five (5) meters from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- A free kick awarded in the penalty area may be taken from any point inside that area, outside the goalkeeper’s area.

Indirect free kick for the attacking team

- All opponents must be at least five (5) meters from the ball until it is in play.
- The ball is in play when it is kicked and moves.
- An indirect free kick conceded in the penalty area is taken from the penalty-area line at the point nearest to the place where the offence was committed, following an imaginary line parallel to the kickboard (as illustrated in Figure 9).

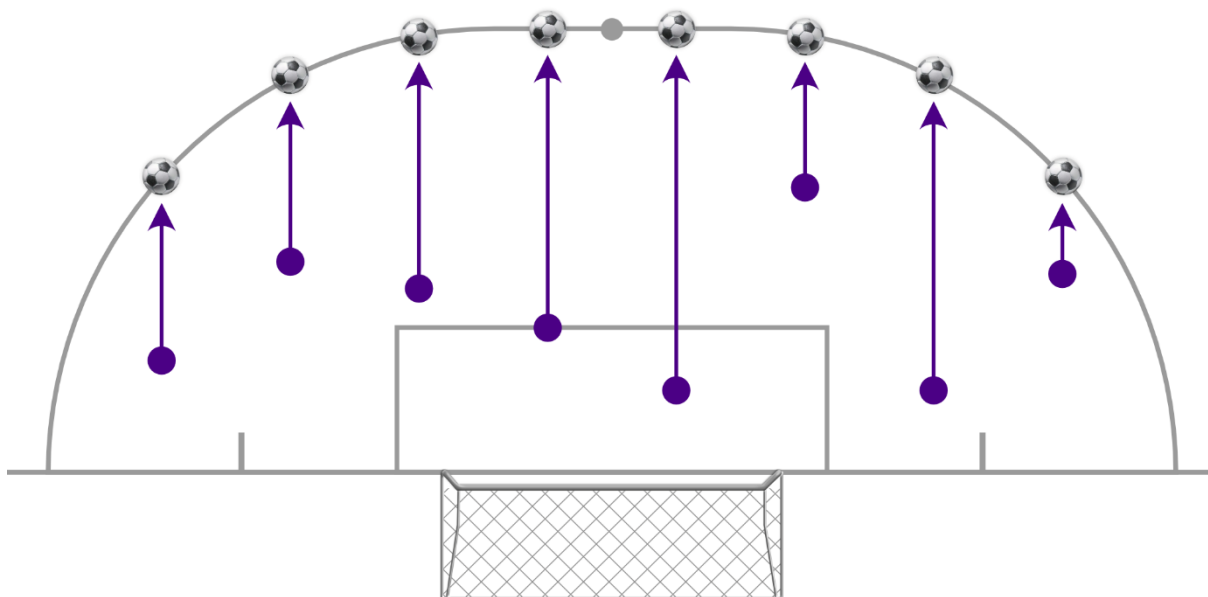


Figure 9. Indirect free kick conceded in the penalty area.

INFRINGEMENTS/SANCTIONS

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken.

If, after the ball is in play, the kicker touches the ball a second time before it has touched another player:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

If the team taking the free kick takes more than four seconds to do so:

- the referee awards an indirect free kick to the opposing team.

Signals

Indirect free kick:

- The referee indicates an indirect free kick by raising one arm above the head. The referee keeps the arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

DECISIONS

Decision 1

At a free kick, attacking players may not remain in the goalkeeper's area of the defending team until the ball is in play.

14 ACCUMULATED FOULS

ACCUMULATED FOULS

- They are those punished by a direct free kick mentioned in Law 12.
- The first 4 (fourth) accumulated fouls committed by each team during each half are recorded in the match report.

POSITION OF FREE KICK

For the first 4 (fourth) accumulated fouls recorded for either team in each half:

- the players of the opposing team may form a wall to defend a free kick;
- all opponents must be at least five metres from the ball;
- a goal may be scored directly in the opponents' goal from this free kick.

Procedure for the 5th and any subsequent accumulated fouls (double penalty process)

Beginning with the 5th (fifth) accumulated foul recorded for either team in each half, and for any subsequent accumulated foul per period, the following double penalty procedure shall be applied:

- The players of the opposing team do not form a wall to defend a free kick.
- The player taking the kick has to be identified properly.
- The player taking the kick must kick the ball with the intention of scoring a goal and may not pass the ball to another player.
- All the other players on the pitch must remain behind an imaginary line that is level with the ball and parallel to the goal line, five metres from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played.
- Once the free kick has been taken, no player may touch the ball until it has been touched by the defending goalkeeper, or has rebounded from one of the goalposts or the crossbar, or has left the pitch.
- The goalkeeper must remain inside the goalkeeper's area and be at least five metres from the ball, if the free kick will be taken from eight (8) metres penalty mark, or from seven (7) to eight (8) meters distance from the goal line. The goalkeeper must remain in the goal line if the free kick will be taken from the six (6) metres penalty mark, or from six (6) to seven (7) meters distance from the goal line.
- If player commits the fifth foul of a team, and any additional accumulative foul per period, in the opposing team's half or in his own half in the area between the halfway line and an imaginary line passing through the second penalty mark eight (8) metres from the goal line, the free kick is taken from the second penalty mark as a double penalty process.
- If a player commits the fifth foul of a team, and any additional accumulative foul per period, in his/ her own half of the pitch between the 8-metre line and outside six (6) metres penalty line, the team awarded the free kick may choose whether to take it from the second penalty mark or from the place where the infringement occurred, as a double penalty process.
- The player taking the kick may not play the ball a second time until it has touched another player.
- The kick must be taken within four seconds.

Additional time must be allowed for a kick to be taken after the fifth accumulated foul at the end of each half.

INFRINGEMENTS/SANCTIONS

If a player, substitute, guide or team official of the defending team infringes this Law:

- if a goal is not scored, the kick is retaken;
- the kick is not retaken if a goal is scored.

If a player, substitute, guide or team official of the same team as the player taking the kick infringes this Law:

- if a goal is scored, the kick is retaken;
- the kick is not retaken if a goal is not scored.

If the player taking the kick infringes this Law after the ball is in play:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick).

If one or more players of the defending team and one or more players of the attacking team infringe this Law before the ball is in play:

- the kick is retaken.

If the kick is not taken within four seconds, an indirect free kick is awarded to the opposing team.

15 PENALTY KICK

A penalty kick is awarded against a team that commits any of the offences for which a direct 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.

POSITION OF THE BALL AND THE PLAYERS

The ball:

- is placed on the penalty spot.

The player who is taking the penalty kick:

- is properly identified.

The defending goalkeeper:

- stays on the goal line, facing the kicker and between the goalposts until the ball has been kicked.

The guide of the team which is taking the penalty kick:

- could orientate the kicker;
- could not get inside the pitch.

The players other than the kicker are located:

- on the pitch;
- outside of the penalty area;
- behind or to the side of the penalty spot;
- at least five metres from the penalty spot.

PROCEDURE

- The player taking the penalty kicks the ball forward.
- He may not play the ball a second time until it has touched another player.
- The ball is in play when it is kicked and moves forward.
- The kick must be taken within four seconds.

When a penalty kick is taken during the normal course of play, or when 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 the goalposts and under the crossbar:

- The ball touches either or both of the goalposts, or the crossbar or the goalkeeper.

INFRINGEMENTS/SANCTIONS

If a player, substitute player, guide or team official of the defending team infringes this Law:

- If a goal is not scored, the penalty kick is retaken.
- If a goal is scored, the penalty kick is not retaken.

If a player, substitute player, guide or team official of the player taking the kick infringes this Law:

- If a goal is scored, the penalty kick is retaken.
- If a goal is not scored, the penalty kick is not retaken.

If the player taking the kick infringes this Law after the ball is in play:

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick).

If one or more players of the defending team and one or more players of the attacking team infringe this Law before the ball is in play:

- the kick is retaken.

If the penalty kick is not taken within four seconds, an indirect free kick is awarded to the opposing team.

16 KICK-IN

A kick-in is a method of restarting play.

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

- If the ball enters the opponents' goal, a goal clearance is awarded.
- If the ball enters the kicker's goal, a corner kick is awarded.

A KICK-IN IS AWARDED:

- when the whole of the ball passes over the top of either of the kickboards or hits the ceiling;
- from the place where it passed over the kickboard;
- to the opponents of the player who last touched the ball.

POSITION OF THE BALL AND THE PLAYERS

The ball:

- must be stationary and at most one metre from the kickboard;
- may be kicked back into play in any direction.

The players of the defending team:

- must be at least five metres from the place where the kick-in is taken.

PROCEDURE

- The player taking the kick-in must do so within four seconds of the referee's instructions to do so.
- The player taking the kick-in may not play the ball a second time until it has touched another player.
- The ball is in play immediately after it has been kicked or touched.

INFRINGEMENTS/SANCTIONS

An indirect free kick is awarded to the opposing team if:

- The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred (see Law 13 – Position of free kick).

The kick-in is retaken by a player of the opposing team if:

- The kick-in is taken incorrectly.
- The kick-in is taken from a position other than the place where the ball passed over the kickboard.
- The kick-in is not carried out within four seconds of the referee indicating it must be taken.
- Any other infringement of the Law occurs.

DECISIONS

Decision 1

At a kick-in, attacking players may not remain in the goalkeeper's area of the defending team until the ball is in play.

17 GOAL CLEARANCE

A goal clearance is a method of restarting play. It must always be performed by the goalkeeper inside the goalkeeper's area.

A goal may not be scored directly from a goal clearance. If the ball directly enters the goal of the team whose goalkeeper took the goal clearance, a corner kick is awarded to the opponents. If the ball directly enters the goal of the team that did not take the goal clearance, the said team is awarded a goal clearance.

A goal clearance is awarded when:

- The whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11.

PROCEDURES

- The ball is thrown with the hand from any point within the goalkeeper's area by the goalkeeper of the defending team.
- Opponents must remain outside the penalty area until the ball is in play.
- The ball is in play when it is thrown directly beyond the goalkeeper's area.

INFRINGEMENTS/SANCTIONS

If the ball is not thrown directly beyond the goalkeeper's area:

- The goal clearance is retaken.

If the goal clearance is not taken within four seconds of the goalkeeper taking possession of the ball:

- An indirect free kick is awarded to the opposing team (see Law 13 – Position of free kick).

If the goalkeeper throws the ball beyond the half-way line, without the ball having touched the ground or the kickboards, or been played before:

- An indirect free kick is awarded to the opposing team, to be taken from any point on the half-way line.

If the ball is in play after a goal clearance, and the goalkeeper touches the ball before it has touched another player:

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred (see Law 13 – Position of free kick).

DECISIONS

Decision 1

At a goal clearance, attacking players may not remain in the goalkeeper's area of the defending team until the ball is in play.

18 CORNER KICK

A corner kick is a method of restarting play.

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

A CORNER KICK IS AWARDED WHEN:

- The whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 11.

PROCEDURE

- The ball is placed at the corner arc at the nearest corner.
- The opponents shall remain at least five metres from the ball until it is in play.
- The ball is kicked by a player from the attacking team.
- The ball is in play after it has been kicked and has moved.
- The player taking the corner kick may not play the ball a second time until it has touched another player.

INFRINGEMENTS/SANCTIONS

An indirect free kick is awarded to the opposing team if:

- The player taking the corner kick plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred.
- The corner kick is not carried out within four seconds of the referee indicating it must be taken. The indirect free kick is taken from the corner arc.

For any other infringement:

- The corner kick is retaken.

DECISIONS

Decision 1

At a corner kick, attacking players may not remain in the goalkeeper's area of the defending team until the ball is in play.

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

1 Kicks from the penalty spot

1.1 Taking kicks from the penalty mark is a method of determining the winning team where competition rules require there to be a winning team after a match has been drawn.

1.2 Warnings and cautions issued to players and team officials during the match and before the toss of the coin to decide which team will take the first kick are not carried forward into penalties (penalty kick definition).

2 Procedure

2.1 The referee chooses the goal where the penalty kicks will be taken.

2.2 The referee shall toss a coin and the team whose captain wins the toss shall decide if it wishes to take the first or the second penalty kick.

2.3 The referees keep a record of the kicks being taken

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

2.5 The kicks are taken alternately by the teams.

2.6 All the players and substitute players are allowed to kick, but not the goalkeepers.

2.7 When a team finishes the match with a greater number of players than its opponents, it shall reduce its numbers to equate with those of its opponents and inform the referee of the name and number of each player excluded.

2.8 If, before both teams have taken their 3 (three) penalty kicks, one has scored more goals than the other could score, even if it were to complete its 3 (three) kicks, no more kicks are taken.

2.9 If both teams score the same number of goals after their 3 penalty kicks, 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.

2.10 Additional penalty kicks must be taken by players who did not take one of the first 3 (three) kicks. After all players have taken a kick, the first players to take penalty kicks shall continue to take them in the same order.

2.11 A player who has been sent off shall not be entitled to take a penalty kick.

2.12 The goalkeeper could be substituted after the end of the match and before starting the penalty kicks. It does not count as one of the substitutions.

2.13 During the penalty kicks, the goalkeeper could be substituted in case of injury certified by the doctor. It does not count as one of the substitutions.

2.14 All players and guides shall remain on the field of play when kicks from the penalty mark are being taken, in the opposite half of the pitch to that being used for the penalty kicks. The third referee shall ensure they remain in that half of the pitch.

2.15 The goalkeeper whose team-mate is taking the penalty must remain on the field of play.

COMPETITION REGULATIONS

The following regulations shall be used at all IBSA-sanctioned competitions and at competitions between two or more IBSA-member organizations.

1 Point system

- 1.1 Three points for a win.
- 1.2 One point for a draw.
- 1.3 No points for a defeat.

2 Qualification systems in overall standings

2.1 The qualification system in overall standings follows the next order, moving to the next item in case of a tie:

- a) Highest number of points won in all games played of the current series.
- b) Highest goal difference for all games played of the current series.
- c) Highest number of goals scored in all games played of the current series.
- d) Highest number of points obtained in the matches among the teams in question.
- e) Highest goal difference in the matches among the teams in question.
- f) Highest number of goals scored in the matches among the teams in question.
- g) Fewer red cards among players and goalkeepers in the current series.
- h) Fewer yellow cards among players and goalkeepers in the current series.
- i) Fewer red cards among staff in the current series.
- j) Fewer yellow cards among staff in the current series.
- k) A draw between the teams in question.

3 Determining the winner of a match

3.1 In 1st – 2nd final game, in semi-finals, in 3rd – 4th place matches, 5th – 6th place matches and so on:

If the match finishes in a draw, penalty kicks shall be taken to determine the winner.

4 Official team-sheets

4.1 Sixty (60) minutes before the scheduled time for kick-off, the person responsible for each team shall submit the final team-sheet to the referees. It must be completed in English and with capital letters.

The team-sheet shall include the starting list and:

- a) Outfield players starting the match: surname, name and shirt number.
- b) Goalkeeper starting the match: surname, name and shirt number.
- c) Outfield substitutes: surname, name and shirt number.
- d) Substitute goalkeeper: surname, name and shirt number.
- e) Coach: surname and name.
- f) Guide: surname and name.
- g) Staff coach: surname and name.

4.2 Surnames, names and shirt numbers may not be changed at any time during a competition.

5 Final score for a suspended match

5.1 If a match is not played due to team's responsibility, the final score will be 6-0.

5.2 If a match is suspended due to a lack of minimum quantity of players, the final score will be 6-0, or the current score of the match if the winner team has scored more than 6 goals, eliminating the goals that the other team has scored (if there is any).

5.3 If a match is not played due to both teams' responsibility, there will be no winner at all and both teams will receive the following final result: losing 6-0.

SANCTIONS IN A TOURNAMENT SERIES

The following sanctions shall be applied in all IBSA-sanctioned competitions and in competitions between two or more IBSA member organizations.

1 Sanctions

1.1 Two yellow cards against the same person in different games of the same stage of a tournament, automatically suspends the person from the next game.

1.2 Two yellow cards against the same person at the same game, automatically suspends the player from the next game.

1.3 A yellow card at one stage of a tournament does not transfer to the next stage of the tournament.

1.4 A direct red card at a game, automatically suspends the person from the next two games.

1.5 If a person sanctions twice with a red card at the same tournament for trying to obtain advantage from light perception, this person automatically suspended for the remaining of the tournament.

1.6 If there is a stronger situation, such as a racial insult/ a physical aggression etc., a disciplinary committee will decide the sanction to the person. This sanction could be minimum 2 matches and it will depend on the type of aggression.

2 Remaining sanctions

2.1 A remaining sanction of a red card transfers automatically to the next IBSA, IPC, EPC, AfPC, AmPC, AsPC official game(s).

3 Ranking sanctions

3.1 If a National Team has not got a certified medical staff during all the matches of a championship, the country will be sanctioned with a discount of four points from the IBSA Ranking at the end of the year (four points per championship, not per match).

EYESHADES OVERVIEW

Overview of the eyeshades used as outfield player equipment (see Law 4 – Players' Equipment), shown in Figure 10 and Figure 11 for front and back views, respectively.



Figure 10. Front of the eyeshades allowed



Figure 11. Back of the eyeshades allowed.



