

INTERNATIONAL MINIFOOTBALL RULES

INTRODUCTION

Definitions of terms

1. First referee, R1 (or the main referee in case only one referee is delegated for a match):

A referee who is a holder of a referee's license and who has been delegated to referee a match (R1).

2. Second referee:

A referee who is a holder of a referee's license and who has been delegated for a match to serve as second referee (R2). R1 and R2 have equal responsibilities. Three referees should be delegated for International minifootball matches in international level. Each national minifootball association, which is a member of the World Minifootball Federation (hereinafter "WMF") or some continental minifootball federation, which is a member of WMF, may modify the aforementioned and delegate only two referees instead of three in national competitions.

3. Waiting time

The waiting period for referees and/or teams is 10 minutes, unless stated otherwise in the Rules and Regulations.

4. Team members

Players and substitutes, players who have been substituted or called off the pitch by the team and players and substitutes who have been sent off by the referee.

5. Third referee

A referee who has been delegated for a match to serve as third referee. Third referee's responsibilities typically include overseeing proper substitutions of players, keeping the benches in order etc.

6. Match delegate (unless referred to otherwise by the governing body)

Representative of the governing body who has been delegated for a match to check and hand in a report regarding fulfillment of responsibilities arising from the Rules and Regulations of minifootball, as well as a report on the referee`s performance.

7. Team

A team is lower in the hierarchy than a club. Teams playing in the same category (e.g. men, women etc.) are distinguished by letters A-Z in alphabetical order without diacritics (or other signs or letters, in case of non-roman alphabet). Team “A” is the highest ranked team in any minifootball competitions.

8. Club

Club is an organization of a number of people, officials and players of the club, or of individual teams within the club. Maximum number of teams within one club is determined by Rules and Regulations.

9. Team officials

Responsibilities of people included in the match report who serve as team manager, trainer, doctor, paramedic or masseur are determined by Rules and Regulations.

10. Stands

Part of stadium designated for spectators.

11. Field of play (pitch)

Part of playing area marked out in accordance with Rules of minifootball.

12. Playing area

Inside part of stadium, usually fenced off, with pitch marked out; only specified individuals are allowed into the playing area.

13. Qualified referee

Referee holding valid referee`s license.

14. Team referee

Referee not holding a valid referee`s license, refereeing a match based on mutual agreement of both teams in case qualified referee is not present at or has not been

delegated for the match.

15. Other individuals

All people who are not team members or officials, e.g. organizers, maintenance, members of police or security agencies, media staff, spectators etc.

16. Individuals not participating in the game

Substitute players, players called off the pitch by captain, players or substitutes sent off by the referee, team officials and others.

17. Individuals participating in the game

Maximum six players forming a team in case a team has a lower number of outfield players; players added to a team which did not start the match with full number of players and players who, with or without referee's consent, temporarily leave the field of play/pitch.

18. Pitch facilities

Objects forming a part of pitch or directly connected to the pitch without which, under rule I., a match cannot be played – goals and goal nets.

19. Competition match

League or Cup match.

20. Stadium

Premises designated for sporting activities; consisting of playing area and stands.

21. Match

The match starts with a properly conducted kick-off and ends with the final blow of the whistle by the referee to signal the end of match.

22. Official kick-off time

Time of the start of a match announced by governing authority.

23. External influence

Objects that may appear on the pitch during match, individuals not participating in the game or animals; blowing a whistle by other individual than the delegated referee is also regarded as external influence.

24. Playing area equipment

Objects allowed under the Rules to be placed within playing area, e.g. railings, team benches, corner flags, flag posts etc.

25. Banishing

Referee`s measure (not involving booking): defined as ordering a individual to leave the pitch, players or officials to leave the bench, or a individual out of playing area into a place designated by the referee.

26. Sending off

Member of a team is considered sent off if he has been given a red card by the referee.

27. Abbreviations

WMF – International Association of Minifootball

EMF - European Minifootball Federation

R1 – first referee

R2 – second referee

28. Referee`s licence

A-license:

Referee can be delegated for any match, including world and European championship

B-licence:

Referee can be delegated for any match organized under the auspices of the national association of the country where the referee passed the relevant tests.

C-licence:

Referee can be delegated for any match organized under the auspices of the regional association in the country where the referee passed the relevant tests (minifootball matches in the given city and its surroundings).

D-licence:

Referee can be delegated for any match organized under the auspices of the regional association in the country where the referee passed the relevant tests

(minifootball matches in the given city and its surroundings), except for the top men's league/competition in the region.

E-licence:

Referee can only be delegated for matches in the lowest competition/league organized under the auspices of the national association of the country where the referee passed the relevant tests.

F-licence:

Referee can only be delegated for matches U15 and lowest categories.

INTRODUCTORY PROVISIONS

Modification of minifootball rules

Members of WMF are obliged to adhere to the following provisions of minifootball rules (validity from year 2017):

- a) ball size, weight and material (rule II.),
- b) substitutions of players (rule III.) ,
- c) match time (rule VII.), except for women and youth leagues (up to 15 years of age) where alteration is possible,
- d) size of goals.

Alterations to the minifootball rules can be made only following consent by WMF, or by national association of the given country in case of regional competitions/leagues.

1. Masculine/Feminine gender

In all cases where masculine gender pronouns are used to refer to players, referees or officials, the same provisions apply to women in the same positions as well.

2. Proportions/size

The pitch is rectangular in shape. The touchlines must always be longer than the goal lines.

Length: minimum 44 metres, maximum 50 metres.

Width: minimum 24, maximum 30 metres.

FIELD OF PLAY/PITCH AND ITS FACILITIES

1. Boundaries/markings

The pitch must be marked out with clearly visible lines. These lines are always parts of the area they are marking. The longer sides are called touchlines. The other opposing sides are called the goal lines. All lines can be maximum 12 centimeters wide. The pitch is divided into two halves by the half-way line. In the middle of the half-way line is marked out the centre spot, around which is the centre circle (5-metre radius).

2. Penalty area

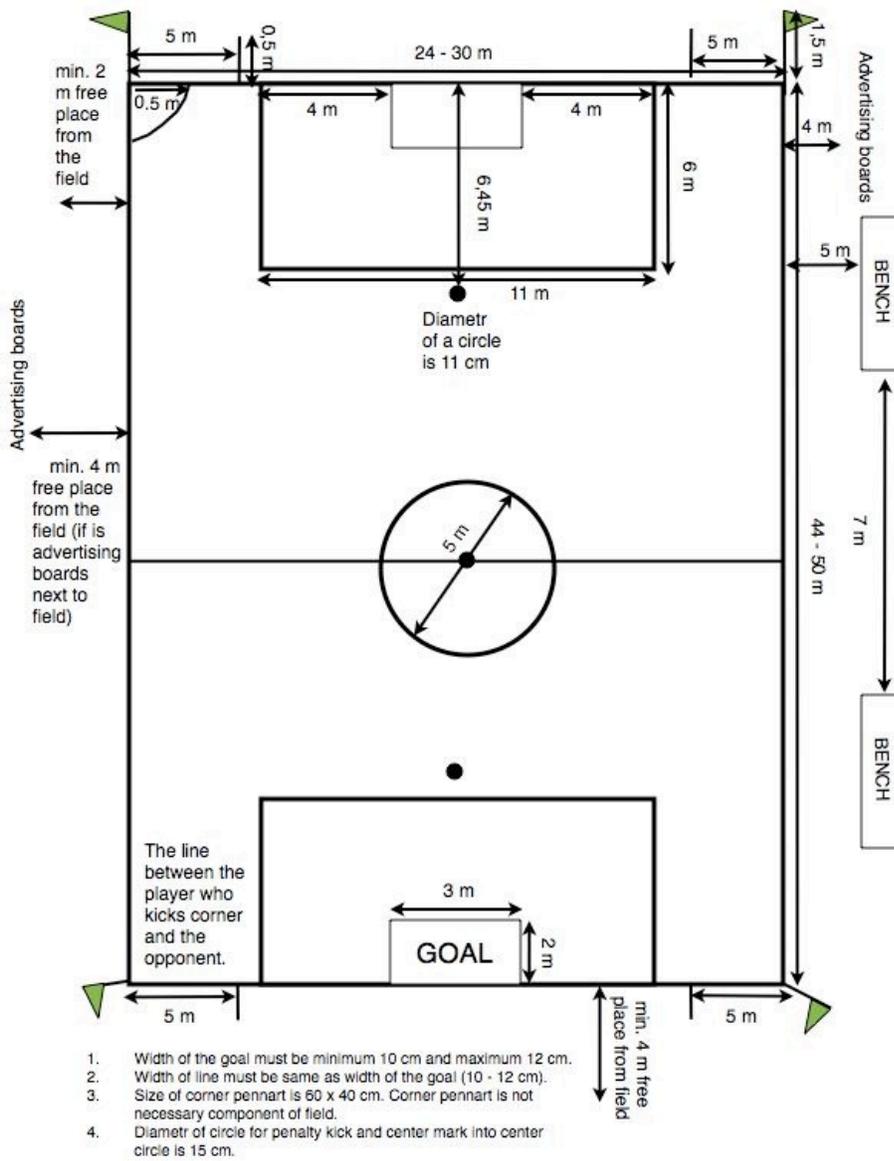
The penalty area is marked out at both ends of the pitch in the following way: The penalty area consists of the area formed by the goal-line, two lines starting on the goal line 4 metres from the goalposts and extending 6 metres into the pitch from the goal-line, and a line joining the ends of these two lines. In every penalty area, there is the penalty spot, marked out on an imaginary line perpendicular to the middle of the goal line, 6.45 metres from the goal line. There is no penalty arc in minifootball, only rectangular penalty area.

3. Flags

In every corner of the pitch a flag post may be erected, with minimum height of 1.5 metres and with rounded/blunt top. Maximum height of the flag post is 1.7 metres. Flag posts are not compulsory, only recommended, equipment of the pitch.

4. Corner kick area

Around each corner point (flag post), there is a quarter of a circle marked out in 0.5-metre radius.



5. Goals

Goal is located in the middle of each goal line. Two parallel vertical posts, each placed in the same distance from the nearest corner point form each goal. The inside proportions

are 3 times 2 metres. The width of a goal is measured between the inside parts of the posts, the height of a goal are measured between bottom part of the crossbar and the ground. The posts and the crossbar must be the same in width, maximum 12 centimeters. The goal line must be the same width as posts and crossbar. The goal nets are attached to the posts, crossbar and ground in such manner as not to obstruct the movement of the goalkeeper. In case larger than standard 3 times 2 metres goals are to be used, the distance of the penalty spot must be adjusted so as the distance equals the width of the goal times 2.15 metres. No other modification related to the size of goals is allowed.

6. Safety precautions

Goals must be fixed to the ground. Portable goals can be used provided the usage of such follows the aforementioned provision.

Rule I.

Field of play/Pitch

1. In case a crossbar changes its position or is broken during a match, referee must interrupt the game and have the crossbar repaired or replaced with a new one. If neither of these is possible, the game must be terminated. Rope is not considered adequate replacement. Once the crossbar has been repaired or replaced. The referee restarts the game from the same spot where the ball was at the moment of interruption (see special provision of Rule VIII.).

2. Goalposts and crossbar must be made of wood, metal or other approved material. The cross-section may be square, rectangular, circular or elliptical and must not pose any threat to players.

3. It is not allowed to place any mobile form of advertising on the pitch or adjoining facilities (including goal nets and space inside the nets), in the periods between the kick-off and end of first half, and between the start of second half and the end of the match.

4. No advertisement or any other device (cameras, microphones etc.) not directly related to the match can be placed particularly on goal nets, goal posts and crossbars.

5. Any depiction of symbols and/or logos of WMF, confederations, national associations, unions, leagues, teams and other entities on the pitch and adjoining facilities, both mobile and permanent, is prohibited during the match in the same scope as stated in provision 3.

6. Out of the field, 5 meters from corner toward the goal (according goal line), could be perpendicular 0.5 meters which help to referee and players to recognise a distance which must opponent players take if other team kick a corner.

7. Artificial surfaces, available for national and international matches including domestic cup matches – national championships, national league, cup winners` cup etc., must meet criteria set by WMF, unless the organizer is granted an exception by WMF.

8. Where there is a technical area, this must meet criteria set by WMF, as stated in attachment B (“Technical area”) of Rules of minifootball.

DECISIONS MADE BY “EMF”

1. In case pitch is not in condition suitable for playing and therefore it is not possible for a match to be played, the teams are obliged to agree on a different match date. The final agreement is noted by the referee in the match report, signed by both team captains (or team representatives in case of junior teams or other teams where their captain is younger than 18 years old.

2. Goal posts and crossbars must be between 10 and 12 centimeters thick. Edges of goal posts and crossbars oriented into the pitch must be rounded. Goal line must be as thick as goal posts and crossbars (10-12 centimeters) and must be marked out in line with the front and back sides of the goal posts. All other lines on the pitch must be same as goal line. Lines must be marked out level with the surface of the pitch. Centre spots and penalty spots marks must be 11 centimeters in diameter.

3. If a goal is damaged, it is not allowed to go on with the match. If a goal is damaged during official matches, the organizer must return the goal to regular conditions within 30 minutes. If it is not possible to do so, referee ends the match and describes the incident in detail in the match report. Any other match can be started or finished despite a damaged goal, provided the damage poses no threat to players and does not influence the proportions of the goal.

4. Goal nets can be made of hemp, jute or artificial fibres. It is not allowed to play official matches without goal nets or with damaged goal nets. If a goal net is damaged during official matches, the organizer must return the goal net to regular conditions within 15 minutes. If it is not possible to do so, referee ends the match. It is not allowed to repair a damaged goal net using wires or other materials that may pose threat to players.

5. Proportions of corner flags, where applicable, are 60 x 40 centimetres and they must be made of bright coloured textile.

6. It is allowed to play official matches without corner flags. If a corner flag is damaged during official matches, the organizer must return the corner flag to regular conditions within 15 minutes. If it is not possible to do so, the organizer removes the remaining corner flags from the pitch and describes the incident in detail in the match report.

7. Centre flags may be placed on imaginary extensions of the half-way line, minimum 1 metre far from the touchlines. Corner flags are only used by players for better orientation on the pitch and are not compulsory equipment and matches can be played without using them.

8. Goal posts and crossbars must be red and white, plain white or silvery white.

9. Presence of mass media staff inside the stadium or in the playing area may be defined in the league schedule drawn by governing authority.

INTERPRETATION OF RULE I.

General provisions

1. Playing area facilities and pitch equipment are described in the Rules of minifootball and specified in Competition rules or in league schedules.

2. Corner and penalty area must have required proportions even if pitch has minimum size. Distance for marking the penalty box and penalty spot is measured from outside edges of touchlines and from outside edges of touchlines to the middle of penalty spot. No other lines or assistant marks, not defined by the Rules, may be marked out on the pitch.

3. No official match can be played without goal nets. Prior to the match, the referee makes sure the goal nets are properly attached to the goals and that they are not damaged. The nets must be stretched in such a way that does not allow for doubts whether a goal was scored or not and must not limit the goalkeeper's safety and/or sufficient space to move around the goal. If the referee finds any shortcomings, the same procedure as in the case of the condition of the pitch applies. If the shortcomings cannot be corrected, the match cannot start.

4. In the case of a friendly match, if the referee finds the goal nets are missing or irreparably damaged, the match can still be played. The referee, however, must inform the team captains that all decisions on whether a goal was scored or not will be based

on the referee's observation and, since this is subject to potential errors, all potential objections will be deemed purposeless.

5. All lines marking out individual pitch areas are part of such relevant areas. For the purpose of the game, this means the following:

a) any violation of rules that occurs on the sidelines or the goal line is considered as a violation inside the pitch,

b) any violation of rules that occurs on the penalty area line is considered as a violation inside the penalty area,

c) if the ball is on the sidelines or the goal line, or in the air above any of these lines, no matter if fully or partly, the ball is deemed to be still on the pitch and therefore the game shall proceed.

6. The half way line is a part of both halves of the pitch. Therefore a player standing on the half way line is standing on the defensive half of the pitch.

7. Permanently fixed railings or other form of enclosure is usually placed around the pitch. The shape and position of such enclosure is subject to approval by the governing body. In order to ensure the safety of the players, such an enclosure must be placed in a minimum 4-metre distance from the goal lines and 2-metre distance from the sidelines.

8. The space used by referees and players to enter the pitch must be separated from the stands and secured against potential intruders.

9. One of the items of equipment of the pitch are the benches for team members and officials. These benches must be separated from the pitch, secured against objects thrown from the stands and must seat a maximum of 16 people (unless stated otherwise by the Rules and regulations or the League rules).

10. If the referee finds problems on the pitch or in its immediate vicinity (e.g. objects posing threat to the players), they ask the main organizer to rectify such problems; the same procedure as in the case of the condition of the pitch applies. If the problems cannot be rectified, the match cannot start.

Condition of the pitch

1. The referee is the sole possessor of the right to judge the condition of the pitch and this decision is final. When judging the condition of the pitch, the referee must consider potential damage to the pitch.

2. Prior to the start of the match, the referee makes sure whether the pitch is in a condition sufficient for the match to progress. In case the referee deems the condition of

the pitch unsatisfactory for the match to be played in accordance with the rules or it could cause serious injuries to the players, the match will not start.

3. In case the referee deems the condition of the pitch unsatisfactory for the match to be played but at the same time is of the opinion that the problems may be rectified to sufficiently improve the condition of the pitch, the main organizer must be asked to rectify the problems in question. In case the pitch is not brought into adequate condition by the official time of the beginning of the match, but there is a justifiable assumption that the organizer will be able to rectify the problems, the referee shall wait with starting the match, but no longer than the set waiting time for rectifying problems, i.e. 30 minutes after the official time of the beginning of the match. After this period expires, final decision must be made. The fact that the organizer is working on rectifying the problems as described in this paragraph does not release the teams of the obligation to comply with the related formalities, i.e. completing the match report and ensuring the players change into their match gear, or, if needs be, helping the organizer with rectifying the problems.

4. In case the condition of the pitch is deemed unsatisfactory for a match to start by the referee and it is clear that the problems in question cannot be rectified in time, the referee passes this information onto the team captains as soon as the decision is made. The team captains or representatives then complete the match report and carry out all of their obligations including the identity check of the players; however, in such a case, the players do not have to change into their match gear.

5. If the condition of a pitch is deemed unsatisfactory for an official match to be played on it, no match, including friendly matches, can be played on such a pitch. No other licensed referee may referee a game on such a pitch until the condition of such a pitch becomes satisfactory for a match to be played on it.

Proportions and material

A regulation football must be round in shape, made of leather or another approved material and the circumference must be between 68 and 70 centimeters. At the beginning of a match, the weight of the football must be between 410 and 450 grams and the inside pressure must be between 0.6 and 1.1 atmospheres, i.e. 600-1,100 grams per square centimetre.

Replacing a damaged football

If a football is damaged or in another way becomes unsuitable for the play, the referee

stops the play and after the football is replaced, the play continues with referee ball from the spot where the original football became unsuitable for the play (taking into account the special regulation of rule VIII). If a football is damaged or becomes unsuitable for the play at a moment when the play has been interrupted, the football is replaced and the play continues in the way that was signaled before the incident (i.e. kick-off, goal kick, corner kick, free kick, penalty kick, and throw-in). Replacement of a football during the game must always be approved by the referee.

WMF rulings

In official WMF matches, only footballs approved by WMF can be used.

EMF rulings

In official EMF matches, only footballs approved by WMF, potentially EMF can be used.

RULE II

FOOTBALLS

1. National associations are entitled to reserve the right to use only footballs with one of the aforementioned labels in their official matches. In all other matches, the football used must follow the provisions of Rule II.
2. In official WMF matches and in matches held under the patronage of confederations and/or national associations, the footballs in use must not carry any promotion logos and/or symbols, with the exception of logos and/or symbols of the competitions and the football manufacturer. The competition governing body may limit the number and/or size of such symbols and/or logos.

INTERPRETATION OF RULE II.

1. No later than 10 minutes prior to the official time of the beginning of a match, the match organizer is obliged to provide the referee with a match football and spare footballs. The number of spare footballs is specified in the Rules and regulations or the Competition rules. All footballs used must hence follow such provisions. In matches played under floodlights and/or televised, using footballs with a thin layer of paint is allowed. In matches played under floodlights it is now allowed to use footballs of black or another dark colour that corresponds with the darkness around the pitch, as this would make the ball less visible for the goalkeepers and the players alike. In matches played in winter, when the pitch is covered with snow, it is not allowed to use a white football or a

football where the white colour is prevailing over other colours. The appropriateness of a football is to be judged by the referee.

2. Prior to the beginning of a match, the referee makes sure the match football, as well as the spare footballs are of the right shape, size and weight, and that the surface of the football follows the regulations. If there is no equipment to measure the pressure available, the referee judges this aspect by their own opinion.

3. During a match, spare footballs are placed by the half-way line flag closer to the benches for players and team officials, unless stated otherwise in the Rules and regulations, the Competition rules or the referee. If there are no half-way line flags on the pitch, the spare footballs are to be placed 1-2 metres behind the sideline, between the benches.

4. The proper condition of a football is to be judged by the referee only. In case during a match the referee finds the football to be unsuitable to be played with, or due to a substantial increase in weight dangerous for the players, such football must be replaced. The officially required weight of a football only applies to the time of the beginning of a match, since in damp and/or rainy weather the weight of a football may increase in the course of a match. However, this fact itself is not a reason for a football to be replaced.

5. The referee is obliged to check the condition of a football, if required by a team captain. Such a check can only be carried out while the play is interrupted, and if the football is then found unsuitable, such football must be replaced. If play must be interrupted for the reason of replacement of a football, such interruption may only take place in such a moment when neither of the teams is affected by it. The play is then restarted following referee ball from the spot where the football was at the moment of the interruption (taking into account the special regulation of rule VIII).

6. The match organizer is obliged to provide a spare football immediately upon the referee's request. If this is not the case, the referee sets a reasonable time period for a spare football to be provided, not longer than 5 minutes, unless a different provision exists within the regulations of relevant national association. If no spare football has been provided after the expiration of such a period, the referee ends the match and describes the incident in detail in the match report.

7. If a second football appears on the pitch during the play and the play is affected by this, the referee interrupts the play. After the other football has been removed from the pitch, the play then is restarted with referee ball from the spot where the football was at the moment of the interruption (taking into account the special regulation of rule VIII).

8. The match football remains under the referee's supervision the whole time until the

end of the match, i.e. including the half-time break. The approved spare footballs remain under the supervision of the match organizer.

Players

A match is played with two teams. Either of the teams may have a maximum of 6 players on the pitch at one moment, including one goalkeeper. If there are fewer than 4 players in total on either of the two teams, a match cannot start.

Players' substitutions in official matches

Each team may nominate a maximum of 10 substitutes for an official WMF match and/or any match within the WMF member countries. All substitutes nominated for a match may take part in the match. Each competition must have a clear regulation on the number of substitutes for a match. In lower regional competitions organized by WMF member associations, excluding the national competitions, the number of players who can take part in a match is to be set in the regulations of the regional association. If no such provision exists, the WMF regulation must be followed.

All matches

For any match, the names of the substitutes nominated for the match must be stated in the match report before the start of the game. Substitutes whose names fail to be included in the match report are not allowed to take part in the match.

EMF ruling

Players who arrive late for a game and whose names have not been included in the match report are not allowed to take part in the match. Such players may be included as team officials to allow their presence on the bench. All players, which are written in the minutes of the game, must be on the field or on the bench from the start of the game, except injured players and players which received red card.

Substitutions

Any player may be substituted under the following conditions:

a) The substitute player must not enter the pitch until the substituted players has left the pitch

b) The substitute player may enter the pitch in the area of the half-way line or the sideline on his team`s half of the pitch (i.e. the half on which the team`s goalkeeper is standing at that moment) and while the play has been interrupted or play is in progress.

RULE III.

NUMBER OF PLAYERS

Any substitution is completed once the substitute player enters the pitch. Any player that has been substituted may take part in the same match again. All substitute players are subjects to the authority of the referee, whether they have taken part in the match or not.

CHANGE OF THE GOALKEEPER

Any player may swap places with his team`s goalkeeper during a match, as long as the referee has been notified of such a change and this change takes place while the play is interrupted. The maximum number of goalkeeper changes is three.

PENALTY REGULATIONS

1. If a substitute player enters the pitch without the referee`s consent.

The referee stops the play, cautions the substitute player by showing him a yellow card and sends him off the pitch. The play is then restarted with an indirect free kick taken from the spot where the football was at the moment when the play was interrupted (taking into account the special regulation of rule VIII).

2. If a player swaps places with the goalkeeper without the referee`s consent.

The referee allows the play to continue; once the play is interrupted, cautions both players involved by showing them a yellow card. In case the player, who swapped places with the goalkeeper without the referee`s consent, stops the other team from scoring by using his hands on the football, the referee shows this player a red card and, if this situation occurred in the penalty area, awards a penalty kick.

3. If this rule is breached in another way.

The referee cautions the player(s) in questions by showing them a yellow card.

RESTARTING THE PLAY

1. If the referee interrupts the play to caution a player.

The play is restarted with an indirect free kick taken by an opponent teams` player from the spot where the ball was at the moment when the play was interrupted (taking into account the special regulation of rule VIII).

2. If a player or substitute player has been sent off.

If a player was sent off before the start of the game, such player can be replaced only by one of the substitute players listed in the match report before the start of the game. If a substitute player, listed in the match report, is sent off before the start of the match or during the match, no other substitute player can be added to the match report.

EMF RULINGS

1. Any team is allowed to substitute any of its players in the course of a match, even if the ball is in play. Before any official match, either team must list a maximum of ten substitute players in the match report. One team can substitute each player without limit.

2. Players are allowed to get refreshment in the form of a drink, but only in the area of the pitch by the sideline, close to the technical zone and while the ball is out of play. Drink bottles must be made from plastic and must be placed within the technical zone of the respective team; the bottles must be handed to the players, they are not allowed to be thrown onto the pitch. Goalkeepers are allowed to get refreshment by the goal line; the bottle(s) must be placed in the goal area behind the goal line in such a way as not to interfere with the play.

3. Only team members and/or officials are allowed to stay on the bench designated for team members and officials. Any team member or official who has been sent off by the referee are not allowed to stay on the bench for team members and officials or on the pitch.

4. In official matches, technical area is usually marked out around the bench for team members and/or officials. If there is no such area marked out, the referee instructs the team officials and substitute players regarding the area in which they have to remain (unless stated otherwise in the Competition schedule). Instructions on how to mark out and use the technical area can be found in Attachment B of the Rules of Minifootball.

INTERPRETATION OF RULE III.

General provisions

1. Proper team line-up for a match means that at the official time of the start of the match there are at least five players of a team geared up in accordance with the rules and the team has given the referee a properly completed match report signed by the team captain (in case of a youth team also the team manager). In case a team does not have full number of players ready on the pitch at the official time of the start of the match, this is not a sufficient reason for the match to be postponed. In case a team does not have the minimum required number of players ready on the pitch at the official time of the start of the match and the kick-off time has to be therefore postponed, the waiting period begins to count out.

2. The team captain must be among the players lined-up for the match. Next to the captain's name in the match report must be written the letter "C" (separated by a dash), or the letter "C" may be circled. If the team captain is sent off or cannot continue playing for medical reasons, his position, with all its rights and duties, is taken over by the captain's assistant, to whom the captain hands the captain's armband before leaving the pitch. The captain is the sole individual entitled to address the referee in an appropriate manner during the match, and only in matters related to the play. His conduct must always be brief, factual and appropriate; otherwise he may face the danger of being cautioned by the referee, or even sent off for gross misconduct.

3. If a player picks up an injury before the start of the match, he is replaced by one of the substitute players listed in the match report. The team is then allowed to add another substitute player to the match report. This must be done before the start of the match. The referee then informs the captain of the other team of such changes.

PLAYERS DOCUMENTS

4. The referee is not obliged to check the players' medical reports. The players are fully responsible for having a valid medical report, unless stated otherwise in the Rules of the competition.

5. The referee is obliged to check the players' registration cards for the following:

a) that the card is intact,

b) that the team name in the registration card matches the team name in the Competition schedule and/or the match report,

c) that the age of the players does not exceed the age limit (in youth competitions),

d) that a player on loan has the dates of the loan clearly marked on the card.

6. In case the referee finds any discrepancies in the players` registration cards, or if a team fails to present the registration cards, the referee must act in accordance with the Rules of the competition or with another internal document (e.g. directives) which deals with this situation.

7. If, after the match report has been signed by both team captains but before the start of the match, the referee finds out that some of the players and/or substitutes presented an incorrect registration card, such player(s) is not allowed to take part in the match and their registration card will be sent to the governing body together with the match report. In such case the team in question is not allowed to add another substitute player to the match report.

8. If the referee, after the start of the match, finds out that some of the players and/or substitutes presented an incorrect registration card, such player(s) are sent off and their registration card will be sent to the governing body together with the match report. In such case the player(s) cannot be replaced and the team in question is not allowed to add another substitute player to the match report.

9. In friendly matches, the registration cards of the substitute players can be checked before the players enter the pitch, if the check was not carried out before the start of the match.

ADDITIONS TO THE TEAM

1. If a team starts a match with five players only, the team can at any point during the match complete the team with sixth player. Players who are about to join the team on the pitch are considered as taking part in the match even if they have not joined the play yet. Players can complete the team only when the play has been interrupted. The players must wait behind the sideline close to the half-way line, announce themselves to the referee and wait for the referee to check their gear, as well as their registration card, if necessary. The players must not enter the pitch without the referee`s consent.

2. If a player, who is completing his team, enters the pitch without the referee`s consent while the ball is in play, it is considered as illegally entering the pitch; the referee interrupts the play, cautions the player in question and gives an indirect free kick to the other team to be taken from the same spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). If the referee sees fit, he may play the advantage and caution the player in question after the next interruption of the play. If any player standing behind the sideline or the goal line reaches across the line and touches the ball with any part of his body, , it is considered by the

referee as if this player has entered the pitch. If a player, who has just completed the team by illegally entering the pitch, violates the rules in a way that carries a individual penalty, the referee interrupts the play immediately and, depending on the nature of the violation, cautions the player in question accordingly. The play is then restarted by appropriate kick from the spot (taking into consideration the special provision of Rule VIII.) where the violation, for which the player was cautioned, occurred. Individual penalties (for illegally entering the pitch and for the following violation) are not to be accumulated. In case the player who has just completed his team is sent off by the referee, the team in question continues playing with lower number of players.

Substitutions and substitute players

1. At any point in the match, including the half-time break, additional or extra time, teams are allowed to substitute any player. In case of a penalty kick (see Attachment A of the Rules of Minifootball), the goalkeeper can only be substituted if he has picked up an injury, unless his team has used up all available changes of goalkeepers.

2. The actual procedure for substituting a player is as follows: the substitute player gets ready to enter the pitch by half-way line or the sideline on his team's half of the pitch; after the substituted player has left the pitch, the substitute player can enter the pitch. Once the substitute player has entered the pitch, the substitution is complete and the substitute becomes a player and the substituted player becomes a individual not taking part in the match. If the substitution, for whatever reason, has not been completed, the original player can rejoin the play.

3. If a substitute player enters the pitch without the referee's consent while the ball is in play, it is considered as illegally entering the pitch. In case the substitute player influences the play, the referee must interrupt the play, cautions the player and orders him to leave the pitch. The play is then restarted by an indirect free kick from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). If the substitute player does not influence the play, the referee does not have to interrupt the play immediately. If the substitute player violates the rules in a way that carries a individual penalty, the referee interrupts the play immediately and, depending on the nature of the violation, cautions the player in question accordingly. The play is then restarted by an indirect free kick from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). Individual penalties (for illegally entering the pitch and for the following violation) are not to be accumulated. In case the substitute player is sent off by the referee, the team in question continues playing with lower number of substitute players.

4. Any team captain can, at any point in the match, call any of the team's players off the pitch, as long as the total number of active players remains four or higher. The players(s), who have been called off by the team captain, can only rejoin the play with the team captain's or the team manager's consent.

5. Any player that has been substituted (or called off) is considered a individual not taking part in the match. Such player is still subject to the authority of the referee and must be wearing his team number in accordance with the match report.

6. If a player who has been substituted or called off enters the pitch without the referee's consent while the ball is in play and such player influences the play, the referee must interrupt the play, cautions the substituted (called off) player and orders him to leave the pitch. The play is then restarted by referee's ball from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). If the substituted (called off) player does not influence the play, the referee does not have to interrupt the play immediately.

If such player has been previously booked, the referee shows him the second yellow card and hence the red card. If the substitute player violates the rules in a way that carries a individual penalty, the referee interrupts the play immediately and, depending on the nature of the violation, cautions the player in question accordingly. Individual penalties (for illegally entering the pitch and for the following violation) are not to be accumulated.

7. If a player who has been sent off by the referee enters the pitch, referee in such case the player in question is not given any individual penalty, but the referee orders him to leave the area of the pitch and includes the details of the incident in the match report.

SWAPPING THE PLAYERS

Any player can swap places with his team's goalkeeper at any point in the match, but only when the ball is not in play; the referee, however, must be informed of any such swap, including swaps carried out during the half-time break or any other break. The players' shirts must be in accordance with related provisions of Rule IV.

LEAVING THE PITCH

1. Any player can leave the pitch without the referee's consent if such player:
a) has picked up an injury

- b) while defending or attacking crosses the sideline or the goal line and immediately returns the play
- c) leaves the pitch to carry out a free kick, goal kick, corner kick or throw-in
- d) leaves the pitch to fetch the ball
- e) leaves the pitch to correct or complete his gear
- f) is to be substituted by another player from his team

2. Any player can only leave the pitch with the referee's consent, except for the situations described higher in this rules; any player can, with the referee's consent, leave the pitch even if the ball is in play. If any player leaves the pitch without the referee's consent (except for the situations described higher), it is considered as illegally leaving the pitch and the referee cautions such player upon his return on the pitch. If the player, after he has left the pitch without the referee's consent, violates the rules, the referee cautions the player in question accordingly. The play is then restarted by an indirect free kick from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.).

3. If a player, after he has been allowed to leave the pitch by the referee, takes possession of the ball or influences the play in another way, he violates the rules. The referee interrupts the play and cautions the player in question. The play is then restarted by an indirect free kick from the spot where the violation occurred (taking into consideration the special provision of Rule VIII.). The referee may play the advantage; if this is the case, the player in question is cautioned by the referee as soon as the play is interrupted.

4. If a player who has left the pitch with the referee's consent wants to rejoin the play, he must inform the referee appropriately. If a player has left the pitch to correct or complete his gear, he can only rejoin the play while the ball is out of play. If a player rejoins the play without the referee's consent while the ball is in play, the referee follows the procedure described in article higher. If a player leaves the pitch and then rejoins the play, both without the referee's consent, as long as he does not further violate the rules, the referee considers this as one violation and cautions the player accordingly.

5. If a referee concludes that a player has been seriously injured, he allows a maximum of two team officials to enter the pitch (usually the team doctor and physician) to check the medical condition of the player and, if necessary, to transport the player off the pitch. The referee cannot allow the player to be treated on the pitch, except for the case when transporting the player off the pitch could aggravate the player's condition.

6. Any player who has left the pitch because of an injury while the ball was in play can, after he has been given medical treatment, rejoin the play at any point with the referee's consent. The player must enter the pitch from the half-way line or from behind the sideline on his team's half of the pitch. Any player who has left the pitch (or has been transported off the pitch to receive medical treatment) while the play was interrupted, can

rejoin the play when the ball is in play, but only from behind the sideline. Any player who has left the pitch due to a bleeding injury can rejoin the play only after the referee has checked that the bleeding has stopped.

7. If any player leaves the pitch to celebrate scoring a goal, the referee orders him to return onto the pitch immediately. If the player fails to do so, the referee cautions the player for unsportsmanlike conduct.

LOWER NUMBER OF PLAYERS

1. If the total number of players on one team permanently falls under four, the referee ends the match and put details of the incident in the match report. The referee also ends the match if the total number of players on one team permanently falls under four just before a penalty kick is to be taken.

2. If a team has only four players left on the pitch and one of these players leaves the pitch while the ball is in play and hence the total number of players falls under four, the referee does not interrupt the play immediately, but waits until the play is interrupted to check with the team`s captain whether the player in question is able to continue playing or if the team has another player that may, in accordance with the rules, replace this player. In such case the referee waits for the team to complete the number of players on the pitch to the required minimum, i.e. four. The waiting period is 10 minutes maximum.

3. The same aforementioned procedure is followed if the total number of players on one team falls under four as a result of sending off of one of the players.

Rule IV

PLAYERS` CLOTHING

Safety

Players are not allowed to wear anything that could pose danger to other players (including all types of jewellery).

Basic gear

The basic compulsory clothing for a player consists of a shirt with long or short sleeves, shorts (if thermo wear is worn under the shorts, it must be of the same colour as the prevailing colour on the shorts), (knee) socks, shin pads and football boots. If a thermo shirt or a jacket is worn under the shirt, its colour must correspond with the prevailing colour on the shirt.

Any player wearing different number on his shirt and shorts or another part of his gear, or a shirt, shorts and/or socks different from the other players` or has no number on his back (one- or two-digit) is not be allowed to take part in the match.

Shin pads

The shin pads must be fully covered by socks must be made of appropriate material (rubber, plastic or similar material) and must provide adequate protection against injuries. Shin pads sold in regular sport shops are considered as corresponding with the regulations. The shin pads may be altered but only to minimum extent. The referee checks whether the players are wearing actual and appropriate shin pads or just a random object used in order to comply with the obligation to wear shin pads.

Goalkeepers

The goalkeeper`s clothing must be of a colour different from the other players` gear, as well as the referee`s, with the exception of the third referee (if one has been delegated for the match).

PENALTY REGULATIONS

The referee, without interrupting the play, instructs the player in question to leave the pitch in order to correct his gear. The player can then rejoin the play only with the referee`s consent and after the referee has checked that the gear has been fixed.

Restarting the play

If the referee interrupts the play in order to caution a player, the play is then restarted by an indirect free kick taken from the spot where the violation occurred (taking into consideration the special provision of Rule VIII.).

THE WMF RULINGS

1. Players are not allowed to expose their undershirt containing any kind of statement and/or promotion. Any player exposing such statements and/or promotion is to be penalized by the competition governing body.
2. Players` shirts must have sleeves.

THE EMF RULINGS

1. Playing barefoot is not allowed. Players may wear any adequate sport footwear in accordance with the rules; football boots made from synthetic materials are considered equally appropriate as football boots made from leather.
2. Wearing football boots with replaceable studs is not allowed.
3. The referee can ban a player from taking part in a match if the player`s football boots have studs with sharp edges or sharp parts protruding or if the studs are broken or if the size and/or length of the studs, in the referee`s opinion, may pose danger to other players.
4. Shin pads must be worn by all players in all competitions.
5. Players are fully responsible for their gear, except in youth competitions, where the team manager is the one responsible.

INTERPRETATION OF THE RULE

1. The referee is obliged, before the start of the match, to check the players` gear, in particular the studs and shin pads. The rules do not specify the proper size and shape of the studs on players` boots. However, the referee is responsible for not allowing players to take part in the match if he thinks the players` footwear may pose danger to other players.
2. If the referee deems the colours of the teams players and/or goalkeepers` shirts to be insufficiently distinguishable from each other, he instructs the home team (unless stated otherwise in the Competition rules or Competition schedule) to change their shirts within a time period designated by the referee. If the team fails to do so, the match cannot be started and the referee includes this incident in detail in the match report. The general rule is that the time period for changing shirts and, if necessary, adapting the players` numbers in the match report is same like usual waiting period. The change of shirts, with the referee`s consent, can be also carried out during the half-time break. The referee must make sure that the colour of his gear is clearly distinguishable from the colours of both teams. If this is not the case, the home team is obliged to lend the referee appropriate sport wear of a different colour.
3. The players` shirts must, at least on their back, carry a clearly visible number,

minimum 20 centimetres tall. The numbers on players` shirts must match the numbers in the match report. This compliance is confirmed by the team captains signing the match report. The goalkeeper has the number 1, the outfield players and goalkeepers have complete numbers between 2 and 99, unless stated otherwise in the Competition rules or Competition schedule. Each number must have maximum two numbers.

4. The team captain must wear on his left arm a clearly visible armband, minimum 5 centimetres wide and of a different colour from the shirt. The same applies to players or the goalkeeper in case they take over the function of the captain during the match.

5. In case of unfavourable weather conditions, the players can, with the referee`s consent, wear trousers or tracksuit bottoms under their shorts. All players on one team must be dressed in a unified manner. The goalkeeper can always wear trousers or tracksuit bottoms. Wearing trousers or tracksuit bottoms does not relieve the players of the obligation to wear shorts, socks and shin pads.

6. Thermo underwear can be worn by individual players, as long as the underwear is of the same colour as the team shorts and reach above the knee. If the team shorts are multicoloured, the underwear must be of the colour prevailing on the shorts.

7. The goalkeeper can wear a cap to protect himself from the sun, but only with a soft visor.

8. Any adult player who wears glasses is allowed to take part in a match, as long as he, before the start of the match, signs the match report to declare that he is aware of the risk and is responsible for potential injuries he may cause to other players. In the case of players under the age of 18 who wear glasses this responsibility falls on their parents or legal representatives. This fact parents or legal representatives must confirm in player`s registration (membership), where is such fact written.

9. The referee cannot allow a player to take part in the match if he is wearing items that may pose danger to the player himself and/or other players. Such items are, for example, the following: ring, headband, hair net, prosthetic device, plaster cast, metal buckle, wristband, watch, necklace, earring or another type of jewellery.

10. In case a player swaps places with the goalkeeper, this player must change into a shirt whose colour is clearly different from the colours of shirts of both teams, the other team`s goalkeeper and the referees, except for the third referee, in case one has been delegated for the match. The goalkeeper, if playing as an outfield player, must wear a shirt of the same colour as the rest of the team players. Following the swap, the numbers of all players, goalkeeper included, must still correspond with the numbers in

the match report. Any changes in numbering must be included in the match report by the referee.

Faulty Clothing Or Equipment

1. If, before the start of the match, the referee finds a player's gear faulty in a way that can be fixed, he instructs the player to do so immediately. Once the fault has been fixed, the player is allowed to take part in the match. However, such situation is not a reason to postpone the start of the match. If, before the start of the match, the referee finds a player's clothing or equipment faulty in a way that cannot be fixed (e.g. plaster cast), this player cannot take part in the match. The team is then allowed to replace this player with a substitute and add another player to the list in the match report.

2. If, after the start of the match, the referee finds a player's equipment or clothing or faulty in a way that cannot be fixed, he orders this player to leave the pitch. This player is then not allowed to carry on taking part in the match (until he will make a change a gear) but he can be replaced by a substitute.

3. If, after the start of the match, the referee finds a player's gear faulty in a way that can be fixed, he does not have to interrupt the play immediately, even if the player in question has influenced the play; the referee instructs the player to fix his gear immediately and if the player fails to do so, the referee orders the player to leave the pitch as soon as the play is interrupted. If the player refuses to leave the pitch, the referee cautions him for unsportsmanlike conduct.

4. If a player, who has previously left the pitch to fix a fault on his gear, wants to return on the pitch, he must wait until the play is interrupted; the player then stands in the area where the half-way line meets the sideline on the side of the pitch where the players' benches are and announces himself to the referee. The referee then checks if the state of the player's gear is appropriate. The player must not enter the pitch without the referee's consent. Any player who enters the pitch without the referee's consent is cautioned by the referee for illegally entering the pitch.

5. If the referee interrupts the play in order to check a player's gear or to order a player to leave the pitch and fix his gear, and if there has been committed no other violation of the rules, the play is then restarted by a referee's ball on the spot where the ball was at the moment of the interruption (taking into consideration the special provision of Rule VIII.).

6. If a team captain brings the referee's attention to a fault on gear of a player from the

other team, the referee is obliged to check the state of the gear as soon as the play is interrupted.

7. If a player`s gear is irreparably damaged during the match, the referee can allow the gear to be replaced. In case a player`s shirt needs replacing, the player may change into another shirt, as long as the number on this shirt has not been assigned to another player in the match report. The player cannot take part in the match if he is wearing a numberless shirt or a shirt of a different colour from the rest of the team.

8. The referee must make sure that the players` gear is faultless from safety point of view, as well as from sport and esthetical point of view. Therefore gear can be regarded as faulty if the shirt or shorts are torn, the socks are rolled down or the shirt is rolled up above the waistline.

9. If any player has on his gear and/or underwear a logo, advertisement or another statement which violates the regulation of this rule and which is made visible during the match (e.g. during a goal celebration), the referee does not act immediately, but describes this incident in detail in the match report.

Rule V

THE REFEREE

The referee`s authority

For each match a referee is nominated who is entitled to exercise unlimited authority related to application of rules.

Rights and obligations

The referee`s authority includes:

- a) making sure the Rules of Minifootball are being followed,
- b) managing a match in cooperation with second referee, if nominated and third referee, if nominated,
- c) making sure all footballs used for a match comply with the regulations of Rule II.,
- d) making sure the condition of players` gear complies with the regulations of Rule IV.,

- e) timing the match and making notes on the progress of the match
- f) interrupting the play or ending the match following a violation of the Rules, if he sees fit,
- g) interrupting the play or ending the match following an external interference,
- h) interrupting the play if he believes a player is seriously injured; arranging for the player to be carried off the pitch as quickly as possible. Such player can rejoin the play after it has been restarted,
- i) letting the play carry on if he believes a player is not injured seriously,
- j) making sure a player with a bleeding injury leaves the pitch immediately; such player can rejoin the play with the referee`s consent after he has checked that the bleeding has stopped,
- k) not interrupting the play if he believes the interruption would benefit the team which committed a violation; if the advantage given has not the expected effect, the referee interrupts the play because of the original violation,
- l) cautioning a player for the most serious violation, if the player committed multiple violations,
- m) cautioning and/or booking a player for violations he has committed; this may be done immediately or as soon as the play is interrupted,
- n) drawing consequences from violations committed by team officials; he is entitled to order them to leave the pitch area,
- o) making decisions based on notification by the third referee (if nominated) in case the situation is not clear to him
- p) making sure unauthorized individuals do not enter the pitch,
- q) restarting the play following an interruption,
- r) reporting to the relevant governing body in detail about any disciplinary transgressions committed by players and/or incidents that occurred before, during and/or after the match.

The referee`s decisions

The referee`s decisions on matters related to the play are final. The referee may change his decision if he believes his original decision was not correct; he can do so based on his own will or notification by the second or third referee (if nominated), provided the play has not been restarted or the match finished yet.

EMF RULINGS

1. The main referee, as well as the third referee cannot be held responsible for the following:

a) any injuries of players, team officials, spectators and/or other people,

b) any damages of property,

c) any other detriments to individuals, teams, organizations, associations or other entities, which occur or may occur as a result of the referee`s decisions during a match made in accordance with the Rules of Minifootball or another regulations. Such decisions may include:

d) Whether the state of the pitch and its facilities and/or wind conditions allow the match to be played.

e) Whether the wind conditions allow the match to be finished.

f) Whether a football or the pitch facilities (e.g. goal posts, crossbar, corner flags etc.) comply with the relevant provisions of the Rules.

g) Whether to interrupt the play because of incidents in the stands or problems with spectators.

h) Whether to interrupt the play to allow a player to receive medical treatment.

i) Whether to instruct an injured player to be carried off the pitch.

j) Whether a player`s gear or its part allow the player to take part in the match.

k) Whether or not to allow the presence of certain people (team officials, organizers, photographers and media staff) in the vicinity of the pitch.

l) Any other decision made in accordance with the Rules of Minifootball or WMF regulations or regulations of other federations, associations and competitions relevant to the match.

2. In matches or competitions where a third referee is nominated, his rights and duties must comply with the instructions from WMF listed in Attachment C "Role of the third referee".

3. Matters related to play include, among others, the referee`s decision whether a goal has been scored or not and establishing the final score of the match.

EMF RULINGS

1. Qualified referees hold a valid Confirmation of holding a EMF referee`s licence.

2. The position of the team referee cannot be held by a individual who has been banned from holding any positions or is being a subject of disciplinary prosecution at that moment.

3. If any individual not taking part in the match, but present in the pitch area during the match commits a serious violation, the referee is entitled to order such individual to leave the pitch area and includes details of the incident, the nature of the violation and the measures taken in the match report.

4. In official international matches that are covered by WMF or by EMF, the referee must use a match report form approved by WMF, respective EMF. The way of filling in individual fields on the form may be regulated by the relevant governing body.

5. All information in the match report must be confirmed by the team captain's signature, or, in youth competitions, also the team manager's signature. The same applies if the team captain is younger than 18 years of age.

INTERPRETATION OF RULE V.

Referee`s authority

1. The referee`s authority consists particularly in his authority to interrupt the play at any point following a player's violation of the rules, to caution the players and to restart the play in appropriate way. The referee`s right to exercise his authority starts the moment the referee enters the pitch to start the match and lasts until the referee ends the match with the final whistle and leaves the pitch. His authority also remains effective during the half-time break and the referee may therefore penalize players for violations they commit during the half-time break. The referee`s authority also remains effective during additional or extra time, as well as during the penalty shootout, including all related breaks.

2. The referee`s general authority to adopt measures following any transgressions of team members and officials starts once the match report is signed by team captains before the match and lasts until the match report is signed by team captains after the end of the match. The referee describes any transgressions that occur outside this specified period in the match report.

3. The organizers and players of both teams are responsible for the referee`s security. Therefore they are obliged to protect the referee, if necessary. If the referee has been assaulted, the referee is obliged to end the match, describe the incident in detail in the match report and send this report to the governing body as soon as possible. The same applies, i.e. the incident must be described in detail in the match report, in case any nuisance occurs during or after the match.

General provisions

1. If the referee falls ill or picks up an injury and is therefore unable to continue

refereeing the match, the match is interrupted and both team captains are informed about the situation. The second referee then takes over refereeing the match (unless stated otherwise in the Competition rules or the Competition schedule). If there is no second referee present, the function can be taken over by the third referee; if not present, the function can be taken over by a registered referee who has not been nominated for the match but happens to be among the spectators. In case none of the aforementioned is possible, the match is ended and the decision on the result or rematch is to be made by the relevant body. If any team member dies during the match, the match is ended. The same applies in case a player is seriously injured during the match and the referee is consequently informed that the injury had fatal consequences. If the referee dies during the match, the match is ended and all the formalities required are to be carried out by the match organizer (unless stated otherwise in the Competition rules or the Competition schedule).

2. If a police officer orders the match to be ended in the public interest, the referee and both team captains must be informed. The incident is then described in the match report, accompanied by the officer's signature and his badge number.

3. No individual is allowed to enter the referee's changing room without his consent, apart from the second and third referee, the match delegate, team captains, team managers and/or doping commissioner authorized to carry out doping testing. The match organizer is responsible for compliance with this provision.

4. Any referee who has been suspended by the disciplinary committee must not act as a referee or third referee in any match.

Arrival for a match

5. The referee is obliged to arrive at the pitch 60 minutes before the official kick-off time (unless stated otherwise in the Competition rules or the Competition schedule). Before starting the match, the referee must make sure that the following is in order:

- a) required clothing, complete and clean,
- b) a properly functioning whistle,
- c) a properly functioning watch,
- d) a coin,
- e) cards, yellow and red,
- f) pencil and paper for making notes,
- g) match report,

h) valid referee`s registration card,

i) gear required for referees consists of a shirt, thermo trousers (shorts), socks and football boots or turf. Shorts must be worn over the thermo trousers.

6. After arriving at the pitch, the referee introduces himself to both teams` officials, finds out the location of his changing room and checks its facilities; if he finds any problems, the match organizer must be informed. The referee then checks the condition of the pitch (including the marking out of the lines) and its facilities; if he finds any problems, the match organizer is asked to rectify them. Any problems found must be described in the match report.

7. For any match approved by the governing body, a match report must be completed (unless stated otherwise in the Competition rules or the Competition schedule). The referee, immediately after his arrival, hands the match report form over to the manager of the team which is listed as home team; after completing the form, it is handed over to the manager of the other team.

8. A properly completed match report form, together with players` registration cards, must be handed over to the referee no later than 30 minutes before the start of the match (unless stated otherwise in the Competition rules or the Competition schedule). The referee then checks the match report, paying particular attention to whether the details in the match report correspond with details on players registration cards.

9. The team captains are obliged to sign the match report to confirm the validity of the included details about the team members and officials, as well as eligibility of all the players to take part in the match.

10. The referee, if asked by a team captain, is obliged to carry out ID check of the players of the opponents` team. Such check must be carried out in accordance with relevant provisions of the Competition rules.

11. In case one of the teams is delayed or if one of the teams do not arrive for the match, the referee is obliged to follow the relevant provisions of the Competition rules.

Before the start of a match

1. Before coming on the pitch, the referee agrees on way of cooperation (Attachment C and D of Rules of Minifootball) with the second and/or third referee (if nominated) and, if necessary, allocates the warm-up area for players.

2. Before the start of the match the referee checks the players` gear. If the conditions of the stadium allow, this check is carried out before the players come on the pitch.

3. At the start of the match, the referee brings the players onto the pitch to greet the spectators. The greeting should be carried out in the following way:

a) The referee, together with the second and/or third referee (if nominated) stand in approximately one half of the width of the pitch, facing the spectators on the main stand. The players stand in two rows next to the referee(s) on both sides, parallel with the sideline, with the team captains standing right next to the referee.

b) In official matches the teams enter the pitch in direction from the sideline towards the half way circle from the place where the half-way line intersects the sideline, opposite the main stand. The referees go in the front, followed by the starting line-ups of the home and away teams on either side. Upon reaching the half way circle the teams stand next to each other next to the referee(s) on either side.

c) The players then greet the spectators, after being given sign to do so by the referee, with a chant officially set by the rules.

d) The captain of the home team, followed by the rest of the players of the home team then shake hands with the referee(s) and the players of the away team.

e) The captain of the away team, followed by the rest of the players of the away team then shake hands with the referee(s). It is not a violation of the rules if the teams do this in reversed order. When the greeting is finished, the referee makes a draw. After the draw is finished, players of both teams take up the appropriate positions on the pitch. Note: the third referee (if nominated) does not come onto the pitch together with the other referees and players.

During a match

4. The referee is supposed to manage the match in accordance with the regulations and interpretations of the rules of the game. The referee is therefore obliged to:

a) blow the whistle clearly, as every whistle interrupts the play. The referee doesn't have to blow the whistle if the ball clearly crossed the sideline or the goal line; but he must blow the whistle if a goal has been scored, rules XI or XII have been violated and in any disputed situation,

b) after each interruption the referee gives sign to restart the play, not always by blowing the whistle; the referee may use his hand to give the sign to restart the play in case of free kicks or other kicks arising from the play and only blow the whistle if is necessary to avoid confusion or misinterpretations. In case of referee`s ball the whistle is never blown. In case of kick-offs at the beginning of first and second half, a goal and penalty kick, the whistle must be always blown,

c) use appropriate gestures/signs,

d) move around the pitch without interfering with the movement of players and be in view of the match situations and players` transgressions at all times ,

e) pay attention not only to situations near the ball, but also, from time to time, check the rest of the pitch,

f) move around the pitch in a way that allows him to always have a good view of the second referee (if nominated),

g) apply the rules in a consistent manner whether a violation was committed by a player of the home or away team or whether the violation occurred inside or outside the penalty area,

h) make an effort not to make mistakes; in case he realizes he has made a mistake, the referee can change his original decision unless the play has already been restarted or the match has finished,

i) avoid compensating for his mistakes by favouring the team that has been affected by the mistake,

j) avoid making decisions in favour of the team that committed a violation,

k) suppress any violent conduct and actively act against players` unsportsmanlike behaviour,

l) remain calm when cautioning or sending off a player; he must inform the player about the reason for penalizing him. The recommended distance between the referee and the player is between two and three metres,

m) Unnecessarily talk to the players or touch them,

n) avoid exaggerated gestures,

o) only interrupt the play if he believes a player is seriously injured; in case of a minor injury he waits until the next interruption of play or interrupt the play once a play situation has been concluded,

p) allow maximum two team officials to enter the pitch (usually the team doctor and physio) if a player requires medical treatment; if the nature of the injury requires, the referee calls onto the pitch appropriate number of match organizers with stretchers to carry the player of the pitch, provided the player`s medical condition allows the player to

be transported; the play is then restarted once all individuals not taking part in the match have left the pitch,

q) not allow any individual not taking part in the match to be in close vicinity of the pitch (i.e. less than two metres from the sideline and four metres from the goal line), with the exception of team members and/or officials (see EMF ruling number 3 and 4 in Attachment B of Rules of Minifootball),

r) make sure players warming-up do not interfere with the activity of the third referee,

s) blow the whistle to signal the end of a match.

5. The referee is not obliged to interrupt the play whenever a player commits a violation for which a direct or indirect free kick should be awarded. If the referee believes that interrupting the play would benefit the team that has violated the rules, he does not interrupt the play and play the advantage; if appropriate, players are booked during the next interruption of play. When considering playing the advantage, the referee must take into consideration the overall situation. The rules for playing the advantage are following:

a) The advantage is an intentional decision not to interrupt the play in order to penalize a violation in a situation when interrupting the play would benefit the team that committed the violation.

b) The referee must clearly signal playing the advantage using the official gesture.

c) In case playing the advantage does not fulfil its purpose, the referee can, within four seconds after signalling the advantage, return to the original violation and award appropriate free kick (this does not apply if the team loses possession due to their own fault).

d) Playing the advantage does not deprive the referee of the right to book the player who commits the violation, if appropriate.

6. In case the ball bounces off the referee out of the pitch, a throw-in is awarded for the team which was not the last to touch the ball.

Not starting or early ending of a match

1. The referee does not start a match or ends a match early:

a) if the total number of players on one team is permanently lower than four,

b) following assault on the referee,

c) in case of death of a team member or the referee,

d) if the referee has been instructed to do so by a police officer

e) in other cases described in Rule I or the Rules of competition.

2. Early end of a match is signalled by a blow of the whistle. The referee then informs the team captains, in the presence of the second referee (if nominated), the reasons for his decision; then the referees leave the pitch as quickly as possible. If the referee is unable to end the match himself (e.g. following previous assault), the match is ended by the second or third referee (if nominated). In case of early ending of a match, the final greeting is not carried out.

3. If any of the referees is assaulted in any of the ways listed below, and the referee is therefore unable (due to physical or mental incapability) to proceed with refereeing the match, the match is then ended by the referee on the basis of an assault of a referee.

- a) hitting,
- b) kicking,
- c) intentional tripping,
- d) forcible pushing
- e) forcible charging
- f) intentional knocking the whistle out of the referee`s mouth
- g) intentional hitting with a ball or another object.

4. If a referee has been assaulted and is therefore unable to end the match himself, the match is ended by another referee (if nominated). If there is no other referee nominated that could end the match, the match ends automatically at that moment when the play was last interrupted. An attempt to hit the referee with a ball or another object, or spitting at the referee is not considered an assault; unless this has been committed by a team member, then it is considered gross misconduct.

5. The referee is entitled not to start or end a match early for the following reasons:

a) Darkness. In case poor visibility prevents the match to be played in accordance with the rules, the referee ends the match. The referee must make sure his decision does not harm the sport by ending the match only a few minutes before it was supposed to end.

b) Poor wind condition. If the wind condition changes dramatically during the match (e.g. heavy rain, snowstorm, fog, strong wind or thunderstorm), the referee interrupts the match. If the conditions persist for so long that the match could not be finished due to poor visibility, the referee ends the match.

c) Appropriate condition of the pitch. If the condition of the pitch deteriorates during the match (e.g. due to heavy rain, melting of snow etc.) and it is clearly impossible to bring the pitch back to its original condition, the referee ends the match. The referee must

make sure his decision does not harm the sport by ending the match only a few minutes before it was supposed to end.

d) Disobedience of player(s). If a player that has been sent off refuses to leave the pitch, the referee establishes a 1-minute time period for the player to leave the pitch. If, after the time period has expired, the player still refuses to leave the pitch, the referee ends the match in the same way as in the case of an assault.

e) If the spectators enter the pitch. If, during the match, the spectators enter the pitch, the referee asks the team captains and the match organizer to take care of clearing the pitch, for which the referee establishes a specific time period. If, after the time period has expired, the pitch has not been cleared, the referee ends the match in the same way as in the case of an assault. The referee is not allowed to actively take part in clearing the pitch.

f) In case the conduct of the players prevents the match to be played in accordance with the rules. If the players play in such a way which poses risk to their health and if booking proves ineffective, the referee instructs the team captain(s) to set their teams straight. If they fail to succeed in this, the referee ends the match in the same way as in the case of an assault.

g) If a team shows no interest in playing the match in accordance with the rules. If the referee feels a team shows no interest in the play or if a team intends to inflict a defeat on themselves, or if a team official is instructing the players to leave the pitch, the referee notifies the team captain that he is about to end the match. If, after the notification, the match is still not conducted in a fair manner, or if a team has left the pitch, the referee ends the match in the same way as in the case of an assault.

h) Gross unsportsmanlike conduct of the spectators. If, during the match, the spectators insult and/or threaten the referee, or if the spectators throw objects onto the pitch, or if violent outbursts occur among the spectators or if the safety of team members and/or officials is at risk, the referee, assisted by the team captains and the match organizer, calls on the spectators to calm down and asks the match organizer to find out the individuals responsible. If the misconduct reoccurs following repeated addresses by the referee, or if the health of the individuals taking part in the match is seriously at risk, the referee ends the match in the same way as in the case of an assault.

i) In case of a blackout or faulty floodlights, if the match is played under floodlights. If the match is interrupted due to a blackout or faulty floodlights, the referee is obliged to compensate for the delay by appropriate additional time at the end of the half/match. If the play is interrupted on multiple occasions for the aforementioned reasons, the total delay should not exceed 30 minutes. However, if the total delay exceeds 30 minutes and the referee is convinced the play will be restarted in due course, the referee can wait for a bit longer.

6. In situations not caused by either of the teams, the referee must, before ending the match, use up all available options for the match to be finished. If the referee ends the match early, he describes the incident(s) extensively and in detail in the match report. It is not allowed for another referee (officially nominated or team referee) to take over refereeing the match if it has previously been ended by the main referee.

After the end of a match

1. After the end of the match, the teams thank the referee for refereeing the match and greet the spectators. The greeting is to be carried out in the following way:

a) Following the final whistle, the referee goes to the centre circle to meet with the second referee (if was nominated).

b) The meeting of the referee is a signal to the players to gather in the centre circle area.

c) The team captains are responsible for gathering all their team`s players to stand behind them.

d) The greeting is initiated by the home team captain shaking hands with the referee(s) and, consequently, with all the players of the other team; the home team players follow their captain. Then the away team players greet the referee(s) and the home team players in the same manner. It is not considered a breach of the regulations if the procedure is initiated by the away team players. The proper procedure of the greeting must be agreed by the referee(s) and the players before they come onto the pitch before the start of the match.

e) When the mutual handshake is finished, the players can greet the spectators by waving their hand or by using another appropriate hand gesture. After that, all the players and referee(s) leave the pitch. The whole greeting procedure should take approximately 2 minutes on average.

2. Whenever the teams are leaving the pitch, the away team leaves first with the captain leaving at the end, followed by the referee(s), followed by the home team with their captain leaving first.

3. Immediately after the end of the match, the referee completes the match report, in particular with the half time and final results, match time including any additional time, bookings, measures taken regarding team officials and objections raised by the team captains. All objections raised by the team captain(s) must be included on the front page of the match report. Furthermore, the referee includes in the match report any changes

of goalkeepers. On the back side of the match report the referee includes all incidents related to the match.

4. If any team member commits a violation of the rules that goes unnoticed by the referee, as well as the second or third referee (if nominated) but that is noticed by the match delegate, the delegate informs the relevant team captain in the referee's room after the match; the referee then includes the incident in the match report and the relevant team captain verifies this by signing the match report. If an unnoticed violation has been committed by the team captain, the match delegate informs the captain about the transgression and the referee asks the captain to send his assistant to the referee's room to sign the match report detailing the incident. Note: If such an aforementioned violation occurs in the first half of the match or during the half-time break, the match delegate informs the referee about it; the player in question is then allowed to play in the second half of the match.

5. The team captains are obliged to go to the referee's room immediately after the end of the match to collect the players' registration cards and sign the match report verifying the names of players (or substitutes) booked or sent off or any other names of players included in the match report. In case the referee includes in the match report description of any events that may be further dealt with (e.g. in a disciplinary procedure), the captains' signatures verify that the captains have been informed about the incident(s).

6. Team captains are entitled to raise objections against the incidents occurring during the match. However, these must be raised before the match report is signed after the end of the match. Any objections are then included by the referee in the match report, which is then signed by the team captain. Objections can be raised against:

- a) the pitch facilities,
- b) eligibility of a player of the opponent team taking part in the match,
- c) opponent team player's gear,
- d) match result,
- e) irregularities related to the match (but not related to the referee's performance),
- f) opponent team substitutions,
- g) description of a transgression by a team member,
- h) description of a transgression by a team official.

7. A match is deemed to have been played in a way which is against the rules in case:

- a) the match or a part of it was played while the visibility was poor, or
- b) the match or a part of it was played under poor wind conditions, or
- c) the match or a part of it was played on a pitch whose condition was not appropriate.

8. The team captains are not entitled to raise objections against the referee's performance. Any objections to the referee's performance must be raised in a way established in the Competition rules or relevant Competition schedule.

9. The referee is obliged to include a detailed description of any significant events on the back side of the match report, in particular the following:

- a) objections raised by the team captains,
- b) violations committed by players (or substitutes or players substituted or called off the pitch) that have been sent off (unless stated otherwise by the governing body),
- c) violations committed by players (or substitutes) who have previously been cautioned (unless stated otherwise by the governing body),
- d) violations committed by players (or substitutes) about which the referee was informed by the match delegate,
- e) measures taken during the match related to team members and/or officials,
- f) significant decisions made in relation to disputable play situations,
- g) reasons for and length of additional and/or extra match time; or, where applicable, shortening the match time in a friendly match,
- h) any other incidents that occurred before, during and/or after the match.

10. The referee is obliged to send the properly completed match report by registered mail to the relevant governing body within 48 hours after the end of the match (unless stated otherwise in the Competition rules or the Competition schedule).

11. If specific incidents occurred during the match (e.g. a player sent off) which may be subject to further disciplinary procedure, the referee is obliged to send the properly completed match report by registered mail to the relevant governing body within 24 hours after the end of the match (unless stated otherwise in the Competition rules or the Competition schedule).

12. If, after the end of the match, the main referee is, due to serious reasons (e.g. injury

or assault) incapable of completing and sending the match report, these tasks are taken over by the second or third referee (if nominated) or the match organizer (unless stated otherwise in the Competition rules or the Competition schedule).

The absence of the referee

1. The referee is obliged to arrive for the match at least 60 minutes before the official kick-off time (unless stated otherwise in the Competition rules or the Competition schedule). The official waiting time for the referee to arrive is 20 minutes after the official kick-off time.

2. If the main referee fails to arrive within the set waiting period, the refereeing of the match is taken over by the second or third referee (if nominated; unless stated otherwise in the Competition rules or the Competition schedule). If this is the case, the referee remains in charge of the entire match, even if the main referee arrives eventually.

3. If the main referee fails to arrive within the set waiting period and there has been no second or third referee nominated for the match, any qualified referee, if present at the match, can take over refereeing the match. If present, the referee must report to the match organizer and take over refereeing the match unless he has serious reason not to do so (e.g. medical condition). If such qualified referee takes over refereeing the match, he remains in charge of the entire match, even if the main referee arrives eventually. If there is no qualified referee present at the match, provisions of article higher.

4. The match delegate is not allowed to take over refereeing the match (unless stated otherwise in the Competition rules or the Competition schedule).

Team referee

1. If the main referee fails to arrive in time for the match and there is no other qualified referee available, the team captains (in case of youth teams together with the team managers) are obliged to select a team referee and play the match with this referee in charge. If the team captains fail to agree on the referee, a draw decides which team is to nominate the referee.

2. The outcome of the agreement or draw must be included in the match report by the selected team referee, and consequently verified by the signatures of the team captains (in case of youth teams together with the team managers).

3. While in charge of the match, the team referee possesses the same rights and obligations (except for the financial reward for refereeing the match) as any other

qualified referee. However, the team referee is not obliged to wear the official referee's kit; the match organizer is obliged to provide the team referee with appropriate sport kit.

4. If a qualified referee, originally nominated for the match, arrives late for a match already being refereed by a team referee, he takes over refereeing the match on the first occasion when the play is interrupted and once he has made himself familiar with the progress of the match so far (match score, time played, substitutions made, cautions and/or bookings). This referee then remains in charge of the entire match. The same applies in case a qualified referee, who has not been originally nominated for the match, arrives at the stadium to watch the match.

5. The position of the team referee cannot be held by the match organizer, a team official or a substitute player. Any team referee must be older than 18 years of age.

6. The home team is obliged to have the following items available: a match report, a whistle, red and yellow cards, a watch, a coin for the draw and a pen or pencil. If a match is refereed by a team referee, the home team is responsible for proper completion of the match report, both before and after the match, and its timely sending to the relevant governing body.

RULE VI

SECOND AND THIRD REFEREE

EMF RULING

1. If two referees have been nominated for a match, the referee listed first in the match nomination is in charge of the match administration and the tasks related to managing issues both before and after the match, e.g. completing the match report, collecting the players' registration cards etc. unless stated otherwise by internal regulations

2. Any insults, threats and/or assaults on the second and/or third referee are dealt with in the same way as if they have happened to the main referee

3. If the second or third referee falls ill or picks up an injury during the match and is therefore incapable of further refereeing the match, the main referee finds another referee, provided there is a qualified referee present at the match, or a team referee following an agreement with both team captains. For a match, there must be present either two referees plus a third referee, or one or two referees without a third referee.

4. Third referee is obliged to have the same kit and equipment as main referee

5. Third referee is only entitled to provide information or explanations related to incidents

which occurred during a match to the referee(s), match delegate or, if required, to the relevant governing body. He is not entitled to provide information or explanations to any other individual or organization.

During a match

1. For the entire match, the main referee performs his job on the side of the pitch that has been designated in the match nomination. The main referee performs his job on the side of the pitch where the benches for team members and officials are located; the second referee performs his job on the opposite side of the pitch

2. If two referees are nominated for a match, they must keep behind the sidelines in order not to interfere with the play or to come into contact with the ball while it is still in play. If, however, the referee comes into contact with the ball which then bounces off the referee without fully crossing the sideline or the goal line, the ball is still in play and the play is therefore not interrupted. The referee is allowed to step onto pitch during the match.

3. If is only one referee, moves into a field, if is necessary, out of the field too.

4. The referee(s) moves along the full length of the sideline and may step onto the pitch during the match.

5. The third referee is obliged to pay attention to the conduct of individuals on the benches for team members and officials and, if any of them leaves the technical area without previous authorisation, inform the functionaries on the bench or other person which is responsible for such situation, potentially main referee. The third referee also monitors the players who are warming up and, if they interfere with the play, informs the referee. The third referee also makes sure that, in case a player has been injured, no more than two team officials (usually the team doctor and physio) come onto the pitch, together with match organizers carrying the stretchers, with the main referee`s consent.

6. If the referee considers appropriate to inform another referee (second or third) about a matter not directly related to the play, he does so once the play has been interrupted. Only in situations requiring immediate intervention, the referee waves the right hand and uses a hand gesture to call the other referee.

Principle of cooperation

1. If the third referee is signalling a violation of rules, he must stop signalling once the main referee indicates that he can see the signal but intends not to take it into

consideration. The third referee also stops signalling if the main referee did not notice his signal and the play situation has since evolved in a way that clearly makes the previous signalling obsolete, with the exception of situations described here in the rules

2. Serious circumstances which may affect the play in a serious way, e.g. a goal scored, which the main referee did not notice, or a violation of rules immediately preceding the scoring of a goal (handball of a player from the attacking team, ball out of play) must be signalled by the third referee until the main referee has noticed this.

3. Violations which have gone unnoticed by the main referee, and which, in the third referee's opinion, deserve a penalization, must always be signaled. Depending on the nature of the violation and possibility of playing the advantage, the third referee may signal immediately or after the next interruption of play. In exceptional cases where the delay may harm the play, the third referee uses so-called highlighted signalization.

4. The third referee may not apply his opinion once the main referee has made his decision and does not want to liaise with the third referee. The third referee is not allowed to show disagreement with or disapproval of the main referee's decisions. The third referee can only enter the pitch if this allows the play to proceed more swiftly, especially if players are standing too close to a free kick spot near the sideline, or in situations requiring immediate interference, e.g. conflict among players while the play is interrupted.

5. The referee may, from his own initiative, ask the third referee to provide information about situations which he did not clearly see if he believes that the third referee had a better view of the situation; in such case the main referee may base his decision on the information provided by the third referee. However, the main referee cannot ask the third referee to provide information about a situation after he has already made a decision, not even following a pressure from the players. In case the main referee has based his decision on the information provided by the third referee, he may not, if there are any critical reactions from the spectators or the players, point at the third referee to indicate he is the one responsible for the decision. The main referee is the only individual responsible for any decision he makes.

Absence of the third referee

1. The third referee is obliged to arrive for the match at least 60 minutes before the official kick-off time (unless stated otherwise in the Competition rules or the Competition schedule). There is no waiting period if the third referee is delayed. If the third referee does not arrive, the match is played without him or his position is taken over by another qualified referee, if there is one present at the match.

2. If the position of the second or third referee has been taken over by another qualified referee, this referee remains in charge for the entire game, even if the second or third referee arrives eventually. If the second or third referee arrives late for the match and his position has already been taken over by a team referee, the second or third referee is obliged to take over his position at any point during the match.

Team referee

1. If the second or third referee does not arrive for the match, although he has been nominated, the main referee starts the match without him/them. The main referee stays the only referee in charge for the entire match, even if the second or third referee arrives eventually.

2. Referee must be at least 18 years of age; in case of youth competitions, the team referee must be at least of age appropriate for the competition in question.

3. The team referee introduces himself to the referee before the start of the match. The referee instructs him as to his position on the pitch, and he may alter the position of the team referee as the match progresses. Furthermore, he instructs the team referee on the way of cooperation on the pitch and makes it clear that his decisions are final and that the team referee cannot question his decisions, even if he does not agree with it.

4. The team referee comes onto the pitch together with the referee(s) and players only if he is wearing appropriate sportswear. The appropriateness is to be decided by the main referee.

RULE VII

MATCH TIME

Match time split

Official matches are split into two halves lasting 30 minutes each. Any alteration (for example if tournament) made to the match time (e.g. shortening the halves to 25 minutes each due to poor visibility) must be agreed before the start of the match and must comply with the regulations of the respective competition. Any alteration of the match time of friendly, tournament or cup matches is set by the rules and regulations of the respective competition.

Half-time break

The players are entitled to have a break between the halves of the match. The break must not be longer than 10 minutes (unless stated otherwise in the Competition rules or the Competition schedule). The length of the half-time break can only be altered with the referee`s consent.

Penalty kick

The referee is obliged to allow additional time to be played at the end of any half of a match in order for a set piece to be carried out or repeated. The referee can only end the match while the ball is in play, except for penalty shootout.

Unfinished match

Any match that has not been finished properly must be replayed, unless stated otherwise in the Competition rules.

EMF RULING

1. The length of half-time break is set as follows:

- a) 10 minutes in official matches, unless stated otherwise in the Competition rules or the Competition schedule,
- b) as agreed by the teams in friendly matches,
- c) according to the tournament propositions.

2. If any match has not been finished properly, the result of such match is to be decided by the relevant governing body. If the early end of the match has not been caused by either of the teams, the match must be replayed.

INTERPRETATION OF RULE VII

Match time

1. The match time starts the moment the kick-off has been properly carried out, not the moment the referee has blown the whistle. The referee blows the whistle to signal the end of the match in the following situations:

- a) after the match time has expired (including additional time),
- b) after the additional time, given by the referee to execute a set piece, has expired,
- c) in a match where the result is, in accordance with the Competition rules and regulations, decided by in extra time, after the extra time (including any additional time) has expired,
- d) in a match where the result is, in accordance with the Competition rules and regulations, decided by a penalty shootout, after the time necessary to execute penalty shootout has expired.

2. The referee's watch is the only relevant device for measuring the match time. However, it is recommended that the referee, before the start of the match, compares the time on his watch with the second or third referee's watch (if nominated), so that they can assist the referee with measuring the match time. However, the main referee's decision about the match time is the only valid one.

3. In official matches, the referee is not entitled to shorten the official match time, even if the match started after the expiration of the waiting period. In friendly matches, the referee may shorten the match time if, for example, one of the teams arrived late for the match. However, the match time must be shortened equally in both halves of the match and both team captains must be informed about it in advance.

4. In non-league competition or tournament matches etc., the match time may be shorter, depending on the regulations of the respective competition (tournament) approved by the relevant governing body. The referee must be made familiar with the regulations before the start of the match.

Additional time

1. The time when the ball is out of play is considered part of the match time if the interruption arose from common play situation. Any other delays in play are not considered part of the match time and must be compensated for by the referee. Such delays, which must be compensated for, include, but are not limited to:

- a) change of goalkeepers (included unfinished change), except for a change that took place during half-time break or
- b) checking the state of injured players, their treatment on the pitch and/or their transport off the pitch or
- c) time wasted during goal celebrations or
- d) any other kinds of unsportsmanlike delays in the play, e.g. slow exit of substituted players, intentionally kicking the ball away from the pitch, delays before set pieces etc. or
- e) repairing damaged goals or replacing damaged corner flags or

- f) repairing the marking of the pitch or
- g) replacing lost or damaged footballs or
- h) clearing the pitch after the spectators have entered it or
- i) clearing the areas of the pitch where individuals not taking part in the match have gathered without the referee`s consent or
- j) temporary interruption of the match due to poor wind conditions or
- k) interruption of play due to faulty floodlights or a blackout or
- l) any other interruption due to reasons not directly related to the match.

For each case of delay described in a) the referee adds 30 seconds; in all other cases the referee adds the actual time of the delay. Any additional time must be added to the same half of the match in which the delay occurred. Shortly before the end of the half-time/match the referee announces the length of the additional time to the second and/or third referee (if nominated) and the team captains, if they request it. The referee must keep the announced additional time unless another delay, time which requires further compensation, occurs during the additional.

Half-time break

If agreed by the teams, the half-time break may be omitted. However, if there is at least one player who requests the half-time break to be held, the referee is obliged to allow the set time for the break. The referee can alter the length of the half-time break, e.g. extend it in order to carry out players` ID check or for another reason, e.g. if the match is being broadcasted. Such reasons must be included in the match report.

Extra time

1. The competition schedule or tournament regulations can state that in case a match is tied after the end of the second half, the match is to be decided by playing extra time, e.g. 2 x 5 minutes. Furthermore, the competition schedule or tournament regulations can state that the extra time ends once either of the teams has scored a goal. In international matches under the WMF or its members, which end in a tie after the end of the second half, extra time 2 x 5 minutes is played (the referee may add additional time, if necessary). The entire extra time is played, even if either of the teams scores a goal during the first or second part of the extra time. If the match is still tied at the end of the second part of the extra time, the match is decided by a penalty shootout (3 penalty kicks for either team, then, if necessary, one penalty kick for either team until one of the teams wins.

2. Before extra time or penalty shootout, the players are entitled to have a break, during

which the players and referees must remain on the pitch. Such breaks are usually not longer than 5 minutes, unless stated otherwise in the Competition schedule or tournament regulations. Before penalty At the end of the break, the referee executes a draw to determine which team starts the play. The draw is executed in the same way as before the start of the match. There is no break between the two halves of the extra time; the teams only swap sides and the play is then immediately restarted by a kick-off.

3. The competition schedule or tournament regulations can state that in case when the match is tied after the end of regular time or extra time, the winner is determined by penalty shootout (see Attachment A of Rules of Minifootball). The time necessary for the penalty shootout is not part of the match time. However, any violations of rules that occur during the penalty shootout are considered to have happened during the match.

RULE VII – Match time

Before the match

Before the match, a draw is executed by tossing a coin or “rock-paper-scissors”. The team that wins the draw can choose which goal they will be attacking in the first half of the match. The other team has the kick-off. The team that have won the draw kick off the second half of the match. The teams swap sides at half time.

Kick-off

Kick-off is executed to start or restart the play at the beginning of the match, after a goal has been scored, at the beginning of the second half, at the beginning of either part of extra time, if played. A goal can be scored directly from the kick-off.

Executing the kick-off

All players must be on their team`s side of the pitch. All players who are not executing the kick-off, must be minimum 5 metres away from the ball until the ball is in play (unless the diameter of the centre circle is bigger than 5 metres). Distance shorter than 5 metres is not allowed. The ball is placed on the circle spot. The referee gives a signal for the play to be started. The ball is in play if it has moved forwards after the kick-off. The player who has executed the kick-off must not touch the ball again unless another player has touched the ball before him. If either team scores a goal, the kick-off is executed by players of the other team.

PENALTY CLAUSE

If the player who has executed the kick-off touches the ball again before another player has touched the ball before him, the referee gives an indirect free kick from the spot of the violation (taking into consideration the special provisions of Rule VIII).

RULE VIII

STARTING THE PLAY

If the rule regarding the kick-off is violated in any other way, the kick-off is repeated. Referee's ball is a way of restarting the play after it has been interrupted, while ball was in play, for any reason not described in the rules.

Executing the referee's ball

The referee drops the ball on the spot where the ball was at the moment of the interruption (taking into consideration the special provisions of Rule VIII).

PENALTY CLAUSE

The referee's is repeated in case the ball touched a player before it touched the ground, or if the ball went out of the pitch after it touched the ground but before any player touched it.

Special provision

If the defending team is awarded a free kick from inside the penalty area, the free kick can be taken from any place inside the penalty area.

INTERPRETATION OF RULE VIII

Kick-off

1. Before the start of the match, the referee, in the presence of both team captains, executes a draw in the middle of the pitch. The draw can be executed by tossing a coin or by "rock-paper-scissors". The away team captain chooses one side of the coin. The captain of the team that has won the draw selects one side of the pitch; the kick-off is then executed by a player of the other team. The kick-off can be executed only after the referee blows the whistle. No individual, other than a player taking part in the match, can execute the kick-off.

2. The kick-off is correctly executed if, after the referee has given a signal, the ball, which was in a stationary state on the centre spot, is kicked by a player from the team that has won the right to kick off in the direction of the other team's half of the pitch and

the players of both teams have remained in the prescribed position on the pitch until the ball is in play. Only after the kick-off has been properly executed, the players of the other team can move inside the centre circle (violate the required distance from the ball) and the players of both teams can move onto the other side of the pitch.

3. If the kick-off has been executed improperly, it must be repeated. In case a player repeatedly executes the kick-off improperly, the referee books this player for unsportsmanlike conduct; if the same player violates the rule again, the referee books him again and the player is hence sent off. If such incident occurs before the start of the match, the referee sends such player off. The team in question then can replace this player with a substitute player, but cannot add any more substitute players to the team.

4. The team executing the kick-off can score a goal directly from the kick-off. If a goal is scored directly from the kick-off, the referee gives the goal and the play is restarted with a kick-off executed by players of the other team. In case a goal is scored directly from the kick-off, the referee gives the goal even if a player or players from the other team have left their required position before the ball was in play.

Referee`s ball

1. If referee`s ball is executed, the referee does not blow the whistle. The referee`s ball is executed by the referee in the following way: the referee, facing the players, lets the ball drop freely from waist-high. The rule does not determine what distance the players must be from the referee. They must, however, be in such a distance that allows the referee to execute the referee`s ball properly. The referee therefore waits for the players to stand in an adequate distance.

2. If, after the referee`s ball has been properly executed and it touched a player of the defending team before it ended in the defending team`s goal, the referee gives an own goal.

3. The referee`s ball is executed by the referee if the play has been interrupted for other reason than one which is followed by a free kick or throw-in. Such reasons include, but are not limited to, the following:

a) sudden change in wind conditions does not allow the match to be continued or

b) damage occurred to a goal, goal net, corner flag or the pitch lines or

c) the pitch or the ball has become inappropriate for play or

d) a individual not taking part in the match or another external influence has interfered with the ball or the play or

- e) the referee deemed it necessary to check a player's gear immediately or
- f) a player has violated the rules outside of the pitch or
- g) a player has been seriously injured but the rules have not been violated or
- h) the referee realized, immediately after he has interrupted the play, that he has made a mistake in judgement, either by his own or the second or third referee's fault or
- i) circumstances occur which are not directly related to the play but which, in the referee's opinion, require the play to be interrupted (e.g. if there is a parade or a funeral procession passing by the pitch etc.).

4. Tribute to deceased can be paid before the start of the match. The team that won the kick off in the draw executes the kick off the usual way. The referee then immediately blows the whistle to interrupt the play. After the tribute has been paid (lasting 1 minute), the referee then signals for the kick off to be repeated and the match started.

Honorary kick-off

Honorary kick-off is executed by a individual not taking part in the match. After the honorary kick-off has been executed, the referee immediately blows the whistle to interrupt the play and waits for the individual who executed the honorary kick-off to leave the pitch. Then the referee signals for the kick off to be executed by one of the teams and the match started.

Ball out of play

The ball is out of play if the entire ball crosses the sideline or the goal line (on the ground or in the air), or if the referee interrupts the play.

Ball in play

The rest of the time (see above) the ball is in play, even if it bounces of a goal post, crossbar or a corner flag back into the pitch, or if it bounces of the referee, who is standing inside the pitch, back into the pitch.

RULE IX

BALL IN OR OUT OF PLAY

1. If the ball has not been brought into play properly, the referee asks for the ball to be brought into play again from the same spot.

2. The ball remains in play until the referee has interrupted the play. The ball is therefore still in play, even if:

- a) There has been a violation of rules, but the referee has played the advantage,
- b) There is doubt whether the rules have been violated, but the referee has not interrupted the play,
- c) The third referee has signaled a violation of rules, but the second and/or first referee has not interrupted the play.

If the players stop playing, although the referee has not interrupted the play, the referee uses hand gesture or spoken instruction to bring the players' attention to the fact that the play has not been interrupted.

3. Since the lines are considered part of the pitch, the ball is still in play until the entire ball has crossed the sideline or the goal line and ended up outside the pitch. This means that the ball is still in play even if the ball:

- a) is on or above the sideline or the goal line,
- b) bounces off the goal post, crossbar or corner flag back into the pitch,
- c) bounces back into the pitch off a referee or player who is standing on the sideline or the goal line or in close vicinity of the lines outside the pitch.

4. If the entire ball has crossed the sideline or the goal line, the referee signals this adequately. However, if the entire ball has obviously crossed the sideline or the goal line, the referee does not have to blow the whistle.

Scoring a goal

A goal is scored if the entire ball has crossed the goal line between the goal posts and under the crossbar, provided the attacking team has not violated the rules in any way.

Match winner

The winner of the match is the team that has scored more goals. If no goals have been scored or both teams have scored the same number of goals, the match ends in a tie.

Competition rules

If the rules of the competition do not allow for a match to end in a tie, the winner of the match can be only determined by applying procedures approved by WMF: higher number of goals scored in an away match, extra time or penalty shootout.

WMF RULING

The provisions for organizing official matches can only include procedures for determining a winner of a match approved by WMF, described in Attachment A of Rules of Minifootball "Procedure for determining the winner of a match".

EMF RULING

If it is not possible for a match to end in a tie, the relevant Competition schedule or tournament provisions must include regulations regarding potential extra time or another procedure for determining the winner of a match, approved by relevant governing body.

RULE X

SCORING A GOAL

INTTERPRETATION OF RULE

1. Only the referee is entitled to decide whether a goal has been scored or not. The referee`s decision is final. It is therefore essential for the referee to be, in such a situation, as close to the goal as possible. If the referee is not absolutely sure whether a goal has been scored or not, he can, in exceptional situations and only of his own initiative, ask for the third referee`s opinion. If a goal has been scored, the referee is obliged to blow the whistle.

2. When determining whether a goal has been scored or not, the position of the ball is the decisive factor, not the position of the goalkeeper, because such situations may occur, when the goalkeeper is standing behind the goal line but is holding the ball in front of the goal line; or vice versa, the goalkeeper is standing in front of the goal line but the ball in his hand(s) is behind the goal line.

3. If the referee is not absolutely sure whether scoring a goal has been preceded by a violation of rules, he can ask for the third referee`s opinion, but only in cases where the referee is convinced that the third referee had clearer and better view of the situation.

4. The referee gives the goal, if the ball went inside the defending team`s goal directly from:

- a) a play situation,
- b) a direct free kick
- c) a penalty kick,
- d) a corner kick
- e) a goal kick,
- f) a kick-off.

The way of scoring a goal must comply with relevant rules and regulations. Any player from the attacking team cannot violate the rules before scoring the goal. The play is then restarted with a kick-off.

5. The referee disallows the goal, if the ball went inside the defending team`s goal directly from:

- a) an indirect free kick,
- b) a throw-in.

The play is then restarted with a goal kick.

6. The referee disallows the goal, if the ball went inside the team`s own goal directly from:

- a) any kick, apart from a corner kick,
- b) a throw-in.

The play is then restarted with a corner kick.

7. The referee disallows the goal if the ball went inside the goal straight from a properly executed referee`s ball, before any player has touched the ball. In such case the referee`s ball is executed again.

8. The referee disallows the goal if the ball, while still in play, is thrown by the goalkeeper from his team`s penalty area straight into the other team`s goal.

9. The referee therefore, before making the final decision about allowing or disallowing the goal, checks the positioning of the second referee

10. If a player from the defending team handles the ball intentionally or violates the rules in another way, and the balls ends up in his team`s goal before the referee interrupts the play, the referee is obliged to allow the goal. This, however, does not deprive the referee of the duty to caution that player accordingly for the violation he committed.

11. A situation may occur, where the referee does not notice that a goal has been scored and therefore does not interrupt the play. The third referee, at first, runs towards the half-way line in the usual manner and when he sees the main referee has not noticed his signals, he alerts the main referee that a major incident has happened, i.e. in this case a goal has been scored

12. Once the referee allows the goal, he keeps paying attention to the players` conduct

while, at the same time, he is moving towards his position by the half-way line to wait for the kick-off to be executed; once he gets there, the referee makes a note about the goal scorer.

13.If the referee interrupts the play because he is convinced a goal has been scored, but then realizes that not the entire ball has crossed the goal line, the play is restarted with referee`s ball from the spot where the ball was at the moment of the interruption (taking into consideration the special provision of Rule VIII.)

14.In case the referee loses his concentration for a short period of time and is therefore unable to react to the play situation (e.g. due to a strange object in his eye, as a result of being hit by the ball or due to sudden medical indisposition), he can allow the goal based on information requested from the third referee.

Goal celebrations

1. It is common for a player who has just scored a goal to share his excitement with his teammates. However, the referee must not allow the players to waste a disproportionate amount of time on the other team`s side of the pitch, delaying the restart of the play. Any such time wasted during goal celebrations is to be added at the end of the respective match period

2. The referee is to instruct any player who, during the goal celebration, leaves the pitch, enters the spectators` area or conducts himself in another inappropriate manner, to return onto the pitch and bring himself into line. If the player fails to follow the referee`s instructions immediately, the referee cautions the player. If a player, as part of his goal celebration, takes off his shirt, the referee cautions the player; shirt is considered to have been taken off the moment the player pulls his shirt over his face. The referee also cautions a player who has taken off his shirt, under which he wears another shirt which is exactly the same as the first one.

RULE XI

Offside

The offside rule does not exist in Minifootball.

RULE XII

ILLEGAL PLAY, UNSPORTSMANLIKE CONDUCT, PENALIZATION

A. DIRECT FREE KICK

Direct free kick is awarded by the referee against the team whose player, while he was on the pitch and the ball was in play, commits one of the below mentioned violations and which, in the referee`s opinion, is reckless and committed using extensive force:

- 1) kicking or attempting to kick an opponent,
- 2) tripping or attempting to trip an opponent,
- 3) throwing himself at an opponent,
- 4) ramming into an opponent,
- 5) hitting or attempting to hit an opponent,
- 6) shoving an opponent.

Direct free kick is also awarded by the referee if a player commits any of the below mentioned violations:

- 1) when tackling an opponent, getting in contact with the player before he touches the ball,
- 2) holding an opponent,
- 3) spitting at an opponent,

- 4) intentionally handling the ball (except for the goalkeeper inside his team`s penalty area).

The direct free kick is carried out from the spot where the violation occurred (taking into consideration the special provision of Rule VIII.).

Penalty kick

Penalty kick is awarded by the referee if a player, while the ball is in play, commits any of the aforementioned violations inside his team`s penalty area, regardless where the ball was at the moment of the violation.

B. INDIRECT FREE KICK

Indirect free kick is awarded by the referee against the team whose goalkeeper, while inside his team`s penalty area, commits any of the following violations:

- 1) holds the ball in his hands for longer than 6 seconds before playing it,
- 2) touches the ball with his hands again after having played it and before any other player has touched it,
- 3) touches the ball with his hands after one of his teammates has intentionally passed the ball to him,

4) is the first player to touch the ball following his team`s throw-in.

Indirect free kick is also awarded by the referee against the team whose player, in the referee`s opinion, commits any of the following violations:

- 1) plays in a hazardous manner,
- 2) interferes with an opponent/obstructs his movement on the pitch,
- 3) obstructs the goalkeeper, who intends to play the ball,
- 4) commits any other violation which, although not mentioned in Rule XII., makes results in the referee interrupting the play and cautioning a player.

PLAYERS` PENALTIES

The referee can book any player, substitute player and/or substituted (or called off) player. The referee can book players from the moment he has entered the pitch until the moment when he has left the pitch following the final blow of the whistle.

CAUTIONING

Players must be shown a yellow card by the referee if they commit any of the following seven violations:

- 1) conducts in an unsportsmanlike,
- 2) behaves and/or makes comments inappropriately to protest or show disgruntlement,
- 3) constantly violates the rules,
- 4) delays restarting the play,
- 5) does not observe the set distance from the ball during a free kick (5 metres) or corner kick (5 metres),
- 6) enters the pitch without the referee`s consent to return to or complete his team,
- 7) intentionally, without the referee`s consent, leaves the pitch.

SENDING OFF

Players must be sent off (shown a red card) by the referee if they commit any of the following seven violations:

- 1) brutal play or conduct,
- 2) gross unsportsmanlike conduct,
- 3) spits at an opponent or another individual,

- 4) prevents the opponents` team from scoring a goal or interrupts a clear chance to score a goal by intentionally handling the ball (except for the goalkeeper inside his team`s penalty area,
- 5) interrupts a clear chance to score a goal by committing a violation that results in a free kick or penalty kick,
- 6) uses offensive and/or humiliating gestures or statements,
- 7) second booking during one match.

Any player that has been sent off cannot remain in the pitch area or his team`s technical area.

WMF RULING

1. Any player, whether on or off the pitch, who commits a violation of rules against an opponent, teammate, referee or another individual for which the player should be cautioned and/or booked, or who uses offensive or humiliating statements, must be penalized appropriately, based on the nature of the violation.

2. The goalkeeper has the ball under his control if his hand or arm is placed on the ball. The ball is deemed under the goalkeeper`s control if the goalkeeper lets the ball intentionally bounce off his hand or arm. The ball is not deemed under the goalkeeper`s control if, in the referee`s opinion, the ball has bounced off the goalkeeper accidentally, e.g. when the goalkeeper has attempted to catch the ball while falling to the ground

3. Rule XII. allows a player to pass the ball back to his goalkeeper using his knee, chest or head. However, if the player, in the referee`s opinion, has used a trick to circumvent this provision of the rule, it is considered unsportsmanlike conduct, the referee books the player in question and an indirect free kick is awarded against the player`s team to be taken from the spot where the violation occurred (taking into consideration the special provision of Rule VIII.). Furthermore, if any player taking a free kick intentionally uses some trick to circumvent the provision of the rule, it is considered unsportsmanlike conduct, the referee books the player in question and the free kick is re-taken. In the aforementioned situations, it does not matter whether the goalkeeper has afterwards touched the ball with his hand(s) or not. The violation is deemed to have occurred if any player attempts to circumvent the provision(s) of rule XII

4. Any tackle which poses danger or risk to the player tackled, must be penalized as an act of reckless play. If the player has touched the ball first and afterwards also, for example, the opponent`s legs, it is deemed as correct/legal play

5. Any simulation that occurs anywhere on the pitch for the purpose of deceiving the referee, must be penalized as an act of unsportsmanlike conduct

6. Any player who has taken off his shirt as part of goal celebration, must be cautioned for unsportsmanlike conduct.

EMF RULING

1. The referee`s authority and cautioning

The referee`s authority to caution team members is defined by the Rules of Minifootball; the referee cautions the team members using coloured cards. The referee`s authority over team officials is defined by the EMF ruling on Rule XII; the coloured cards are not used for cautioning such individuals; any player or substitute player who has been sent off or any team member who has been banished from the pitch must leave the pitch area immediately.

2. The referee`s authority over players and substitutes

All team members are subject to the referee`s authority from the moment the signed match report is handed over to the referee until the moment the report is signed by the team captain following the end of the match. During this entire period, the referee is entitled to react appropriately to the players` transgressions: from coming onto the pitch to start the match until the end of the match the referee exercises his authority as defined by the Rules of Minifootball, before and after the aforementioned period the referee exercises his authority as defined by the EMF ruling on Rule XII. All transgressions must be included by the referee in the match report and the team captain must sign the report to verify the identity of the player(s) in question.

a) if a team member commits a grave violation (comparable with a violation defined in section D of Rule XII.) in the period between signing the match report by the team captain and the moment the referee comes onto the pitch to start the match, the referee shows this team member a red card and does not allow this team member to take part in the match. This player can be replaced by one of the team substitutes. The team, however, cannot add any substitute player to the team,

b) if a team member commits a violation while the referee is coming onto the pitch to start the match, the referee cautions this player in accordance with the referee`s authority to penalize team members,

c) if the referee sends a player off before the start of the match, this player can be replaced by one of the substitute players. The team, however, cannot add any more substitutes to the team. If the referee sends off a substitute player, the team cannot add any more substitutes to the team

d) if a team member commits a violation in the period between the start of the match and the end of the match (including the half-time break), the referee cautions this team member in accordance with the referee's authority to penalize team members

e) if a team member commits a violation during the half-time break, the referee cautions him appropriately in the presence of the team captain and informs the spectators about the cautioning through the match organizers, if present at the match

f) if the referee sends a player off, this player cannot be replaced by a substitute player and the team in question must finish the match with lower number of players on the pitch

g) if a team member commits a grave violation of the rules in the period between the end of the match and the moment the match report is signed by the team captains, the referee informs the relevant team captain about the violation. The referee then describes the violation on the front side of the match report and the relevant team captain signs this to verify the identity of the player.

3. Behaviour and conduct of team officials

The team officials are obliged, under any circumstances, to behave themselves appropriately. The procedure applied by the referee in various situations is as follows:

a) if a team official commits a grave violation of the rules in the period between the signing of the match report by team captains and the start of the match, the referee does not allow this team official to remain on the bench for team members and officials, or, through the relevant team captain, banishes this team official from the pitch area

b) if, during the match, a team official behaves in a way which the referee deems as unsportsmanlike conduct, he notifies, through the relevant team captain, the team official of the inappropriate behaviour and warns the team official that in case of repeated misbehaviour, the referee will banish the team official from taking part in the match

c) if a team official repeatedly behaves in a way that the referee deems as unsportsmanlike conduct, or if a team official commits a grave violation of the rules, the referee, through the relevant team captain, banishes this team official from the pitch area

d) any violations committed by team officials that have occurred in the period between the end of the match and the moment the match report is signed by team captains, must be described in the match report by the referee

e) if a team official has been banished, they must leave the pitch area immediately. If

this team official refuses to do so, the referee asks the match organizers to put the situation right and describes the incident in the match report,

f) any and all violations committed by team officials must be included by the referee in the match report signed by the relevant team captain(s) to verify the identity of the team official in question.

4. Behaviour and conduct of team members and officials both before and after the match report is signed

If any individual who is a team member or official during the match commits any grave violation of the rules before or after the match report is signed by the team captains, the referee describes the violation in a report to the relevant governing body.

5. Behaviour and conduct of match organizers

Match organizers are not subjects to the referee's authority. If a match organizer conducts in an inappropriate or offensive manner towards other people, the referee asks, through the home team captain, the head organizer to put the situation right and consequently describes the incident in the match report.

INTERPRETATION OF RULE XII.

General provisions

1. Rule XII. defines the principles of contest for ball and behaviour and conduct of players. Contest for ball can be stern, but must be clean, free of any insidious behaviour and players must respect their opponents. All conduct of players must be, under all circumstances, fair and correct. The players' effort to get the best possible result in a match cannot be in contradiction to the principles of sporting ethics. Each player is obliged to pay attention to his own safety, as well as safety of other players.

2. The rules of minifootball give the referee the authority to impose penalties; the referee, based on the nature of the violations, imposes either game or individual penalties. Game penalties include direct and indirect free kicks and penalty kicks; individual penalties include cautioning, booking and sending off. Part A of rule XII. defines violations for which the referee awards direct free kicks or penalty kicks, part B defines violations for which the referee awards indirect free kicks; parts C and D define violations for which the referee books the players

3. The referee's authority to impose individual penalties begins the moment the referee comes onto the pitch to start the match and lasts until the end of the match, including any interruptions and breaks

4. If a player commits a violation while the ball is in play, the referee interrupts the play

and, where necessary, cautions or books the player and imposes appropriate game penalty on the relevant team. If the referee plays the advantage, the play is not interrupted and, where necessary, cautions or books the player in the next interruption of the play; the penalty for the team is not imposed (except for example described in Rule V.).

5. If two players from the same team commit different violations at the same moment, the referee imposes appropriate game penalty (more serious violation is the one for which a direct free kick or a penalty kick is awarded by the referee). If two players from the same team commit the same violation at the same moment, the referee awards the appropriate set piece to be taken from the spot closer to the goal of the team whose players committed the violations (taking into consideration the special provision of Rule VIII.). If two players from the different teams commit different violations at the same moment, the referee awards a set piece to be taken against the team whose player committed more serious violation. If two players from different teams commit the same violation at the same moment, the referee restarts the play with referee`s ball from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). In all aforementioned situations the referee cautions and/ or books the players for every violation committed which, in accordance with Rule XII., require individual penalty to be imposed

6. If any player commits a violation against another individual than a member of the opponents` team, the referee cautions the player appropriately; if the play has been interrupted, it is restarted by an indirect free kick taken from the spot where the violation occurred (taking into consideration the special provision of Rule VIII.)

7. If any individual not taking part in the match commits a violation while the ball is in play, the referee interrupts the play and waits for the individual to leave the pitch. The play is then restarted with a referee`s ball from the spot where the ball was when the violation occurred (taking into consideration the special provision of Rule VIII.). If that individual is a substitute or called off player, the referee cautions or books the player accordingly.

Violations penalized by a direct free kick

(Part A of Rule XII.)

1. The referee has the authority to award direct free kicks and penalty kicks for violations of rules defined in part A of Rule XII. committed by a player from opponent`s team on the pitch while the ball is in play. If such violation occurs outside the pitch while the ball is in play, the referee only cautions or books the player. If the play has been interrupted, it is restarted with referee`s ball taken from the spot where the ball was at the moment of interruption (taking into consideration the special provision of Rule VIII.). If such violation

occurs, whether on or outside the pitch, while the ball is out of play, the referee only cautions or books the player

2. If the referee interrupts the play to award a free kick or a penalty kick, his decision is based on the part of the pitch where the violation has occurred:

a) in case of physical contact, or attempted physical contact, between opponents, both direct and indirect (e.g. throwing an object, spitting), the referee restarts the play from the spot where the physical contact occurred or was about to occur; for example, if a player, standing inside his team's penalty area, kicks an opponent, who is standing outside the penalty area, the referee awards a direct free kick, because the affected player was standing outside the penalty area,

b) if the violation of rules involved physical contact, but the affected player was standing outside the pitch (e.g. spitting on a player while receiving medical treatment behind the sideline) or if the violation is of a verbal nature (e.g. protesting against a decision, insults) and in all other situations which result in an indirect free kick, the referee restarts the play from the spot where the player who committed the violation was standing when the violation occurred,

c) if a player deliberately handles the ball, the play is restarted from the spot where the ball touched got into contact with the hand(s); if, for example, a player or a goalkeeper, standing inside their team's penalty area, deliberately handle the ball outside the penalty area, the referee awards a direct free kick from the relevant spot outside the penalty area,

d) any violation of rules that occurs on one of the penalty area lines is considered as occurring inside the penalty area.

Kicking or attempting to kick an opponent

Any case of kicking or attempting to kick an opponent, even if occurring as a result of a challenge for ball, must be penalized by the referee if he considers it reckless, risky or using excessive force. Kicking also include hitting an opponent with one's knee or with the sole of the boot, or hitting an opponent with the sole of the boot in a sliding tackle from the back, front or sides. A tackle is considered attempting to kick an opponent whenever a violation occurs without any physical contact but solely because the affected player managed to avoid the kick.

Tripping or attempting to trip an opponent

Tripping is a tackle when a player causes another player to fall over, by sticking out their leg or hooking the opponent's leg from the back or sides or in a sliding tackle. Bending over in front of or behind a player, causing the player to fall over, is also considered as tripping. Such tackle is extremely dangerous if the player is in the air, especially in case of a goalkeeper catching the ball.

A tackle is considered tripping an opponent when the actual tripping has not happened solely because the affected player managed to avoid the contact.

Jumping into opponents

Jumping into an opponent is a tackle when a player jumps not only up but also towards an opponent, resulting in physical contact. A tackle is considered jumping into an opponent even if the player in question stretches his arms sideways to demonstrate he is not using his hands while tackling the opponent, or if a player jumps towards an opponent who is in possession of the ball. However, it is not considered a violation if a player or goalkeeper hits the ball in the air before bumping into or falling on an opponent.

Pushing an opponent

When fighting for the ball, the players are allowed to use their physical strength and can push the opponent using reasonable force; the push cannot be, in the referee's opinion, violent, reckless or using excessive force. A player can only push another player in possession of the ball or in immediate proximity of the ball ("immediate proximity" is a distance not exceeding 2 metres); a push is deemed fair if it is a shoulder-to-shoulder push or shoulder-to-back push, while the player who is pushing must hold his arm close to his body and the players must be either both on the ground or both in the air at the moment of the tackle. Any shoulder-to-chest push is deemed illegal, as well as any situation when a player is pushing with his chest against an opponent's back, even if the player who is tackling stretches his arms sideways to demonstrate he is not using his hands. If the player who is tackling raises his arm, the tackle is considered interference. If a player, for tactical reasons, turns his back to the opponent in order to protect the ball, the opponent is allowed to tackle the player using reasonable force.

Hitting or attempting to hit an opponent

Any case of hitting an opponent, even if it occurred in a fight for the ball, must be penalized by the referee, if he deems it reckless, risky or using excessive force. Hitting an opponent also includes hitting with one's head or with the ball or another object held or thrown by a player; it does not matter whether the object actually hits the opponent or

not. If a goalkeeper deliberately hits an opponent with the ball while holding it in his hand(s) or throws the ball directly at an opponent, it is also considered as hitting an opponent. A tackle is considered hitting an opponent when the actual hitting has not happened solely because the affected player managed to avoid the contact.

Blocking an opponent

Blocking is any form of pushing away a player or interfering with a player's movement using hand, arm or elbow, or another part of body, e.g. thigh or buttocks. The force of the blocking is not important; if the opponent is moving, even the slightest contact can cause the opponent to lose his balance.

Gaining possession of the ball

When gaining possession of the ball from an opponent, a player must first touch the ball and only afterwards there can be physical contact between both players. The most common way of gaining possession of the ball is sliding tackle. A sliding tackle is considered fair if the defending player plays the ball first and afterwards the opponent trips over the defender's leg. If, however, the defending player touches the opponent's leg first and then plays the ball, it is considered as a foul. The same applies if the defending player touches the ball and the opponent's leg at the same time, or if the defending player plays the ball with one leg but hits the opponent with the other leg. It is considered the same violation if a player touches the opponent with his body before playing the ball.

Spitting on an opponent

If a player spits on an opponent, the referee interrupts the play, sends the player in question off and awards a direct free kick against the team whose player has committed the violation. However, the referee can only penalize a player if he has seen the violation happen or if he has been informed about the violation by the third referee. If a player commits this violation inside his team's penalty area, the referee awards a penalty kick.

Holding an opponent

Holding an opponent is an act of actively holding, i.e. grabbing or pulling a player by their shirt, arm or another part of body (e.g. thigh or buttocks) for the purpose of interfering with the opponent's free movement. If a player stretches his arms sideways

to interfere with the opponent's movement, it is considered as holding an opponent, as well as if a player jumps into the air while leaning with his hand(s) against the opponent. When penalizing a player for holding an opponent, the referee cannot benefit the team whose player committed the violation, when identifying the spot where the violation has been committed.

Handling the ball

1. Players are not allowed (except for the goalkeeper inside his team's penalty area) to handle the ball, if deemed deliberate by the referee; handling means touching the ball with the arm or hand, from shoulder to the fingers. It is also considered a violation if a player handles the ball as a result of negligence, carelessness or lack of foresight regarding the consequences of a tackle; the general rule is that if the player's is moving towards the ball, the handling of the ball is deliberate. In order to avoid any serious mistakes when making decisions about handling the ball inside the penalty area, the referee is recommended, if in doubt whether a player has handled the ball deliberately, to make a decision in favour of the defending team.

2. Handling the ball is considered as deliberate if, by handling or catching the ball, a player or a team gain an advantage, e.g. by stretching his arms and blocking an opponent's shot or if he plays the ball with his elbow which is not close to the player's body, handles the ball during a sliding tackle, heads the ball onto his hand which is not close to the body, kicks the ball onto his hand or, when trying to kick the ball, misses the ball and plays it with his hand instead.

3. The referee does not penalize players in the following situations: e.g. the ball hits a hand which is close to the body, a player falls over and lays his hand on the ball, a player is standing up after falling over and the ball accidentally touches his hand, a player uses his hand(s) to instinctively protect sensitive parts of body (e.g. face, genitals, chest etc.), or if the ball bounces off a player's shoulder.

Violations penalized by an indirect free kick

(Part B of Rule XII.)

The referee is entitled to award an indirect free kick for violations, defined in part B of Rule XII., committed by a player on the pitch while the ball is in play; the play is then

restarted with an indirect free kick taken from the spot where the player committed such violation (taking into consideration special provision of Rule VIII.). The referee, however, awards an indirect free kick not only for violations defined by Rule XII.

Hazardous conduct

1. A tackle is considered as hazardous if a player, in the referee's opinion, poses risk to the safety of his opponent(s) or his own, without acting deliberately and insidiously. A tackle can be considered as hazardous only if there has been no physical contact. If there is physical contact, the tackle is not considered as hazardous but as one of the violations defined in part A of rule XII.

2. A player's conduct is deemed hazardous if, for example, a player attempts to kick the ball by raising his leg to opponent's chest or head, performs an over-head kick while in immediate proximity to an opponent, sticks out the sole of his boot towards an opponent's foot with no physical contact, raises his leg or knee unnecessarily high against opponent's body, or attempts to kick the ball out of goalkeeper's hands, whether the goalkeeper is standing or lying on the ground.

3. If a player's hazardous conduct poses risks only to this player's safety, it is still considered a violation of rules, as this restricts the opponents' chances of playing the ball. A player's conduct is considered as hazardous to his own safety in the following situations: e.g. if a player attempts to play the ball with his head below the level of opponent's hip when the opponent is about to kick the ball, lands on the ball or in immediate proximity of the ball, preventing the opponents to play the ball, or attempts to play the ball with bare foot.

4. A player's conduct is also considered as hazardous to his own safety in case of a goalkeeper dives to reach the ball in a risky and complicated situation. Such a dive, however, is considered part of goalkeeper's nature, hence it is not penalized. It is up to the referee to distinguish between a goalkeeper's conduct posing risk to his own safety and the safety of the opponents.

Interfering with opponent's movement

Interference means a situation when a player who is not in possession of the ball uses his body to obstruct an opponent by forcing him to stop, slow down or change the direction of his movement; no physical contact between the players is required. It is also considered an interference if a player deliberately makes a run between an opponent and the ball with no intention of getting hold of the ball or playing it in any other way. It is

also considered a violation of the rules if a player passes the ball to one of his teammates and consequently obstructs an opponent from getting involved in the play. If, however, a player faces his goalkeeper, who has the ball under control, it is not considered a violation of the rules, provided this player does not actively interfere with an opponent's movement. A player also violates the rule if he is not attempting to play the ball but interfering with the goalkeeper's movement while the goalkeeper is attempting to parry or catch the ball or when the ball is not near the goalkeeper. A player who is in possession of the ball (has the ball under control) can prevent an opponent from getting hold of the ball; the player, however, must be facing the ball (not the opponent) and must not bend over in order to push the opponent away. If a player turns his back to the opponent in order to let the ball roll behind the line, it is not considered a violation of rules; in such case, the opponent can push the player from behind using reasonable force.

Obstructing the goalkeeper

A player violates the rules if he actively obstructs the goalkeeper in order to prevent him from playing the ball which he is holding in his hands. If a player is jumping or running around the goalkeeper, hence making him to hold the ball longer than allowed by the rules, it is considered a violation of the rules. It is not considered a violation of the rules if a player only obstructs the goalkeeper by standing in front of him, as the goalkeeper has the option of throwing the ball.

Goalkeepers' transgressions

1. A goalkeeper has the ball under his control inside his team's penalty area if he is standing on his feet and holding the ball in his hands. The goalkeeper, however, does not have the ball under his control if he is bouncing the ball off the ground or tossing the ball in his hands. The goalkeeper is allowed to hold the ball in his hands for a specific period of time only, he has to let go of the ball afterwards, i.e. by kicking, throwing or dropping the ball; the goalkeeper can further play the ball, but cannot touch it with his hands. The goalkeeper can touch the ball with his hand or pick it up only after another player has touched it, provided the rule of back pass has not been violated.

2. The ball is also considered under the goalkeeper's control if the goalkeeper stops the ball using his hand(s) or arm(s) and then plays the ball with his feet. In such case, the goalkeeper cannot handle the ball again until another player has touched it, unless the ball has been intentionally passed to the goalkeeper, in which case the referee penalizes the goalkeeper for violation the rules. The time period for which the goalkeeper can play the ball with his feet is not limited. If, in the referee's opinion, the ball bounced of the goalkeeper or if the goalkeeper parried the ball, the ball is not considered under the goalkeeper's control and the goalkeeper is therefore allowed to handle the ball

3. The maximum period for which the goalkeeper is allowed to hold the ball in his hands is 6 seconds. The referee penalizes the goalkeeper if he has been holding the ball in his hands for longer than 6 seconds or if, before standing up with the ball in his hands, the goalkeeper deliberately wastes time, in the referee's opinion, and is therefore unable to get rid of the ball within the 6-second period.

Back-pass rule

1. Any player can at any point pass the ball back to his team's goalkeeper; if the ball has been passed using the lower part of the leg (below knee) or directly from a throw-in, the goalkeeper is not allowed to handle the ball. The back-pass may include the following situations: if the ball is passed to the goalkeeper straight from the play or from a set piece or if a player stops the ball in order for the goalkeeper to get the ball under control, or if a player does not pass the ball directly to the goalkeeper, but the goalkeeper runs to the ball to get it under control, or if the goalkeeper stops the ball with his foot and then, even after several steps, handles the ball. It is not considered a violation of the rule if the goalkeeper handles the ball after the ball has bounced off his teammate's leg by accident.

2. If a player wants to pass the ball back to his team's goalkeeper so that the goalkeeper is allowed to handle the ball, the player can pass the ball using his body, head, knee or thigh. If, however, a player has the ball under control and circumvents the rule by deliberately kicking the ball up onto his head and then heads the ball to his team's goalkeeper, the referee cautions the player for unsportsmanlike conduct; in such case it does not matter whether the goalkeeper actually handles the ball or not, the player's intention to circumvent the rule is important. If the referee interrupts the play to caution the player, the play is then restarted with an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of Rule VIII). The same applies in case a player circumvents the rule by deliberately kicking the ball onto his teammate's head and this player then heads the ball to the goalkeeper. If a player circumvents this rule when playing a set piece, e.g. by playing the ball to his team's goalkeeper directly from the set piece using his knee, the referee cautions the player for unsportsmanlike conduct and the set piece must be replayed.

Individual penalties

1. The rules of minifootball authorize the referee to give individual penalties to players;

individualal penalties include cautioning and/or booking players. All provisions mentioning individualal penalties apply to all team members. The referee books a player by raising a card of the relevant colour above his shoulder and clearly shows it to the player. The referee does not have to penalize a player immediately after a violation has occurred. Where appropriate, the referee plays the advantage and cautions the player when the play is interrupted.

2. The rules of minifootball specify on several occasions, which violations must be penalized by a individualal penalty; in these cases the individualal penalties are so-called obligatory, i.e. the referee is obliged to give these penalties. The referee, however, can give individualal penalties for violations defined in part A of rule XII, if he deems the nature of the violation requires a individualal penalty to be given. In these cases the penalties are not called obligatory as the nature of the violation is assessed by the referee

3. In case of less serious violation, the referee can warn the player about his conduct and then, if necessary, caution the player after he commits the same violation again. The same does not apply in cases where the rules of minifootball require a individualal penalty to be given.

Cautioning

(Part C of Rule XII)

Part C of rule XII defines seven violations for which a player must always be cautioned; furthermore, the rules of minifootball specify other violations for which a player must also be cautioned; in all the aforementioned cases the individualal penalty is obligatory.

Unsportsmanlike conduct

1. A player violates the rules if, in the referee`s opinion, his conduct contravenes the principles of appropriate behaviour and fair conduct. The referee also cautions a player for unsportsmanlike conduct if the player has used threatening or suggestive gestures at an opponent or the referee (unless the referee deems his conduct to be a case of gross misconduct).

2. If the referee interrupts the play to caution a player, the play is then restarted with an indirect free kick taken from the spot where the cautioned player was when the violation occurred; if, however, the player has also committed a violation defined in part A of rule XII, the referee awards a direct free kick taken from the spot where the violation occurred (always taking into consideration special provision of rule VIII) or a penalty kick.

3. The referee cautions a player for unsportsmanlike conduct if the player has deliberately handled the ball (except for the goalkeeper inside his team's penalty area) to interrupt a promising attack of the opponents' team; the same applies if a player or goalkeeper interrupts a promising attack of the opponents' team by stopping an opponent by committing a violation defined in part A of rule XII, punishable by a direct free kick or a penalty kick. "A promising attack of the opponents' team" is an attack that, without the violation occurring, would after no more than two passes lead to a scoring chance.

4. When a player uses a sliding tackle to get possession of the ball, he must do so considerately. A sliding tackle is considered unsportsmanlike conduct if it is carried out from the side and the tackling player does not hit the ball but kicks or trips the opponent. Where appropriate, the referee can consider such tackle as brutal play.

5. The referee cautions a player for unsportsmanlike conduct if the player attempts to deceive the referee or the opponents. Such act of unsportsmanlike conduct may include the following situations: deliberately handling the ball in order to score a goal, deliberately playing a set piece or a throw-in, although instructed by the referee to wait for his signal, diving or exaggerating the consequences of a contact with an opponent in order to get the referee to award a set piece, pretending to be injured etc.

6. Another examples of unsportsmanlike conduct include the following: a player, designated by his team's captain to carry out a set piece, refuses to carry out the set piece or deliberately carries out a set piece inappropriately, or carries out a penalty kick despite not being designated to do so, or obstructs an opponents' set piece by gesturing, running around or shouting or by deliberately kicking the ball off the pitch, deliberately lying down on the ball or holding the ball between his knees while sitting on the ground so that the opponents cannot play the ball, or attempts to disrupt an opponent by shouting or by other act of unsportsmanlike conduct, whether on or off the pitch, or attempts to circumvent the back-pass rule or hangs on the crossbar, or during a match deliberately damages the ball or pitch facilities, or intercepts or attempts to intercept the ball or change the direction of the ball by throwing an object, or disobeys the referee's instructions.

Expressing disgruntlement or protest

A player commits a violation if he expresses his disgruntlement or protests against a referee's decision using words, gestures or any similar behaviour or if a player disagrees with the third referee's ruling in a similar manner.

Constant violations of rules

A player commits a violation if he repeatedly violates the rules defined in parts A and B of rule XII, even if these violations, individually, do not require the player to be cautioned. If, for example, a defending player repeatedly stops an opponent by holding him, it is considered a violation of the rules, although the violation itself does not require a individual penalty to be given (except for cases when the defending player interrupts a promising attack of the opponents team).

Delaying the play

Any attempt of a player to delay the play when the play is being restarted must be penalized by the referee. A player commits a violation if the player, for example, deliberately carries, kicks or throws the ball away from the spot of the set piece (it does not matter whether this player belongs to the attacking or defending team), or fakes a throw-in and then hands the ball over to his teammate to carry out the throw-in, or, in the referee's opinion, deliberately delays carrying out a set piece, or if a goalkeeper refuses to take his place on the goal line to face a penalty kick.

Failing to keep required distance

A player commits a violation if the player obstructs a set piece to be carried out by, for example, standing in front of the ball to prevent an opponent to quickly play the set piece, or delays standing in the required distance or moves into the required position too slowly, or fails to keep the required distance by running towards the ball prematurely.

Entering the pitch without the referee's consent

A player commits a violation if the player deliberately enters the pitch without the referee's consent. This violation can be committed by, for example, a player completing his team after the match has started, a player who has temporarily left the pitch, or a player who has been sent off the pitch by the referee to fix his gear. If the referee interrupts the play to caution the player, the play is then restarted with an indirect free kick taken from the spot where the ball was at the moment of the interruption; if, however, the same player simultaneously commits another violation defined in parts A and B of rule XII., the referee awards a direct free kick to be taken from the spot where

the player committed this violation (taking into consideration special provision of rule VIII.) or a penalty kick.

Leaving the pitch without the referee`s consent

A player commits a violation if the player deliberately leaves the pitch without the referee`s consent, with the exception of the situations defined in rule III. If the referee interrupts the play to caution the player, the play is then restarted with an indirect free kick taken from the spot where the ball was at the moment of the interruption (taking into consideration special provision of rule VIII.).

Sending off

(Part D of Rule XII.)

Part D of rule XII. defines seven violations of the rules for which a player must be sent off (shown a red card); furthermore, the rules of Minifootball specify another violations which require the player in question to be sent off.

Sending off before, during and after a match

If the referee sends a player off before the match has started, the team in questions lines up for the match with full number of players, as the player who has been sent off can be replaced with a substitute player. If the referee sends off a substitute player before the match has started, no other substitute player can be added to the team. If the referee sends off a player during the match, the team continues playing with lower number of players. If the referee sends off a substitute player during the match, no other substitute player can be added to the team. The referee is entitled to show a red card to a player or substitute even after the match has ended, or to substituted or called off players.

Brutal play

A player`s conduct is considered as brutal play if the player deliberately commits a violation defined in part A of rule XII., violently or with the intention to hurt an opponent. A play is considered as brutal, especially in case of a sliding tackle carried out from behind during which the player is kicked or tripped; deliberately and fiercely hitting an opponent with the ball is also considered as brutal play.

Gross unsportsmanlike conduct

1. A player commits a violation if the player conducts in a way which the referee deems violent or shameful; such cases are considered gross unsportsmanlike conduct. If the referee interrupts the play to send a player off for gross unsportsmanlike conduct, the play is then restarted with an indirect free kick taken from the spot where the violation occurred; if, however, the same player simultaneously commits another violation defined in parts A of rule XII., the referee awards a direct free kick to be taken from the spot where the player committed this violation (taking into consideration special provision of rule VIII.) or a penalty kick.

2. Another example of gross unsportsmanlike conduct is, for example, if a player commits a violation defined in part A of rule XII. against an opponent, while the player is standing outside the pitch or while the play is interrupted, or hits an opponent or another individual with the ball or another object, except for cases defined in the article on assault of rule V., or assaults an opponent or another individual, except for cases defined in the article on assault of rule V., or enters the pitch without the referee's consent in order to prevent the opponents' team from scoring a goal or demonstratively leaves the pitch to protest against a referee's decision or his teammates' play or following an argument with his teammates (unless the referee considers this act of leaving the pitch without the referee's consent), or for the aforementioned reasons deliberately damages the ball or the pitch facilities (unless the referee considers this act of unsportsmanlike conduct).

3. If a player spits on an opponent, the referee applies the provisions (see higher). If a player spits on another individual than an opponent, such as the referee, teammate, team official or another individual, the referee sends this player off. If the referee interrupts the play to send the player off, the play is then restarted with an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).

Preventing scoring a goal or thwarting a clear scoring opportunity

1. The referee sends a player off if the player has deliberately handled the ball (except for a goalkeeper inside his team's penalty area) to prevent the opponents' team from scoring a goal or thwarts the opponents' team clear scoring opportunity. If a player, using his hand(s), parries the ball going into the goal, the referee sends this player off and awards a penalty kick. If a player, using his hand(s), stops the ball going into the goal directly from an indirect free kick, it is not considered as preventing scoring a goal; in such case the referee awards a penalty kick and only cautions the player for unsportsmanlike conduct. If a player attempts, unsuccessfully, to prevent an opponent

from scoring a goal by handling the ball and the goal is scored after all, the referee cautions the player for unsportsmanlike conduct.

2. The referee sends off a player or goalkeeper if they thwart a clear scoring opportunity by committing a violation defined in part A of rule XII. which requires a direct free kick or penalty kick to be awarded. If a goalkeeper commits a violation inside his team`s penalty area, the referee awards a penalty kick and either cautions the goalkeeper (if the referee thinks the goalkeeper intended to play the ball) or sends him off (if the referee thinks the goalkeeper had no intention to play the ball).

Offensive or humiliating statements

The referee sends a player off if the player has uttered a statement or made a gesture which the referee deems offensive or humiliating towards an individual or group, regardless whether this individual is the referee, an opponent, teammate or another individual.

Second booking

1. If a player, who has already been booked once, commits another bookable violation, the referee books the player and consequently sends him off. The individualal penalty must be given as follows: the referee shows the player first a yellow card, then the red card to make it clear that he is sending the player off as a result of second booking, not for a violation which requires straight red card. In case a player enters the pitch without the referee`s consent and consequently commits another violation which requires a individualal penalty to be given, the referee cautions the player only for the latter violation. If a player leaves the pitch without the referee`s consent and consequently returns on the pitch – with or without the referee`s consent – the referee considers this as only one violation

2. If a player commits a bookable violation, but before the referee can book the player or while the advantage is being played the same player commits another bookable violation(s), the referee, once the play is interrupted, gives the appropriate individualal penalties in the same order as the violation(s) occurred, e.g. he shows the player a yellow card twice and then sends the player off. The referee then describes all the violations in the match report in the same order as the player committed them.

Rule XIII

FREE KICKS

TYPES OF FREE KICKS

Free kicks are divided into direct free kicks and indirect free kicks. When a free kick is executed, the ball must be stationary on the ground and the player who has executed the free kick must not touch the ball again unless another player has touched it first.

DIRECT FREE KICK

If the ball goes into the defending team's goal straight from the free kick, the goal is given. If the ball goes into the attacking team's goal straight from the free kick, the goal is disallowed and the referee awards a corner kick to the other team.

INDIRECT FREE KICK

Signaling

To signal an indirect free kick, the referee raises his arm above his head and holds it there until the kick is executed and another player has touched the ball or the ball has gone out of play.

Ball ending up in goal

A goal scored from an indirect free kick is only allowed if the ball, before ending up in the goal, has touched another player than the one who has executed the free kick. If the ball ends up in the defending team's goal directly from an indirect free kick, the referee disallows the goal and awards a goal kick. If the ball ends up in the attacking team's goal directly from an indirect free kick, the referee disallows the goal and awards a corner kick.

PLACE FOR AND WAY OF EXECUTING A FREE KICK

Free kick inside the penalty area

If a direct or indirect free kick is executed by the defending team, all opponent players

must be minimum 5 metres from the ball. If a direct or indirect free kick is executed by the attacking team, all opponent players must be minimum 5 metres from the ball until the ball is in play, except for players standing on the goal line between the goal posts. The ball is considered in play from the moment it moves.

PENALTY PROVISIONS

If the opponents fail to keep the required distance from the ball, the referee lets the free kick be replayed. If, when a free kick is executed by the defending team from inside their penalty area, the ball is not played straight into play, the referee lets the free kick be replayed.

If a free kick is executed by a player, and the player who has executed the free kick:

- a) touches the ball (except for deliberately handling the ball) before another player has touched it, the referee awards the other team an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).
- b) deliberately handles the ball outside his team`s penalty area before another player has touched it, the referee awards the other team a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).
- c) deliberately handles the ball inside his team`s penalty area before another player has touched it, the referee awards a penalty kick.

If a free kick is executed by a goalkeeper, and the goalkeeper who has executed the free kick:

- a) touches the ball (except for deliberately handling the ball) before another player has touched it, the referee awards the other team an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).
- b) Deliberately handles the ball inside his team`s penalty area before another player has touched it, the referee awards the other team an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).
- c) Deliberately handles the ball outside his team`s penalty area before another player has touched it, the referee awards the other team a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).

INTERPRETATION OF RULE XIII

1. Free kicks are awarded for violation of rules that occur on the pitch while the ball is in play. If the referee believes that awarding a free kick would benefit the team whose player committed the violation, he plays the advantage for the other team.

2. When a free kick is executed, no players taking part in the match are allowed to be standing outside the pitch, with the exception of players who have left the pitch in accordance with rule III

3. When a free kick is executed, the ball is properly put in play the moment it has been kicked. If an indirect free kick is executed against the defending team inside their penalty area closer than 5 metres away from the goal line, the defending players can stand inside their team's goal on the goal line (i.e. between the goal posts). If standing outside the goal, the defending players must keep the required 5-metre distance from the ball.

4. Free kicks should be executed without delays. The referee usually signals for the free kick to be executed; typically by blowing the whistle, but he can do so verbally or with a hand gesture as well. In any case, the referee must be in control of the execution of the free kick

5. Once a free kick has been awarded, the players of the defending team must on their own initiative and without any unnecessary delays move into the required distance from the ball. Any player who deliberately violates this rule, for example by standing right in front of the ball in order to obstruct the execution of the free kick, is cautioned by the referee. If more than one player commit this violation, the referee cautions the player who is standing the closest to the ball. If the defending players in the wall do not move quickly to the required distance from the ball, the referee cautions the player organizing the wall. The referee can also caution a player from the attacking team provided the player is obstructing the defending players in creating the wall.

6. If the ball is stationary on the ground in the right spot, the referee can tolerate if the free kick, for tactical reasons, is executed before the defending players have moved to the required distance from the ball; however, the referee must make sure the free kick has not been executed without his consent. If a free kick has been executed in the aforementioned way and the defending team gets possession of the ball immediately after the execution, the referee does not interrupt the play

7. If, while a free kick is executed, a defending player violates the required 5-metre distance from the ball before the ball is in play, the referee cautions the defending player and lets the free kick be replayed. If more than one defending player commit this violation, the referee cautions the player who moved the closest to the ball; the same applies if the whole wall of players moves towards the ball. The referee can also decide

to play the advantage for the team that executed the free kick and caution the defending player(s) once the play is interrupted

8. If a player has executed a free kick despite being instructed by the referee to wait for his signal to execute the free kick, the referee interrupts the play, cautions the player and lets the free kick be replayed. The same applies if the player, before executing a free kick, conducts in unsportsmanlike manner. If a free kick is executed prematurely and a goal is scored before the referee has managed to interrupt the play, the referee disallows the goal, cautions the player in question and lets the free kick be replayed. If, under the aforementioned circumstances, the ball goes out of play, the referee cautions the player in question and the play is then restarted in an appropriate way. If the goalkeeper parries the ball behind the goal line, the referee cautions the player in question and the play is then restarted with a corner kick. If the goalkeeper catches the ball, the referee does not interrupt the play, but cautions the player in question once the play is interrupted.

9. If a player asks the referee to check the distance of the defending players and then executes the free kick before the referee gives him a signal to do so, it is considered unsportsmanlike conduct; the referee interrupts the play (unless he has played the advantage), cautions the player and lets the free kick be replayed, even if a goal has been scored. If the referee has played the advantage, he cautioned the player in question once the play has been interrupted.

10. An own goal cannot be scored directly from a direct free kick. If a direct free kick has been executed properly and the ball has ended up in the team's own goal, the referee disallows the goal and the play is restarted with a corner kick.

11. No goal can be scored from an indirect free kick. If an indirect free kick has been executed properly and the ball has ended up in the team's own goal, the referee disallows the goal and the play is restarted with a corner kick. If an indirect free kick has been executed properly and the ball has ended up in the opponents' team's goal, the referee disallows the goal and the play is restarted with a goal kick.

12. When a free kick is executed, players of both teams may violate the rules. If the rules are violated by players of both teams, the referee cautions the players in questions and the free kick is replayed. If a player, while the ball is in play, commits one of the 10 violations penalized with a direct free kick inside his team's penalty area, the referee awards a penalty kick. A goal can be scored directly from a penalty kick. The referee allows additional time for a penalty kick to be executed if the penalty kick has been awarded just before the end of the first or second half of a match, or at the end of either half of extra time.

RULE XIV

PENALTY KICK

POSITION OF THE BALL AND PLAYERS

The ball must be placed on the penalty spot. The player who is going to execute the penalty kick must be clearly designated. The goalkeeper must be facing the player executing the penalty kick and must be standing on the goal line, between the goal posts, until the penalty kick has been executed. Other players must be:

- on the pitch
- outside the penalty area
- behind the penalty spot
- minimum 5 metres from the penalty spot

The referee gives signal for the penalty kick to be executed, but not before all players have moved to required positions.

EXECUTION OF PENALTY KICK

The player designated to execute the penalty kick must kick the ball and must not touch the ball again unless another player has touched it. The ball is in play once the kick has been executed and the ball has moved forwards. If a penalty kick is executed during a match or if the referee allows additional time for a penalty kick to be executed or repeated, a goal is allowed, even if the ball, before fully crossing the goal line between the goal posts and under the crossbar, touches one or both posts, crossbar, goalkeeper or any combination of the aforementioned.

PENALTY PROVISIONS

1. If the rules are violated, after the referee has given signal for the penalty to be executed but before the ball is in play:

a) the player executing the penalty kick violates the rules: the referee allows the penalty kick to be executed and if a goal is scored, the goal is disallowed and the penalty kick is repeated. If a goal is not scored, the referee interrupts the play and then restarts it with an indirect free kick for the defending team.

b) the goalkeeper violates the rules: the referee allows the penalty kick to be executed and if a goal is scored, the goal is allowed. If a goal is not scored, the penalty kick is repeated

c) If another player of the team executing the penalty kick enters the penalty area or moves closer to the penalty spot than within 5 metres or moves in front of the penalty spot, the referee allows the penalty kick to be executed. If a goal is scored, the penalty must be repeated. If a goal is not scored, the referee interrupts the play and then restarts it with an indirect free kick for the defending team. If the player executing the penalty kick touches the ball after the ball has bounced off the goalkeeper, goal post(s) or crossbar, the referee interrupts the play and then restarts it with an indirect free kick for the defending team

d) If the goalkeeper's teammate enters the penalty area or moves closer to the penalty spot than within 5 metres or moves in front of the penalty spot, the referee allows the penalty kick to be executed. If a goal is scored, the referee allows the goal. If a goal is not scored, the penalty kick is repeated

e) If players of both teams violate the rules, the referee lets the penalty kick be repeated.

2. If the rules are violated after the ball has been put in play:

a) If the player who has executed the penalty kick touches the ball again (not with hands) before another player has touched it, the referee awards an indirect free kick for the defending team taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).

b) If the player who has executed the penalty deliberately handles the ball, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII.).

c) If the ball, while moving towards the goal, collides with another object, the referee lets the penalty kick be repeated.

d) If the ball collides with another object after the goalkeeper parried it or after it hit the goal post(s) or crossbar, the referee interrupts the play and then restarts it with referee's ball from the spot where the collision occurred (taking into consideration special provision of rule VIII.).

INTERPRETATION OF RULE XIV.

General provisions

1. The referee gives a penalty kick to penalize violations defined in part A of rule XII. committed by a player inside his team`s penalty area while the ball is in play. Awarding a penalty kick does not itself revoke the referee`s authority to book the player as well.

2. Before a penalty kick is executed, any player can swap places with the goalkeeper as long as the referee has been made aware of that. The swap must be executed in accordance with provisions of rules III and IV.

3. A penalty kick can be executed by any designated player from the team which is going to execute the penalty kick. However, at least the referee and the goalkeeper must be informed which player has been designated. If the penalty kick is executed by another player than the originally designated one, the referee interrupts the execution and books the player for unsportsmanlike conduct

4. If the referee orders a penalty kick to be repeated, it does not have to be executed by the same player. Retaken penalty kick can be executed by any player from the team that has been given the penalty kick.

5. If the ball is damaged (e.g. ruptured) immediately after a penalty kick is taken, the referee orders a penalty to be repeated once the ball has been replaced (“immediately” herein means after the ball has been kicked but before another player touched it or before it hit goalpost(s) or crossbar)

6. If, after the referee has awarded a penalty kick, the total number of players on either team permanently falls under 4, the penalty kick is not executed and the referee ends the match

7. Execution of a penalty kick: The referee must make sure the following conditions have been met:

a) none of the players has left the pitch without the referee`s consent (with the exception of players who have left the pitch in accordance with provisions of rule III); if a player fails to obey the referee`s instructions to get back on the pitch, the referee books the player for unsportsmanlike conduct,

b) all players on the pitch are in the required positions, i.e. all players, except for the player executing the penalty kick and the goalkeeper, are outside the penalty area and behind the line of the ball,

c) the goal is not abandoned. Before a penalty kick is executed, the goalkeeper must be standing with both feet on the goal line, facing the ball. The goalkeeper is allowed to move along the goal line, but must not move towards the ball until the ball is in play,

d) a penalty kick can only be executed once the referee gave the signal by blowing the whistle; the referee gives the signal once he has checked that all provisions of article 8 are met. The ball must be placed, stationary, in the centre of the penalty spot. The ball cannot be placed outside the penalty spot even if the penalty spot is in a puddle or mud.

8. A penalty kick has been properly executed if the ball moves forwards, i.e. in the direction of the goal. If the ball is played backwards or parallel with the goal line, the ball has not been put in play and the referee lets the penalty kick be repeated.

9. Player executing the penalty kick can play the ball forwards diagonally for his teammate to kick it. The teammate, however, cannot enter the penalty area before the ball is in play.

10. Improper execution of a penalty kick may involve the following violations:

a) the player executing the penalty kick stops halfway through the run-up to the ball to let the goalkeeper dive to one side and then kicks the ball to the other side of the goal, kicks the ball with his back to the goal, bends down to the ball as if he is going to adjust it with his hand and then suddenly kicks the ball or uses another trick to deceive the goalkeeper.

b) The goalkeeper moves off the goal line towards the ball before the ball is in play, after the signal has been given by the referee.

c) Any other player moves within 5 metres from the ball or enters the penalty area before the ball is in play, after the signal has been given by the referee.

11. If a violation is committed before a penalty kick has been executed, the referee lets the penalty kick be executed. In case a violation is committed:

a) by the goalkeeper or his teammate(s) and no goal has been scored, the referee lets the penalty kick be repeated,

b) by the goalkeeper or his teammate(s) and a goal has been scored, the referee allows the goal

c) by the player executing the penalty kick or his teammate(s) and a goal has been scored, either directly from the kick or after the ball bounced off the goal post(s), crossbar or goalkeeper, the referee lets the penalty kick be repeated

d) by the player executing the penalty kick or his teammate(s), no goal has been scored and the ball:

- misses the goal and ends up straight behind goal line or sideline, a player from the other team restarts the play with a goal kick or throw-in.

- is parried by the goalkeeper behind a line, the attacking team restarts the play with a corner kick or a throw-in.

- is caught by the goalkeeper who has it fully under control, the play continues.

- bounces off a post or crossbar or off the goalkeeper back into the pitch and is under control of a player, who has not previously violated the rules, the penalty kick has been completed and the play continues.

- bounces off a post or crossbar or off the goalkeeper back into the pitch and is under control of a player, who has previously violated the rules, the referee interrupts the play and it is then restarted with an indirect free kick taken by the defending team from the spot where the player touched the ball (taking into consideration special provisions of rule VIII)

e) by players from both teams, the penalty is repeated, regardless whether a goal has been scored or not.

12. A penalty kick is completed in case:

a) the entire ball crosses the goal line between the goal posts and under the crossbar,

b) the entire ball crosses the goal line or side line and is out,

c) the ball bounces off a goal post or the crossbar back into the pitch,

d) the goalkeeper catches the ball or parries it behind the goal line or sideline,

e) a player, other than the goalkeeper, touches the ball,

f) the ball bounces off a goal post or the crossbar or is parried by the goalkeeper back into the pitch, or

g) the ball is damaged after it has hit a goal post or crossbar, or has been parried by the goalkeeper.

If the referee deems a penalty completed and the play is not interrupted, he lets the play carry on. If the referee, by mistake, interrupts the execution of a penalty kick, the penalty kick is repeated.

13. If any player, once a penalty kick has been properly completed, commits a violation defined in rule XII, the referee interrupts the play which is then restarted with appropriate set piece and, where appropriate, books the player; the referee can also decide to play the advantage.

PENALTY KICK IN THE ADDITIONAL TIME

1. If a penalty kick is given by the referee right at the end of first or second half or at the

end of either part of extra time, and the match time finishes before the penalty kick has been executed, the referee must allow sufficient additional time for the penalty kick to be executed. The additional time is as long as the execution of the penalty kick. Once the outcome of the penalty kick is clear, the referee ends the particular match period. The referee, before the penalty kick is executed, informs both team captains about the course of action to be taken.

2. If a violation is committed before a penalty kick has been executed in the additional time, the referee lets the penalty kick be executed. In case a violation is committed:

a) by the goalkeeper or his teammate and no goal has been scored, the referee extends the additional time and lets the penalty kick be repeated,

b) by the goalkeeper or his teammate and a goal has been scored, the referee allows the goal and the specific match period ends immediately,

c) by the player executing the penalty kick or his teammate and a goal is scored, the referee extends the additional time and lets the penalty kick be repeated,

d) by the player executing the penalty kick or his teammate, no goal is scored and the ball misses the goal and ends up straight behind goal line or sideline, is parried by the goalkeeper behind a line, is caught by the goalkeeper who has it fully under control, bounces off a post or crossbar or off the goalkeeper back into the pitch, the referee immediately ends the specific match period

e) players of both teams, the referee extends the additional time and lets the penalty kick be repeated.

3. A penalty kick executed in the additional time is completed in case:

a) the entire ball crosses the goal line between the goal posts and under the crossbar,

b) the entire ball crosses the goal line or side line and is out,

c) the ball bounces off a goal post or the crossbar or is parried by the goalkeeper back into the pitch and it is obvious that the ball is going to stay on the pitch,

d) the goalkeeper catches the ball,

e) a player, other than the goalkeeper, touches the ball,

f) the ball is damaged after it has hit a goal post or crossbar, or has been parried by the goalkeeper.

The execution of a penalty kick is not completed if the ball is bouncing between the goal posts and the crossbar or if the goalkeeper touches it once or repeatedly. It is only

completed once the ball has crossed the goal line or side line and ended in the goal or out, or it is obvious that the ball is going to stay on the pitch. The aforementioned provisions also apply in the case of a penalty shootout. If the player executing a penalty kick in the additional time plays the ball forwards diagonally for his teammate to kick it, the referee ends the specific time period the moment the teammate touches the ball.

RULE XV

THROW-IN

A throw-in is one of the ways of restarting the play. A goal cannot be scored directly from a throw-in. The referee gives a throw-in if the entire ball has crossed a sideline on the ground or in the air. The throw-in executed from the spot where the ball crossed the line, by a player of the team which has not touched the ball last.

Execution of throw-in

When executing a throw-in, a player must be facing the pitch and standing with at least parts of both feet on the sideline or behind it. The ball must be thrown with both hands from behind and over the player's head. The player who has executed the throw-in cannot touch the ball again before another player has touched it. All other player must be at least 1 metre away from the spot of the throw-in. The ball is in play once it enters the pitch. The player who execute throw-in must throw the ball maximum 2 meters out of field.

PENALTY PROVISIONS

In case a throw-in is executed by a player on the pitch and, while the ball is in play, the player who has executed the throw-in:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball outside his team's penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball inside his team's penalty area before another player has touched it, the referee awards a penalty kick.

In case a throw-in is executed by a goalkeeper and, while the ball is in play, the goalkeeper who has executed the throw-in:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball inside his team`s penalty area before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball outside his team`s penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII).

If a player of the other team is distracting a player executing a throw-in or delays the execution of a throw-in, the referee books the player for unsportsmanlike conduct. If this rule has been violated in any other way, a player from the other team executes the throw-in.

INTERPRETATION OF RULE XV

1. Any player of the team which has not touched the ball last can execute a throw-in, including the goalkeeper. The ball must be thrown in from the spot where it previously crossed the sideline. If the ball enters the pitch from a different spot from the spot where it has previously left the pitch, the referee interrupts the play and the throw-in is executed by a player from the other team.

2. A goal cannot be scored directly from a throw-in. If the ball, directly from a throw-in:

- a) ends up in the opponents` team`s goal, the play is restarted with a goal kick.
- b) ends up in the team`s own goal, the play is restarted with a corner kick.

3. When executing a throw-in, the player must be standing on the sideline or behind it; however, he cannot leave the pitch area or step onto the pitch. The referee must be aware that the further behind the sideline the throw-in is executed, the more likely the ball is not going to cross the sideline in the same spot it has previously left the pitch. A throw-in can be executed with a run-up. In such case, when the ball is leaving the player`s hands, the aforementioned conditions must be met.

4. The referee usually does not use his whistle to signal for a throw-in. The referee, however, makes sure a throw-in is executed as quickly as possible. If a player executing a throw-in deliberately delays the execution, the referee books the player for delaying the play; the same applies if a player executing a throw-in, just before he does so, hands the ball over to one of his teammates and the referee deems this an attempt to delay the

play. If a player executing a throw-in drops the ball and it does not enter the pitch, the throw-in is retaken by the same team.

5. A throw-in has been executed properly if the ball has crossed the sideline in the air in the same spot where it has previously left the pitch and the execution has been carried out properly. The execution is deemed proper if the player:

- a) throws the ball with both hands from behind and over his head and
- b) faces, or part of his body, the pitch and
- c) stands with both his feet on the ground.

The execution is deemed improper, especially if a player throws the ball with only one hand.

6. Under this rule, any player from the opponents` team must be at least 1 metre away from the spot of the throw-in and must not disturb or obstruct the player executing the throw-in, otherwise the player is booked by the referee for unsportsmanlike conduct.

7. A player executing a throw-in can, for tactical purpose, throw the ball at an opponent or teammate and, once the ball has bounced off, play the ball. However, if the player, deliberately and violently, hits:

- a) an opponent, the referee interrupts the play, sends the player off for gross unsportsmanlike conduct and awards a direct free kick taken from the spot where the ball hit the player,
- b) a teammate, the referee interrupts the play, sends the player off for gross unsportsmanlike conduct and awards an indirect free kick taken from the spot where the ball entered the pitch from the throw-in.

8. If the ball, following a properly executed throw-in, bounces off the referee standing on the pitch or bounces off the ground and then, on the ground or in the air, crosses a sideline or goal line, the play is then restarted by the other team with appropriate set piece.

RULE XVI

GOAL KICK

A goal kick is one of the ways of restarting the play. A goal (not an own goal) can be scored directly from a goal kick. The referee gives a goal kick if the ball has last been touched by a player from the attacking team and then the entire ball has crossed the goal line, on the ground or in the air but no goal has been scored (see rule X).

EXECUTION OF GOAL KICK

A goal kick is executed by a player from the defending team. The ball must be stationary on the ground, anywhere inside the team's penalty area.

- a) all opponents must stay outside the penalty area until the ball is in play,
- b) the player who has executed the goal kick cannot touch the ball again before another player has touched it,
- c) the ball is considered in play when it has left the penalty area directly from the goal kick.

PENALTY PROVISIONS

If the ball has not left the penalty area directly from the goal kick, the referee lets the goal kick be repeated.

If a goal kick is executed by a player on the pitch and, while the ball is in play, the player who has executed the goal kick:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball outside his team's penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball inside his team's penalty area before another player has touched it, the referee awards a penalty kick.

If a goal kick is executed by the goalkeeper and, while the ball is in play, the goalkeeper who has executed the goal kick:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball outside his team's penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball inside his team's penalty area before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII).

If the rules are violated in any other way, the referee lets the goal kick be repeated.

INTERPRETATION OF RULE XVI

1. When a goal kick is executed, the ball must be stationary on the ground, anywhere inside the team's penalty area.

2. The referee usually does not use his whistle to signal for a goal kick. The referee, however, makes sure a goal kick is executed as quickly as possible. If a player executing a goal kick deliberately delays the execution, the referee books the player for delaying the play.

3. The goal kick must be repeated if the ball, directly from the goal kick, has crossed the goal line, outside or inside the goal, without leaving the penalty area

4. If a goal kick has been executed properly and, before another player has touched it, the ball:

a) crosses the goal line, the referee restarts the play with a corner kick for the other team,

b) crosses a side line, the referee restarts the play with a throw-in for the other team. The same applies if the ball has bounced off the referee standing on the pitch and crossed the goal line or a side line.

5. When executing a goal kick, the goalkeeper can pass the ball to his teammate who then passes it back to the goalkeeper, unless the goalkeeper handles the ball. When executing a goal kick, a player can pass the ball straight to his goalkeeper, unless the goalkeeper handles the ball after he has brought it back inside the penalty area.

RULE XVII

CORNER KICK

A corner kick is one of the ways of restarting the play. A goal (not an own goal) can be scored directly from a corner kick. The referee gives a corner kick if the ball has last been touched by a player from the defending team and then the entire ball has crossed the goal line, on the ground or in the air but no goal has been scored (see rule X).

Execution of corner kick

The ball must be stationary not further than 0,5 metre away from the corner of the pitch (the distance is judged and approved by the referee). If there is a corner flag pos, it must stay in position. The opponents must stand minimum 5 metres away from the ball until the ball is put in play by a player of the attacking team. The ball is in play once it has moved. The player who has executed the corner kick cannot touch the ball again before another player has touched it.

PENALTY PROVISIONS

If a corner kick is executed by a player on the pitch and, while the ball is in play, the player who has executed the corner kick:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball outside his team`s penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball inside his team`s penalty area before another player has touched it, the referee awards a penalty kick.

If a goal kick is executed by the goalkeeper and, while the ball is in play, the goalkeeper who has executed the goal kick:

- a) touches the ball again (except for deliberately handling the ball) before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- b) deliberately handles the ball outside his team`s penalty area before another player has touched it, the referee awards a direct free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII),
- c) deliberately handles the ball inside his team`s penalty area before another player has touched it, the referee awards an indirect free kick taken from the spot where the violation occurred (taking into consideration special provision of rule VIII).

If the rules are violated in any other way, the referee lets the goal kick be repeated.

INTERPRETATION OF RULE XVII

1. When a corner kick is executed, the ball must be stationary inside the quarter circle around the corner of the pitch which is closest to the spot where the ball has crossed the goal line. The referee must immediately signal from which corner of the pitch the corner kick is to be taken to avoid unnecessary delays in execution of the corner kick.

2. The referee usually does not use his whistle to signal for a corner kick. The referee, however, makes sure a corner kick is executed as quickly as possible. If a player executing a corner kick deliberately delays the execution, the referee books the player for delaying the play.

3. When a corner kick is executed, all the opponents must be further than 5 metres from the ball. If any of the opponents moves closer than within 5 metres from the ball before the ball is in play, the referee cautions the player and lets the corner kick be repeated. If more than one opponent violate this rule, the referee cautions the player who was the closest to the ball. The referee can also decide to play the advantage and caution the player, who violated the rules, once the play has been interrupted.

4. When a corner kick is executed, the ball can be played in any direction; a corner kick is deemed as properly executed once the ball has moved; the ball does not have to leave the quarter circle, if it is marked out on the pitch.

5. If, when a corner kick is executed, the corner flag post is damaged, the referee can let the play continue or interrupt the play immediately and, once the flag post has been fixed, lets the corner kick be repeated.

6. If, after a corner kick has been properly executed, the ball:

a) crosses the goal line, outside the goal, the play is restarted with a goal kick for the other team,

b) crosses a side line, the play is restarted with a throw-in for the other team.

7. If, after a corner kick has been properly executed, the entire ball has crossed the goal line, on the ground or in the air, and then, due to a gust of wind or rotation of the ball, returns back onto the pitch, the referee must interrupt the play and the restart it with a goal kick for the defending team.

Attachment A

PROCEDURES FOR DETERMINING THE WINNER OF A MATCH

Different value of goals scored in away matches, extra time or penalty shootout are procedures used for determining the winner of those matches where the Competition rules require a winning team to be determined at the end of the match.

If teams has same points (for example if is tournament group), deciding is:

- a) results of relationship
- b) difference of score (team with higher difference is qualifier)
- c) higher number of goals which team gave to opponents
- d) better position in ranking of WMF, respectively EMF (depends which federation cover such tournament)
- e) draw (lot)

Goals scored in away matches

In case a home and an away match is played, and the number of points and goal difference is equal, a goal scored in an away match counts as two.

Penalty shootout

In case a penalty shootout is used to determine the winner of a match, the procedure is as follows:

Penalty shootout – procedure

1. The referee designates one of the goals and all the penalty kicks are then executed against this goal. Captains of both teams inform referee which five persons will start to kick penalty.
2. The referee carries out a draw by flipping a coin. The captain of the team that has won the draw decides which team executes the first penalty kick.
3. The referee keeps notes of the penalty kicks.
4. Unless stated otherwise in the following paragraphs, each team executes five penalty kicks.
5. The teams take turns in executing the penalty kicks.
6. If either team, before all five penalty kicks have been executed, scores such a number of goals that the other team cannot score after executing the remaining penalty kicks, the penalty shootout ends.
7. If both teams execute five penalty kicks and both score the same number of goals (or neither of the teams scores any goals), the penalty shootout continues with both teams executing one penalty kick each until either team scores a goal more than the other team.
8. If a goalkeeper picks up an injury during the penalty shootout and cannot continue, he can be replaced by another player.

9. Each penalty kick must be executed by a different player. Any player can execute another penalty kick if at least three other players executed a penalty kick after his first penalty kick.

10. Any player entitled to take part in the penalty shootout can swap places with his team's goalkeeper during the shootout, unless the team has already used up all available changes of goalkeepers.

11. During a penalty shootout, all players taking part in the shootout, except for a player executing a penalty kick and both goalkeepers, must stay in the centre circle.

12. The goalkeeper whose team is executing a penalty kick must be standing on the pitch by the penalty area, around the spot where the goal line intersects the penalty area line.

13. Before the penalty shootout, the referee makes sure that the same number of players from both teams, selected for the penalty shootout, are lined up in the centre circle and writes down the order of players in the shootout. The same order is then included in the match report and writes "1" next to the names of players who have scored a goal and "0" next to the names of players who have not scored a goal.

EMF RULINGS

In case all players eligible for the penalty shootout fail to line up for the execution of the shootout, the referee ends the match and provides the governing body with a detailed report. Eligible players are players who were on the pitch at the moment when the match ended, as well as players who have temporarily left the pitch, with or without the referee's consent. If, during the penalty shootout, the wind conditions, visibility or state of the pitch deteriorate to such an extent that, in the referee's opinion, it is not possible to carry out the penalty shootout, the referee ends the match and the relevant governing body then decides on the date for finishing the match. The same applies in case of faulty floodlights or power cut if there is reasonable assumption that the penalty shootout cannot be carried out (for the procedure, see interpretation of rule V).

EXECUTION OF PENALTY KICKS – INTERPRETATION

1. The referee selects the goal which the penalty kicks will be executed against; this decision can have great influence on the shootout as the situation behind the goal can be influenced by the supporters of either club.

2. During a shootout, the third referee is in charge of inviting individual players to execute the penalty kick, while the second referee helps the main referee with checking

whether the entire ball has crossed the goal line. The main referee makes notes about the numbers of players who have executed a penalty kicks and about goals scored. The referees are also responsible for making sure the penalty kicks have been executed properly

3. Before the penalty shootout, team officials, substitute players and players who are not taking part in the shootout must leave the pitch and stay in their team's technical area; only players taking part in the shootout and the referee(s) can stay on the pitch.

4. Only the teams decide which players and in which order will execute the penalties.

5. If the referee lets a penalty kick be repeated, it must be taken again by the same player unless the player has picked up an injury.

TECHNICAL AREA

1. Technical area is an area, marked out next to the pitch, where the substitute players and team officials are staying during a match. Marking of the technical area is not obligatory for a match to be started; however, in case the area is not marked out, the referee allocates space for the team officials and substitute players, including a warm-up area for the players. Technical areas may differ from pitch to pitch in size and/or location; the following provisions deal with the marking and use of technical area.

2. The front border of the technical area is marked with a line parallel to the sideline, located minimum 1 metre away from the sideline. The sides of the technical area are marked with a line at a right angle to the sideline, 1 metre from both ends of the bench for team official and substitute players. It is recommended a technical area is clearly marked out.

3. The maximum number of individuals allowed to stay in a technical area during a match is 16 (typically up to 10 substitute players, team manager, coach, assistant coach, doctor, physio and club president). Team officials must be wearing a clearly visible label. Substitute players must be dressed in sport wear (team shirt, singlet, tracksuit or winter sport jacket etc.).

4. All individuals entitled to stay in a technical area during a match must be, before the start of the match, specified in accordance with rules and regulations of the respective competition.

5. Any team official is allowed to give instructions to the players during a match; once the

instructions have been given, the team official must return to his place on the bench for team members and officials.

6. The coach and other team officials are allowed to leave the technical area only under special circumstances and with the referee's consent (e.g. if the referee allows team doctor and/or physio to give medical treatment to an injured player on the pitch).

7. The team coach and other individuals allowed to stay in the technical area must always conduct themselves appropriately.

EMF RULINGS

For official matches, the technical area should be marked out; for other matches it is only recommended. Both technical areas must be marked out separately and minimum 1 metre apart, even if this would mean that the distance between the ends of the bench and the side of the technical area is smaller than the required 1 metre.

Attachment B

TECHNICAL AREA

1. Where there is no technical area marked out, the referee makes sure that during the match the team members only stay in such a distance from the bench as if the technical area has been marked out. Any match can be played without benches.

2. Any individuals allowed to stay in the technical area during a match must be, before the start of the match, included in the match report and should be clearly labelled during the match; any individuals allowed to stay in the technical area during a match must not smoke, drink alcohol or use any illegal substance recognized by the international anti-doping agency or anti-doping agency of the relevant country (if is national competition or regional).

3. Team members are allowed, without the referee's consent, to leave the technical area during a match only in the following situations:

- a) substitute players can warm up before coming onto the pitch,
- b) team officials can give medical treatment to an injured player, on or off the pitch,
- c) team official can assist a player in fixing his gear off the pitch.

However, they cannot enter the pitch without the referee's consent or obstruct the third referee in carrying out his duties.

4. In any other situation, team members can only leave the technical area with the referee`s consent. If this provision has been violated or if any other violations have been committed by team members, the referee applies provisions of rule XII.

Attachment C

ROLE OF THIRD REFEREE

1. The third referee is nominated for a match in accordance with the regulations of the respective competition and steps in if one of the two nominated referees is unable to carry out their duties.

2. The third referee assists the main referee in carrying out administrative tasks before, during and after the match.

3. The third referee checks the spare footballs and provides one if the original ball must be replaced following the referee`s instructions; this is in order to avoid delays during a match.

4. The third referee must check the substitute players` gear before they come onto the pitch; if he finds their gear in breach with the regulations, he informs the main referee.

5. The third referee must be at all times ready to assist the main referee. He must inform the main referee if an incorrect player has been booked, a player has not been sent off following a second booking or if a player commits an act of gross misconduct out of the main referee`s sight. However, the main referee is responsible for any decisions made.

6. After a match, the third referee reports all violations and/or incidents that occurred out of the main referee`s sight to the relevant governing body; the main referee must be made aware of the content of such report.

7. The third referee can report any misconduct of any individual staying in the technical area during a match.

EMF RULINGS

1. The nomination of the third referee is decided by the relevant governing body, as well as the third referee`s function in a match. Only a qualified referee who is a holder of valid licence can be nominated as the third referee. The third referee possesses the same authority and obligations as the main referee. Any offences against the third referee are regarded as offences against the main referee (e.g. insults, assault).

2. The third referee is responsible for carrying out tasks defined in attachment C of rules of minifootball; however, the governing body can assign additional tasks to the third referee.

3. The match organizer is obliged to allocate space for the third referee between the benches for team members and officials and provide equipment necessary for the third referee to properly carry out his tasks, as well as equipment to protect the third referee against unfavourable wind conditions.

4. The third referee does not come onto the pitch with the players and referees at the beginning of a match.

5. The third referee informs the main referee about any incidents that have occurred during the match, if he considers the incident serious enough. The third referee reports any other incidents to the main referee immediately after the end of the match. The third referee only provides a report to the relevant governing body if requested to do so. The third referee is not entitled to provide such reports to any other individual.

Attachment D

COOPERATION OF REFEREES

Discussing the cooperation before the match

Before each match, the main referee has a discussion with the third referee, if nominated, in which they clarify their cooperation to avoid any misunderstandings during the match. The third referee is obliged to follow the main referee's instructions. The referees also revise the principles for dealing with players and other individuals (e.g. media workers).

In this discussion, the main referee defines which referee will:

- a) check the players' registration cards,
- b) check the state of the pitch, its facilities and equipment (benches, goal nets, corner flags etc.),
- c) check the footballs designated for the match and the players' gear,
- d) be responsible for the spare footballs during the match,
- e) have spare whistle and cards ready in case the main referee needs them,
- f) keep notes about the play progress, bookings, goals scored, substitutions made, injuries, any extraordinary events etc. (the third referee keeps such notes, if nominated for the match) and keep the time in the match,
- g) check the conduct of players and team officials when leaving the pitch,
- h) take over refereeing the match if the main referee picks up an injury and, furthermore, agrees with the other referees on
- i) signals used as part of so-called extended cooperation,

- j) positions of the referees during set pieces,
- k) how the main referee will ask the third referee for assistance on the pitch,
- l) which referee will be in charge of the additional time and what way the referee will inform the second and third referee about the length of the additional time,
 - m) how the third referee will inform the spectators about the additional time,
- n) how to deal with players returning on the pitch after they have left it for valid reasons,

- o) how to check the gear of a player who has been sent off the pitch to fix his gear and is ready to return on the pitch,
- p) how to organize the arrival of stretchers onto the pitch,
- q) how to handle the presence of individuals not taking part in the match near the pitch,
- r) how to deal with unforeseen events/circumstances,
- s) how to proceed when a match is ended prematurely.

Cooperation during a match

In order to ensure the cooperation between the main referee and the second and third referee, if nominate, it is recommended to observe the following principles:

1. The referees must maintain visual contact as often as possible to be able to promptly react to any play situation.
2. The third referee's signals must be clear and prompt.
3. If the main referee believes the rules have been violated and makes visual contact with second or third referee, it is advisable that the second or third referee, if the rules have really been violated, inform the main referee appropriately and immediately.

4. The main referee must always make it clear to the other referees that he has seen their signal(s) and either react to the signal(s) with appropriate decision, or uses a hand gesture to signal that he has seen the signal(s) but decided not to follow them.

5. If the second or third referee is convinced that the main referee made an incorrect decision, they are not allowed to express their opinion, or in any way demonstrate that they do not agree with the referee's decision.

6. The third referee signals any violation defined in rule XII that have occurred inside a penalty area if the third referee believes that he has had better view of the situation than the main referee. In such case the third referee uses a previously agreed signal; the third referee raises his flag only if the play situation occurred completely out of the main

referee's sight or the main referee has not noticed it for any other reason. In such case the third referee, once the play is interrupted, calls the main referee to approach him and clarifies the situation to him.

7. If the rules have been violated by a player or players from the attacking team just before a goal has been scored, the third referee remains in his position (i.e. he does not run to the half-way line) to indicate to the main referee that the rules have been violated and the goal should be disallowed.

8. If a goal has been scored but the entire ball has crossed the goal line only for a short moment, the main referee may not notice this and lets the play continue. In such case, the third referee runs to the half-way line in the usual manner and if the main referee does not notice him uses emphasized signal to notify the main referee that a goal has been scored.

9. Any circumstances that could seriously influence the play and that have occurred just before a goal has been scored (handball, ball out of play) are signalled by the third referee until the main referee notices this.

10. The third referee is obliged to signal any violations that have occurred behind the main referee's back. Based on the nature and seriousness of the violation, the third referee may do so immediately or once the play has been interrupted. In particularly serious situations where there is a danger of delay, the third referee uses so-called emphasized signal(s).

11. Even if the third referee has different opinion on a play situation, he must not interfere with the main referee's performance or demonstrate his disagreement with the decision.

12. The third referee is not supposed to make too many decisions of his own and only signal the main referee when absolutely necessary.

Attachment D – Cooperation of referees

Movement and positioning

In order to achieve optimal control of the play, the referees move around the pitch in accordance with so-called diagonal style of refereeing. This includes dividing the space controlled by referees, as well as ideal positioning of referees in typical play situations.

Throw-in

If a referee is near the spot of a throw-in, he checks:

- a) that the ball has re-entered the pitch from the same spot where it has previously left the pitch,
- b) that the throw-in has been executed properly,

- c) that the player executing the throw-in had both his feet on the ground and did not step across the sideline onto the pitch.

Signalization

The following signals have been approved by WMF and are recommended to be used by referees in all competitions. The signals are simple, universal and easy to understand. It is not the referee's duty – and it would not be practical – to explain his decisions to the players or spectators, as this could lead to confusion and delays in play. Situations arise on the pitch where a simple gesture or brief statement helps understand the situation and helps the referee gain respect necessary for successful refereeing of the match. All the signals are designed for the referee to maintain control of the match and avoid delays as much as possible. The simple form of these signals is supposed to let the players and spectators know who and for what reason is being penalized and how the play will be restarted. It is usually sufficient if the referee stretches his arm to indicate a corner kick, goal kick or free kick and in which direction the kick will be executed. By raising his arm above his head the referee clearly indicates an indirect free kick is to be taken.

Another important signal is the one that the referee uses to indicate playing the advantage. The referee uses the required hand gesture or a verbal instruction “play on” or “advantage” to let the players know that he has noticed the violation but is not going to interrupt the play. The referee can point to show a player where a throw-in should be executed from. Also, a simple notification that the ball has deflected off a player before crossing a line can help improve communication between the referee and players, as well as the smooth progress of the match. Correct use of the whistle, verbal instructions and official hand/arm gestures is entirely sufficient to ensure clear communication among all participants.

REFEREE'S SIGNALS

Advantage – Play on

If the referee has seen a violation but has decided to play the advantage, he indicates that he is not going to interrupt the play by briefly and clearly stretching both his arms, which are going before him, in the direction of the play.

Penalty kick

Once the play has been interrupted, the referee clearly points to the penalty spot. It is not necessary for the referee to run to the penalty spot.

Direct free kick

Once the play has been interrupted, the referee stretches his arm (in angle about 135 degrees) to indicate the direction of the direct free kick, i.e. he points to the goal against which the kick will be executed.

Indirect free kick

Once the play has been interrupted, the referee indicates the direction of the kick (see above) and then raises his arm above his head to indicate an indirect free kick. The referee keeps his arm raised not only until the kick has been executed, but until another player has touched or played the ball or the ball has gone out of play.

Corner kick

Once the ball has crossed the goal line, the referee points to the corner of the pitch from which the corner kick will be executed. It means that referee stretches his arm (in angle about 135 degrees).

Bookings

In accordance with the principles of booking, the referee gives this personal penalty to a player by showing him a yellow or red card raised above the referee's head. At this point the identity of the booked player must be clear and free of any doubt.

REFEREES' SIGNALS

Attachment D – Cooperation of referees

Throw-in

Once the ball has crossed the sideline, indicates the direction of the throw-in. He does this by raising his arm in approximately 45 degrees, parallel with the sideline and towards the goal line of the team against which the throw-in is going to be executed. The referee must be facing the pitch.

Goal kick

Once the ball has crossed the goal line clearly points to the place on the pitch where the lines marking the penalty area intersect; he stretches his arm horizontally with his palm facing the ground.

Violations of rule XII behind the referee's back

Any violation that has occurred behind the main referee's back are signalled by the third referee, based on the nature and seriousness of the violation, immediately or once the play has been interrupted. In particularly serious situations where there is danger of delay, the third referee uses so-called emphasized signals – he raises his arm above his head and waves it from side to side to notify the main referee that the situation must be dealt with immediately. The main referee is supposed to interrupt the play immediately upon receiving this signal.

Attachment E

WORLD MINIFOOTBALL FEDERATION

1. Name and structure

WORLD MINIFOOTBALL FEDERATION (“WMF”) is the highest authority of minifootball in the World. Cover continental minifootball federations.

2. Function

WMF, the Legislative committee, deals with and formulates the final versions of modifications of rules of minifootball and other issues related to minifootball presented by the General assembly of WMF, other bodies of the federations which are members of WMF or national associations. General Assembly of WMF is the highest authority for changing this rules. Without agreement of majority of General Assembly of WMF is impossible make changes in this document.

3. Meetings of the Legislative committee

The Legislative committee of WMF meets at least once a year and the regular meeting to make a change a rules is held between January 10th and February 28th.

At a regular meeting, decisions are made on modifications of rules of minifootball and other issues related to minifootball and which fall under the authority of this committee.

4. Procedures

General meeting

Between November 1st and December 31st, each member of WMF hands in to the mail of General Secretary of WMF proposals for modifications of rules of minifootball and requests for experiments related to rules of minifootball, together with any other suggestions for discussion. The General secretary will send such proposals to e-mail of chairman of Legislative committee of WMF no later than January 9th of the year in which Legislative committee will take a meeting for such decisions.

5. Minutes

Minutes from the meeting are made by the Legislative committee and will be send to all members of Executive committee of WMF. After meeting of Executive committee will be such document send to General Assembly of WMF for finally decision. All decisions must be no later than two months before World Minifootball Championship or some continental minifootball championship.

6. Meetings of General Assembly of the WMF

The meeting is not held if there are only half or fewer than half of the WMF member countries represented. Quorum and other things are written is statutes of WMF.

7. WMF rulings

Unless stated otherwise, any ruling made at a yearly meeting of General Assembly of WMF becomes effective from May 1st in international level and from August 1st in national level and regional level, including competitions which are already going and started before this decision of General Assembly or which has special regulations.

The amendments could contain outline of pitches and the referees' signals for throw-ins, free kicks etc.

International minifootball rules was made in year 2007 and updated through the proposal for its changes by Filip Juda, chairman of Legislative committee, by the day December 27th, 2012