

MINIFOOTBALL RULES OF THE GAME 2026





RULES OF THE GAME

2026



Approved by the WMF EC

This booklet may not be reproduced or translated in whole or in part in any manner without the permission of WMF.

Effective from 11 August 2026



TABLE OF CONTENTS

RULES OF THE GAME

01 The Field of Play	4
02 The Ball	11
03 The Players	13
04 The Player's Equipment	20
05 The Referee	24
06 The Other Match Officials	33
07 The Duration of the Match	37
08 The Start and Restart of the Play	41
09 The Ball in and out of Play	44
10 Determine the Outcome of a match	46
11 Start and End of Game Protocol	51
12 Fouls and Misconduct	60
13 Free Kicks	70
14 The Penalty Kick / A 10-metre PK	73
15 The Throw-in	78
16 The Goal Kick	81
17 The Corner	83
18 The Video Assistant Referee (VAR)	85
Positioning and movement of the referees	103



RULE 1

1.1 Field surface

1.2. Field markings

1.3. Dimensions for international matches

1.4. The penalty area

1.5. The corner area

1.6. The technical area

1.7. Goals

1.8. Substitution area

1.9. Commercial advertising

1.10. Logos and emblems

The Field of Play

1.1. Field surface

The field of play must be a wholly natural or, if competition rules permit, a wholly artificial playing surface except where competition rules permit an integrated combination of artificial and natural materials (hybrid system).

The colour of artificial surfaces must be green.

Where artificial surfaces are used in competition matches between representative teams of national football associations affiliated to WMF or international club competition matches, the surface must meet the requirements of the WMF Quality Program for Football Turf or the International Match Standard, unless special dispensation is given by the WMF.

1.2. Field markings

The field of play must be rectangular and marked with continuous lines which must not be dangerous; artificial playing surface material may be used for the field markings on natural fields if it is not dangerous. These lines belong to the areas of which they are boundaries.

Only the lines indicated in Law 1 are to be marked on the field of play.

The two longer boundary lines are called touchlines. The two shorter lines are goal lines.

The field of play is divided into two halves by a halfway line, which connects the midpoints of the two touchlines.

The center mark is at the midpoint of the halfway line. A circle with a radius of 5 m is marked around it.

Marks may be made off the field of play 5 m from the corner arc at right angles to the goal lines and the touchlines.

All lines must be of the same width, which must not be more than 12 cm (5 ins). The goal lines must be of the same width as the goalposts and the crossbar.

Where artificial surfaces are used, other lines are permitted provided they are a different color and clearly distinguishable from the football lines.

A player who makes unauthorized marks on the field of play must be cautioned for unsporting behavior. If the referee notices this being done during the match, the player is cautioned when the ball next goes out of play.

1.3. Dimensions for international matches

The touchline must be longer than the goal line.

• Length (touchline):

minimum	46 m
maximum	50 m

Length (goal line):

minimum	26 m
maximum	30 m

Dimensions for non-international matches

Length (touchline):	Length (goal line):
minimum 42 m	minimum 22 m
maximum 50 m	maximum 30 m

Competitions may determine the length of the goal line and touchline within the above dimensions.

1.4. The penalty area

Two lines are drawn at right angles to the goal line, 5 meters from the inside of each goalpost. These lines extend into the field of play for 7 meters and are joined by a line drawn parallel with the goal line of 14 meters.

The area bounded by these lines and the goal line is known as the penalty area.

Within each penalty area, a penalty mark is made 7.5 meters from the midpoint between the goalposts.

1.5. The corner area

The corner area is defined by a quarter circle with a radius of 0.5 meters from each corner flagpost drawn inside the field of play

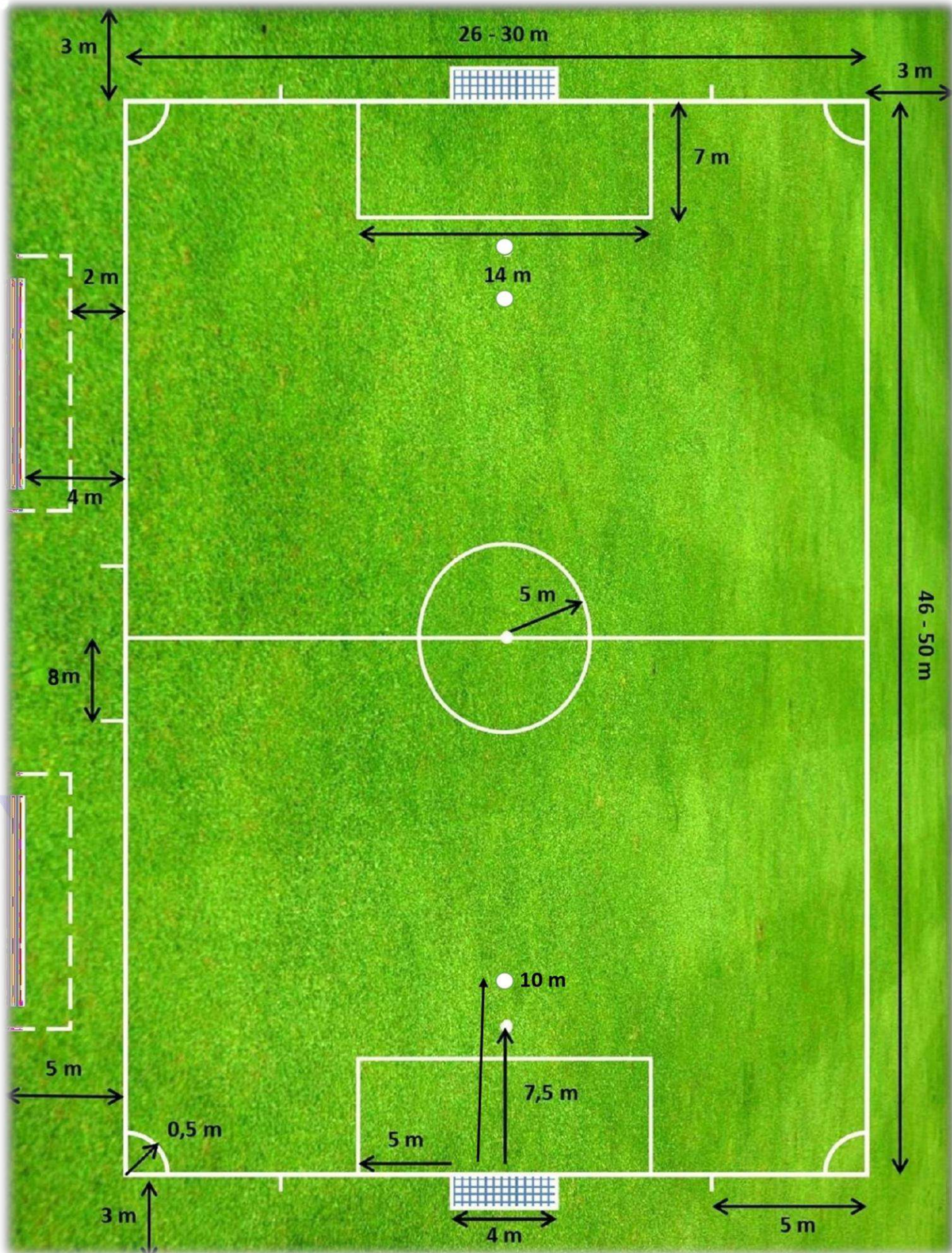
A flagpost, at least 1.5 meters (5 feet) high, with a non-pointed top and a flag may be placed at each corner.



1.6. The technical area

The technical area relates to matches played in stadiums with a designated seated area for team officials and substitutes as outlined below:

- The technical area should only extend 2 meters on either side of the designated seated area and up to a distance of 2 meters from the touchline
- Markings should be used to define the area
- The number of persons permitted to occupy the technical area is defined by the competition rules
- The occupants of the technical area:
 - Are identified before the start of the match in accordance with the competition rules
 - Must behave in a responsible manner
 - Must remain within its confines except in special circumstances, e.g., a physiotherapist doctor entering the field of play, with the referee's permission, to assess an injured player
- Only one person at a time is authorized to convey tactical instructions from the technical area



1.7. Goals

A goal must be placed on the center of each goal line.

A goal consists of two vertical posts equidistant from the corner flagposts and joined at the top by a horizontal crossbar. The goalposts and crossbar must be made of approved material. They must be square, rectangular, round or elliptical in shape and must not be dangerous.

The distance between the inside faces of the posts is 4 (four) m, and the distance from the lower edge of the crossbar to the ground is 2 (two) m.

The position of the goalposts in relation to the goal line must be in accordance with the graphics.

The goalposts and the crossbar must be white and have the same width and depth, which must not exceed 12 cm (5 inches).

If the crossbar becomes displaced or broken, play is stopped until it has been repaired or replaced in position. If it cannot be repaired the match must be abandoned. A rope or any flexible or dangerous material may not replace the crossbar. Play is restarted with a dropped ball.

Nets may be attached to the goals and the ground behind the goal; they must be properly supported and must not interfere with the goalkeeper.

Goal movement

Referees are required to utilise the following guidelines regarding the placement of the goals along the goal line and the scoring of a goal:

Goal positioned correctly

A = Goal scored.

B = If both goalposts are touching the goal line, referees must allow the goal if the ball has completely crossed the goal line.

Goal moved

C = A goal is considered to have moved when at least one of the goalposts is not touching the goal line.



If a defending player (including the goalkeeper) moves or overturns their own goal and:

- The ball does not enter or touch the goal, the game is stopped and:
 - If it was accidental, play is restarted with a dropped ball.
 - If it was deliberate, play is restarted with an indirect free kick, and the offending player must be cautioned (yellow card).
- The ball touches but does not enter the goal, the game is stopped and:
 - If it was accidental, play is restarted with a dropped ball.
 - If it was deliberate, play is restarted with a penalty kick, and the offending player must be sent off (red card) for denying the opposing team a goal or an obvious goal-scoring opportunity.
- The ball enters the goal, the goal is awarded, and if the action was deliberate, the offending player must be cautioned (yellow card).

If an attacking-team player moves or overturns the opponents' goal accidentally or deliberately, a goal must not be allowed, and:

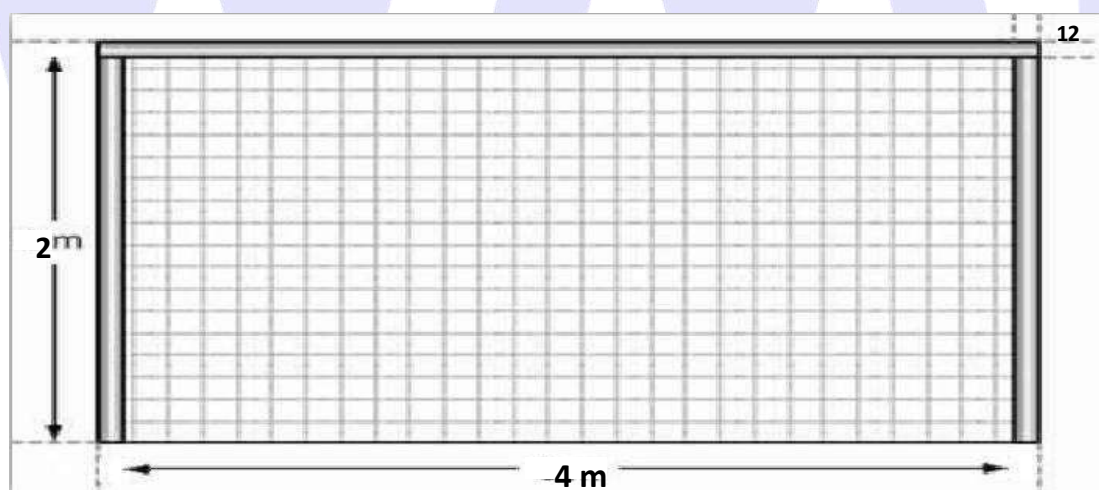
- if it was accidental, the match is restarted with a dropped ball;
- if it was deliberate and the goal made contact with the ball, a direct free kick is awarded to the opposing team and the player must be cautioned;
- if it was deliberate and the goal did not make contact with the ball, an indirect free kick is awarded to the opposing team and the player must be cautioned

If a defending player (including the goalkeeper) uses the crossbar or goalpost for support in order to gain an unfair advantage and plays the ball, play is stopped and:

- if this action does not stop a goal or deny an obvious goal-scoring opportunity to the opposing team, play is restarted with an indirect free kick for the opposing team, and the player may be cautioned (yellow card) for unsporting behaviour if this action stops a promising attack;
- if this action stops a goal or denies an obvious goal-scoring opportunity to the opposing team, play is restarted with a penalty kick for the opposing team, and the player is sent off (red card).

Safety

Goals (including portable goals) must be firmly secured to the ground. However, they must have an adequate stabilising system, such as weight placed at the back of the goal, to prevent them from overturning.



1.8. Substitution area

The substitution zones are located at the edge of the sideline, in front of the team benches; their function is described in Rule 3.

Each substitution zone is located next to the technical area; it is bounded on both sides by the median line and another line at 8 m perpendicular to the sideline and 12 cm wide and 40 cm long outside the field.

The team officials and substitutes shall remain on the same benches from the start until the end of the match, including extra time.

1.9. Commercial advertising

No form of commercial advertising, whether real or virtual, is permitted on the field of play, on the ground within the area enclosed by the goal nets or the technical area, or on the ground within 1 m (1 yd) of the boundary lines from the time the teams enter the field of play until they have left it at half-time and from the time the teams re- enter the field of play until the end of the match. Advertising is not permitted on the goals, nets, flagposts or their flags and no extraneous equipment (cameras, microphones, etc.) may be attached to these items.

In addition, upright advertising must be at least:

- 1 m (1 yd) from the touchlines of the field of play
- the same distance from the goal line as the depth of the goal net
- 1 m (1 yd) from the goal net

1.10. Logos and emblems

The reproduction, whether real or virtual, of representative logos or emblems of WMF, confederations, national football associations, competitions, clubs or other bodies is forbidden on the field of play, the goal nets and the areas they enclose, the goals, and the flagposts during playing time. They are permitted on the flags on the flagposts.





RULE 2

- 2.1. Qualities and measurements
- 2.2. Replacement of a defective ball
- 2.3. Additional balls

The Ball

2.1. Qualities and measurements



All balls must be:

- spherical
- made of suitable material
- of a circumference of between 70 cm (28 ins) and 68 cm (27 ins)
- between 450 g (16 oz) and 410 g (14 oz) in weight at the start of the match
- of a pressure equal to 0.6 –1.1 atmosphere (600 –1,100 g/cm²) at sea level (8.5 lbs/sq in –15.6 lbs/sq in)

Note: Depending on the format or category of the competition, balls of different sizes and weights may be permitted (e.g. for youth, small-sided games etc), provided they meet the specific regulations set by the organizing body.

2.2. Replacement of a defective ball

If the ball becomes defective in open play, play is stopped and restarted with a dropped ball. The only exception is when the ball becomes defective as a result of striking one of the goalposts or the crossbar and then directly enters the goal.

If the ball becomes defective at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in the restart is re-taken.

If the ball becomes defective during a penalty kick or kicks from the penalty mark as it moves forward and before it touches a player, crossbar or goalposts the penalty kick is retaken.



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

2.3. Additional balls

Additional balls which meet the requirements of Rule 2 may be placed around the field of play and their use is under the referee's control.

2.4. Goal involving a defective ball

If the ball becomes defective after striking one of the goalposts or the crossbar and directly enters the goal, the referees award the goal.



RULE 3

- 3.1. Number of players**
- 3.2. Official Competitions**
- 3.3. Substitution procedure**
- 3.4. Permutation with the goalkeeper (SWAPPING)**
- 3.5. Offenses and sanctions**
- 3.6. Sent Off of players or substitutes**
- 3.7. Extra persons on the field of play**
- 3.8. Player outside the field of play**
- 3.9. Goal scored with an extra person on the field of play**
- 3.10. Team captain**

The Players

3.1. Number of players

The standard format for a WMF match is 6-a-side. It is played by two teams, each consisting of a maximum of six players, one of whom must be the goalkeeper. A match may not start or continue if either team has fewer than four players on the field of play.

If a team has fewer than the minimum number of players because one or more players have deliberately left the field of play, the referee is not obliged to stop play and may apply the advantage; however, the match must not be restarted after the ball has gone out of play if a team does not meet the minimum number of players.

If the competition regulations require that all players and substitutes be named before kick-off and a team starts the match with fewer than six players, only the players and substitutes listed on the official match sheet may participate upon their arrival. For any match, the names of all players and substitutes designated for that match must be entered on the match sheet before the start; any substitute not listed before kick-off is ineligible to play.

According to the WMF Statutes, matches may also be played in disciplines with 5, 7, or 8 players, as well as in Arena Soccer, provided that all such disciplines comply fully with the official WMF Rules of the Game. The minimum number of players required for a match to start or continue shall be two less than the standard number prescribed for that format.

If the score is tied at the moment the match enters the final 5 minutes of normal playing time, each team shall reduce its number of players by one, regardless of the number of players on the field at that time.

If applying this rule would reduce a team below the minimum number of players permitted by the competition rules, that team shall not remove a player, so the rule shall not apply.

Once the number of players has been reduced during normal playing time (50 minutes, or any other duration specified in the competition regulations), it shall remain unchanged until the end of normal playing time. Any goal scored during this period shall not affect the number of players on either team, and no additional players shall be removed or allowed to re-enter the field of play as a result of a change in the score.

The player who was temporarily removed from the field may return at any time during the 5-minute period.

Exception: If the match proceeds to extra time, each team may reintroduce a player who was removed during the final five minutes of normal playing time. No further player reductions shall apply during extra time, subject to the applicable competition regulations.

Practical examples

If the score is tied during the last 5 minutes of the match:

- a) Both teams have 6 players.
Both teams reduce their number of players by one. Play continues with 5 vs 5.
- b) Both teams have 5 players.
Both teams reduce their number of players by one. Play continues with 4 vs 4.
- c) One team has 6 players and the other has 5 players.
Both teams reduce their number of players by one. Play continues with 5 vs 4.
- d) One team has 6 or 5 players and the other has 4 players (the minimum number of players permitted).
The rule does not apply. Play continues with 6 vs 4 or 5 vs 4.

3.1.1 Procedure

When the match enters the final 5 minutes of normal playing time, the referee shall determine whether the score is tied. If the score is tied at that moment, the referee shall apply the following procedure:

- The referee shall stop play at the first appropriate stoppage of play
- The referee shall verify the number of players on the field for each team.
- If both teams are eligible to reduce their number of players by one, the referee shall instruct each team to remove one player.
 - Play shall restart only after both teams have completed the reduction.
 - If reducing the number of players by one would bring a team below the minimum number of players permitted by the competition rules, that team shall not remove a player and the rule shall not be applied.
 - If a team refuses to remove a player when the conditions for applying the rule are met, the referee shall call the team captain or the team delegate and instruct the team to comply with the decision.
 - The team shall have a maximum period of 2 (two) minutes, starting from the moment the referee communicates the instruction to the captain or team delegate, to comply with the referee's decision and resume play.
 - If the team complies with the referee's instruction within the two-minute period, play shall restart in accordance with the Rules of the Game.
 - If, after the expiration of the two-minute period, the team continues to refuse to comply with the referee's decision or refuses to resume play, the referee shall end the match by blowing the final whistle.
 - The referee shall record the incident in the match report, including the team's refusal to comply with the referee's decision and the circumstances leading to the end of the match. Any additional disciplinary or competition-related sanctions shall be determined in accordance with the applicable competition regulations.

Exception:

- If the score is tied during the last 5 minutes of the match, but the application of this rule is not possible because the ball remains in play and a goal is scored before the referee can stop play and apply the procedure, the rule shall no longer apply. The match shall continue with the current number of players.
- For the avoidance of doubt, if the score is not tied when the match enters the final 5 minutes, the player-reduction rule shall not apply, even if the score subsequently becomes tied. If a goal is scored before the referee can apply the procedure and the goal creates a tied score, the rule shall not apply. The match shall continue with the current number of players.

3.2. Official Competitions

In any match played in the context of official competitions organized by the WMF, the confederations or the member associations, the maximum number of authorized substitutes is nine.

The rules of any other competition must clearly specify the maximum number of substitutes allowed to participate in a match.

In regional or local competitions organized by the WMF and the member associations, the maximum number of players who can participate in a match is indicated in the association's internal regulations, if any, the regulations of the WMF must be followed.

An unlimited number of substitutions is allowed during a match.

3.3. Substitution procedure

A replacement may be made when the ball is in play or out of play. For each replacement, the following provisions should be observed:

- The player leaving the pitch must pass through the touch line while crossing the substitution zone of his team, except as stated in these Rules of the Game.
- The substitute enters the field of play only after the exit of the player to be replaced
- The substitute must enter the field through his team's own substitution zone
- The replacement ends once the substitute entered the field by the substitution zone of his own team, after having given the chasuble to the player he replaces, unless that player leaves the field by another zone for

reasons provided for in these Rules of the Game, to which the substitute must give the chasuble to the third referee.

- The substitute then becomes a player and the player he has replaced becomes a substitute.
- Substitutes may restart any play provided that they have first entered the field.
- If a substitution is made at half-time or before extra time, the procedure must be completed before play resumes.
- A replaced player can return to the field.
- Any substitute or player replaced is subject to the authority of the referee, whether he is called to play or not.
- if a player who is to be replaced refuses to leave, play continues.

3.4 . Permutation with the goalkeeper (SWAPPING)

Each player can change goalkeeper, but only if this player is coming from the bench(substitute). Game don't need to be stopped, just it must be announced to the 3rd referee, that understand and recognize which player replace goalkeeper. The substitute must enter the field through his team's own substitution zone. A player or substitute who becomes a goalkeeper, must wear a different jersey, from all participants on the pitch, with his own number on the back.



3.4. Offenses and sanctions

If a substitute player starts a match in the place of a registered player and the referee is not informed of the change:

- The referee allows the substitute player to continue the match.
- No disciplinary sanction is taken against the player registered as a substitute
- The player registered as holder becomes substitute.

If a player switches with the goalkeeper without the referee's permission, the referee:

- let's the game continue.
- Cautions both players on the next stoppage of play.

If a substitute enters the playing field before the replaced player has left or enters the game without passing through the substitution zone of his team:

- Subject to the advantage, the referees will interrupt play
- Caution the player that he has not followed the substitution procedure and order him to leave the field of play.

If the referees interrupt the game, he will resume with an indirect free kick in favor of the opposing team, executed from the position of the ball when play was stopped.

If this substitute or his team commits another offense, the game will resume according to the Rules of the Game.

If, a replaced player leaves the field of play without passing through the substitution zone of his team:

- Subject to the advantage, the referees will interrupt the game.
- Caution the player for not respecting the substitution procedure.

If the referees have interrupted the game, he will resume with an indirect free kick in favor of the opposing team, executed from the position of the ball when play was stopped.

For any other offense under this Act:

- Players will be cautioned.
- The game must be restarted by an indirect free kick in favor of the opposing team, from the position of the ball when play was stopped.

3.6. Sent Off players or substitutes

A player who is sent off:

- Before the submission of the score sheet cannot be entered on the score sheet for any reason whatsoever
- After being registered as a cardholder on the match sheet and before the kick-off can be replaced by one of the players registered as a substitute, which cannot be replaced.
- After the kickoff cannot be replaced; and if it is a titular player his team will play with one less player for 5 minutes from the first restart of play following the expulsion.

A substitute sent off before or after the kick-off of match, he cannot be replaced.

- If a substitute is sent off (red card), they must immediately leave both the playing area and the technical area. In this case, the team will be penalized by reducing the number of players on the field: an active player must leave the field, and the team must play with one fewer player for 5 minutes. The player who was temporarily removed from the field may return at any time during the 5-minute period. After the 5-minute period has elapsed, an eligible substitute may enter the field to restore the team to its full complement of players.

3.7. Extra persons on the field of play

The coach and other officials named on the team list (with the exception of players or substitutes) are team officials. Anyone not named on the team list as a player, substitute or team official is an outside agent.

If a team official, substitute, substituted or sent off player or outside agent enters the field of play the referee must:

- only stop play if there is interference with play
- have the person removed when play stops
- take appropriate disciplinary action

If play is stopped and the interference was by:

- a team official, substitute, substituted or sent off player, play restarts with a direct free kick
- an outside agent, play restarts with a dropped ball

If the ball is heading towards the goal and that person commits an offense that illegally stops a clear goal-scoring opportunity, the referee shall:

- Award a direct free kick or a penalty kick, depending on the location of the offense;
- Apply the appropriate disciplinary sanction (e.g., yellow or red card, as per the Rules of the Game);
- Additionally, the offending team will play with one fewer player for a period of 5 minutes (e.g., if the team was playing with 6 players, it will temporarily play with 5).

After the 5-minute period has elapsed, a player (either the one who left the field or another eligible substitute) may enter the field to restore the team to its full complement of players.

If a ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal.

3.8. Player outside the field of play

If a player who requires the referee's permission to re-enter the field of play re-enters without the referee's permission, the referee must:

- stop play (not immediately if the player does not interfere with play or a match official or if the advantage can be applied)
- caution the player for entering the field of play without permission
- have the player removed.

If the referee stops play, it must be restarted:

- with a direct free kick from the position of the interference
- with an indirect free kick from the position of the ball when play was stopped if there was no interference

A player who crosses a boundary line as part of a playing movement, does not commit an offence.

3.9. Goal scored with an extra person on the field of play

If, after a goal is scored, the referee realises, before play restarts, that an extra person was on the field of play when the goal was scored, and that person interfered with play:

The goal must be disallowed if the extra person was:

- A player, substitute, substituted player, sent-off player, or team official belonging to the team that scored the goal;
 - Play is restarted with a direct free kick from the position of the extra person.
- An outside agent who interfered with play, except when the goal is allowed under the specific conditions mentioned in the rule "Extra persons on the field of play";
 - Play is restarted with a dropped ball.

The goal must be allowed if the extra person was:

- A player, substitute, substituted player, sent-off player, or team official from the team that conceded the goal;
- An outside agent who did not interfere with play.

In all cases, the referee must ensure that the extra person is removed from the field before play resumes.

If, after a goal is scored and play has restarted, the referee realizes an extra person was on the field of play when the goal was scored, the goal cannot be disallowed. If the extra person is still on the field the referee must:

- stop play
- have the extra person removed
- restart with a dropped ball or free kick as appropriate

The referee must report the incident to the appropriate authorities.

3.10. Team captain

The team captain has no special status or privileges but has a degree of responsibility for the behavior of the team.



Also he is obliged to:

- give signed match report to the WMF observer before the match
- make sure that only registered players and non-banned players will enter to the match to represent his team
- make sure that he has properly visible captain's tape on the arm of his left hand
- after the end of the match, check the data recorded in the match report (the score, goal scorers, cards awarded) and confirm the correctness of these data by their signature
- give their comments on the match in a decent form in the match record
- has to be on the pitch where the match is to be played, at least 45 minutes before the official start of the game





RULE 4

- 4.1. Safety**
- 4.2. Compulsory equipment**
- 4.3. Colours**
- 4.4. Other equipment**
- 4.5. Slogans, statements, images and advertising**
- 4.6. Offences and sanctions**

The Player's Equipment

4.1. Safety

A player must not use equipment or wear anything that is dangerous.

All items of jewellery (necklaces, rings, bracelets, earrings, leather bands, rubber bands, etc.) are forbidden and must be removed.

Using tape to cover jewellery is not permitted.

The players must be inspected before the start of the match and substitutes before they enter the field of play.

If a player is wearing or using unauthorized/ dangerous equipment or jewellery the referee must order the player to:

- remove the item
- leave the field of play at the next stoppage if the player is unable or unwilling to comply A player who refuses to comply or wears the item again must be cautioned.

4.2. Compulsory equipment

The compulsory equipment of a player comprises the following separate items:

- a shirt with sleeves
- shorts
- socks – tape or any material applied or worn externally must be the same color as that part of the sock it is applied to or covers
- shin pads – these must be made of a suitable material to provide reasonable protection and covered by the socks
- footwear

Goalkeepers may wear shorts or long pants.

A player whose footwear or shin pads is lost accidentally must replace it as soon as possible and no later than when the ball next goes out of play.

If before doing so the player plays the ball and/or scores a goal, the goal is awarded.

4.3. Colours

- The two teams must wear colours that distinguish them from each other and the match officials.
- The home team has priority in the choice of colours. In matches played on neutral grounds, the team listed first on the official match sheet shall be considered the home team for colour priority purposes.
- The match cannot start until both teams are clearly distinguishable.
- Each goalkeeper must wear colours that are distinguishable from the other players and the match officials
- If the two goalkeepers' shirts are the same colour and neither has another shirt, the referee allows the match to be played
- Undershirts must be the same colour as the main colour of the shirt sleeve;
- Undershorts/tights must be the same colour as the main colour of the shorts or the lowest part of the shorts – players of the same team must wear the same colour.





4.4. Other equipment

Non-dangerous protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles.

Bibs

A bib must be worn over the shirt to identify the substitutes. The bib should be a different colour to both teams' shirts and the opposing team's bibs.



Head Covers: Where head covers (excluding goalkeepers' caps) are worn, they must:

- be black or the same main colour as the shirt (provided that the players of the same team wear the same colour)
- be in keeping with the professional appearance of the player's equipment
- not be attached to the shirt
- not be dangerous to the player wearing it or any other player (e.g., opening/closing mechanism around neck)
- not have any part(s) extending out from the surface (protruding elements)

Electronic communication: Players (including substitutes and sent-off players) are not permitted to wear or use any form of electronic or communication equipment (except where electronic performance and tracking systems are allowed). The use of electronic or communication equipment by team officials is permitted where it directly relates to player welfare or safety or for tactical/coaching reasons but only small, mobile, handheld equipment (e.g. microphones, headphones/earpieces, mobile/smartphones, smartwatches, tablets, laptops) may be used. A team official who uses unauthorised equipment or who behaves in an inappropriate manner as a result of the use of electronic or communication equipment will be dismissed from the technical area.

4.5. Slogans, statements, images and advertising

Equipment must not have any political, religious or personal slogans, statements or images.

Players must not reveal undergarments that show political, religious, personal slogans, statements or images, or advertising other than the manufacturer's logo.

For any offence the player and/or the team will be sanctioned by the competition organizer, national football association or by WMF.

Principles

Law 4 applies to all equipment (including clothing) worn by players and substitutes; its principles also apply to all team officials in the technical area.

- The following are (usually) permitted:
- The player's number and name, the country name, the team crest/logo, initiative slogans or emblems promoting the game of minifootball, respect and integrity, as well as any advertising permitted under the competition regulations of the WMF, continental, or national federations.
- The facts of a match: teams, date, competition/event, venue
- Permitted slogans, statements or images should be confined to the shirt front and/or armband.
- In some cases, the slogan, statement or image might only appear on the captain's armband

4.6. Offences and sanctions

For any offence play need not be stopped and the player:

- is instructed by the referee to leave the field of play to correct the equipment
- leaves when play stops, unless the equipment has already been corrected A player who leaves the field of play to correct or change equipment must:
- have the equipment checked by a match official before being allowed to re-enter
- only re-enter with the referee's permission (which may be given during play)

A player who enters without permission must be cautioned and if play is stopped to issue the caution, an indirect free kick is awarded from the position of the ball when play was stopped.

4.7. Numbering of the players

The competition regulations must stipulate the policy regarding the numbering and the size of the numbers for the players, which allows numbers from 1 to 99.

No specific number is reserved for the goalkeeper.

Each player must wear a shirt with a number clearly visible on the back, in a colour that contrasts with the main colour of the shirt. The competition regulations must determine the size of the numbers and whether they are mandatory as well as their presence/size on other items of the players' basic equipment.





RULE 5

- 5.1 The authority of the referee**
- 5.2 Decisions of the referee**
- 5.3 Powers and duties**
- 5.4 Referee's equipment Compulsory equipment**
- 5.5 Referee signals**
- 5.6 Liability of Match Officials**
- 5.7 International Matches**
- 5.8 Reserve assistant referee**

The Referee

5.1. The authority of the referee

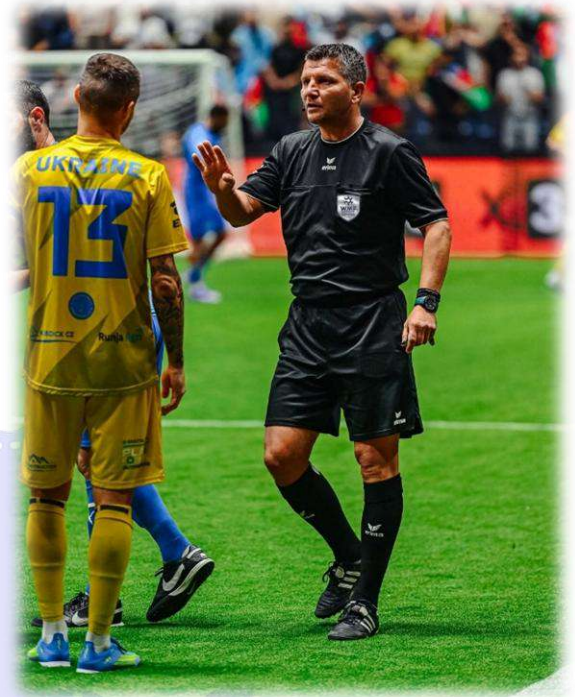
Each match is officiated by a referee who is fully empowered to apply and enforce the Rules of the Game in relation to the match.

Each international match is officiated by a team of at least three referees, led by Referee 1 (the principal referee), who holds the highest authority on the field.

Referee 2 (assistant referee) supports the principal referee in making decisions regarding offenses, infractions, and any necessary disciplinary measures.

If Referee 1 is unable to start or continue officiating the match for any reason, Referee 2 assumes the role of principal referee, and Referee 3 takes over as Referee 2. This hierarchy ensures continuity in officiating and preserves authority on the field in accordance with the Rules of the Game.

All referees are responsible for enforcing the Rules of the Game and the Disciplinary Regulations before, during, and after the match, until they leave the field of play



5.2. Decisions of the referee

Decisions will be made to the best of the referee's ability according to the Rules of the Game and the 'spirit of the game' and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Rules of the Game.

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final. All decisions made by the referee and other match officials must always be respected.

A referee **may not change a decision** once play has restarted or the referee has signaled the end of the first or second half (including extra time) and has left the field of play or terminated the match, even if the decision is later found to be incorrect or upon the advice of another match official.

If a referee is incapacitated, play may continue under the supervision of the other match officials until the ball is next out of play



5.3. Powers and duties

The referee:

- Enforces the Rules of the Game
- Controls the match in cooperation with the other match officials
- Acts as timekeeper, keeps a record of the match and provides the appropriate authorities with a match report, including information on disciplinary action and any other incidents that occurred before, during or after the match
- supervises and/or indicates the restart of play
- must be positioned in the field in accordance with the provisions of "Position when the ball is in play" and "Position when the ball is out of play"
- only the first referee is authorized to signal the kick-off and is responsible for managing the stopwatch

Advantage

- Allows play to continue when an offence occurs and the non-offending team will benefit from the advantage and penalizes the offence if the anticipated advantage does not materialize at that moment or within a few seconds.

Disciplinary actions

- Punishes the more serious offence, in terms of sanction, restart, physical severity and tactical impact, when more than one offence occurs at the same time
- Takes disciplinary actions against players guilty of cautionable and sending-off offences
- Has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark). If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Rule 3.6); the referee will report any other misconduct
- Has the power to show yellow or red cards and, where competition rules permit, temporarily dismiss a player, from entering the field of play at the start of the match until after the match has ended, including during the half-time interval, extra time and kicks from the penalty mark
- Takes action against team officials who fail to act in a responsible manner and may expel them from the field of play and its immediate surrounds;

A medical team official who commits a dismissible offence may remain if the team has no other medical person available, and act if a player needs medical attention.

- Acts on the advice of other match officials regarding incidents that the referee has not seen

Injuries

- Allows play to continue until the ball is out of play if a player is only slightly injured.
 - Stops play if a player is seriously injured and ensures that the player is removed from the field of play.
 - A player who receives medical treatment on the field of play must leave the field and may only return after 2 (two) minutes of effective playing time have elapsed, following verification by the third referee and with the approval of the main referee (Referee 1).
- If the goalkeeper requires medical assistance, he must be replaced either by a substitute goalkeeper or by a fly goalkeeper, who must be clearly identified before the start of the match. The goalkeeper who has received medical treatment may only return after 2 (two) minutes of effective playing time have elapsed, following verification by the third referee and with the approval of the main referee (Referee 1).



Exception: If the referee cautions or sends off the player who committed the offence, the injured player may return immediately after leaving the pitch or be replaced by another player.

If no disciplinary sanction is issued, the injured player may not return until the 2 (two)-minute period has expired. The team may immediately replace the injured player in accordance with the competition's substitution procedure.

If the injured player's 2-minute game removal time begins with less than 2:00 remaining on the clock at the end of the first half or at the end of the game before overtime, they may return to play at the start of the next period, the second half, or at the beginning of the first overtime period.

If a player is injured during overtime and the game proceeds to a shootout, the player's removal ends at the conclusion of overtime, and they may participate in the shootout round.

Exceptions to the requirement to leave the field of play are only when:

- A goalkeeper and an outfield player have collided and need attention
- Players from the same team have collided and need assistance
- A severe injury has occurred
- If a player is injured due to a physical offence for which the opponent is cautioned or sent off (e.g., a reckless or serious foul), and the assessment/treatment is completed quickly, the player may remain on the field.
- Ensures that any player bleeding leaves the field of play. The player may only re-enter on receiving a signal from the referee, who must be satisfied that the bleeding has stopped and there is no blood on the equipment
- If the referee has authorized the doctors and /or stretcher bearers to enter the field of play, the player must leave on a stretcher or on foot.

A player who does not comply, must be cautioned for unsporting behavior

- If the referee has decided to caution or send off a player who is injured and has to leave the field of play for treatment, the card must be shown before the player leaves

If play has not been stopped for another reason, or if an injury suffered by a player is not the result of an offence, play is restarted with a dropped ball.



Outside interference

- Stops, suspends or abandons the match for any offences or because of outside interference e.g., if:
 - The floodlights are inadequate
 - An object thrown by a spectator hits a match official, a player or team official, the referee may allow the match to continue, or stop, suspend or abandon it depending on the severity of the incident
 - A spectator blows a whistle which interferes with play - play is stopped and restarted with a dropped ball
 - An extra ball, other object or animal enters the field of play during the match, the referee must:
 - Stop play (and restart with a dropped ball) only if it interferes with play unless the ball is going into the goal and the interference does not prevent a defending player playing the ball, the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the ball enters the opponents' goal
 - Allow play to continue if it does not interfere with play and have it removed at the earliest possible opportunity
- The referee must also ensure that no unauthorized persons enter the field of play.

5.4. Referee's equipment Compulsory equipment:

- Whistle(s)
- Watch(es)
- Red and yellow cards
- Notebook (or other means of keeping a record of the match)
- Coin

Other equipment:

Referees may be permitted to use:

- Equipment for communicating with other match officials – buzzer/beep flags, headsets etc.
- EPTS or other fitness monitoring equipment

Referees and other match officials are prohibited from wearing jewelry or any other electronic equipment.



5.5. Referee signals



KICK OFF/RESTARTING GAME



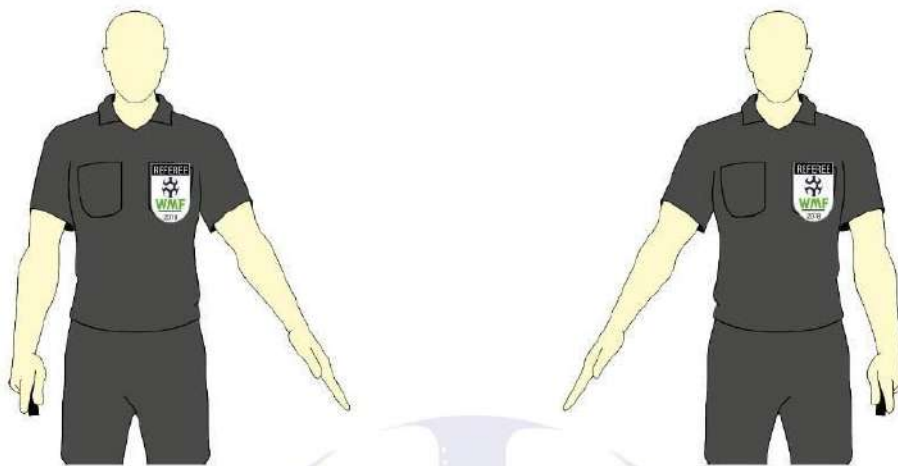
VAR VIDEO ANALYSIS



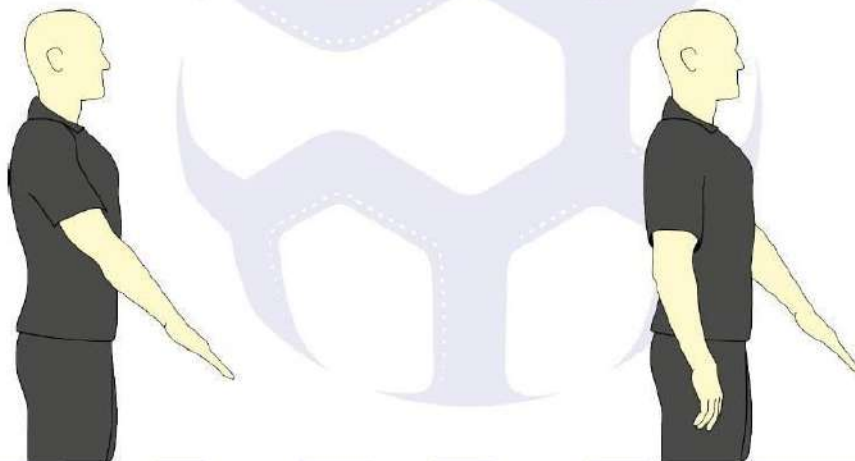
DIRECT FREE KICK / PENALTY



THROW IN



CORNER KICK



GOAL KICK



FIVE SECONDS



ADVANTAGE



INDIRECT FREE KICK



YELLOW CARD



RED CARD

5.6. Liability of Match Officials

WORLD MINIFOOTBALL

A referee or other match official is not held liable for:

- Any kind of injury suffered by a player, official or spectator
- Any damage to property of any kind
- Any other loss suffered by any individual, club, company, association or other body, which is due or which may be due to any decision taken under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match.

Such decisions may include a decision:

- That the condition of the field of play or its surrounds or that the weather conditions are such as to allow or not to allow a match to take place
- To abandon a match for whatever reason

- As to the suitability of the field equipment and ball used during a match
- To stop or not to stop a match due to spectator interference or any problem in spectator areas
- To stop or not to stop play to allow an injured player to be removed from the field of play for treatment
- To require an injured player to be removed from the field of play for treatment
- To allow or not to allow a player to wear certain clothing or equipment
- Where the referee has the authority, to allow or not to allow any persons (including team or stadium officials, security officers, photographers or other media representatives) to be present in the vicinity of the field of play
- Any other decision taken in accordance with the Rules of the Game or in conformity with their duties under the terms of WMF, confederation, national football association or competition rules or regulations under which the match is played

5.7. International Matches

The use of 3 referees is mandatory in international matches.

5.8. Reserve assistant referee

In tournaments and competitions for which a reserve referee is appointed, the role and duties of the reserve referee must be in accordance with the instructions contained in these Rules of the Game





RULE 6

- 6.1. The third referee
- 6.2. The fourth referee
- 6.3. The match observer - Duties and Responsibilities

The Other Match Officials

Other referees may be appointed to officiate a match. They help the referees to control the match in accordance with the Laws of the Game, but the final decision is always made by the referees 1 and 2.

If there is a disagreement between the referees' decisions, the decision of Referee 1 shall prevail over that of Referee 2.

The other referees operate under the referee 1 (principal). In case of interference or incorrect behavior, the referee 1 will remove them from their duties and report to the competent authority.

The rules of the competition must clearly specify who will replace a referee who is unable to start or continue to officiate, and any associated changes.

6.1. The third referee

It must be placed outside the playing field, on the side of the substitution zones and at the height of the median line

- The third referee helps the referees during the field inspection, players and equipment of the players (including if problems have been solved)
- Control time and record goals, inaccuracies, etc. in writing
- Check the replacement procedures
- Counts the 5 minutes after a player's expulsion
- Inform the referee 1 when a player can complete his team following an expulsion
- Check the equipment of the substitutes who are preparing to participate in the game
- Control the return of a player to the field after a signal / authorization of the referee
- Check the replacement balloons
- Control under the supervision of the referees the return to the game of a player having had to leave the ground for any type of injury or to correct his equipment
- Indicates to the referees a manifest error in the warning or expulsion of a player, or if violent behavior occurs outside their field of vision. Referees, however, decide all the facts in relation to the game
- Inform the referee of inappropriate behavior of any person present on the playing field or in the technical area
- Control lists the players participating in the match
- Record in writing any other relevant information relating to the match
- He replaces the referees 1 or 2 if one of them is unable to continue to officiate the match.
- Indicate the minimum additional time decided by the referee at the end of each play period (including overtime)

6.2. The fourth referee

It must be placed outside the playing field, on the side of the substitution zones and at the height of the median line

- The fourth referee helps the referees during the field inspection, players and equipment of the players (including if problems have been solved)

- Control time and record goals, inaccuracies, etc. in writing
- Indicates to the referees a manifest error in the warning or expulsion of a player, or if violent behavior occurs outside their field of vision. Referees, however, decide all the facts in relation to the game
- Inform the referee of inappropriate behavior of any person present on the playing field or in the technical area
- Control lists the players participating in the match
- Record in writing any other relevant information relating to the match
- He replaces the third referee if he is unable to continue to officiate the match.

6.3. The match observer - Duties and Responsibilities

- **Ensure Compliance with Regulations:**
Monitor that the match is conducted in accordance with the official minifootball rules and competition guidelines.
- **Evaluate Match Officials:**
Observe and assess the performance of referees and assistant referees, providing written feedback and an evaluation report after the game.
- **Inspect Facilities:**
Verify that the pitch, goals, lighting, changing rooms, and other facilities meet required safety and competition standards.
- **Oversee Pre-Match Protocols:**
Ensure both teams comply with pre-match procedures, including equipment checks and timely submission of line-ups.
- **Monitor Match Organization:**
Assess the overall quality of match organization, including the presence and coordination of match officials, security, and support staff.
- **Report Incidents:**
Document and report any misconduct, technical issues, or spectator disturbances that occur before, during, or after the game.
- **Liaison Role:**
Act as a communication link between referees, team officials, and the competition organizing body in case of conflicts or emergencies.
- **Control Match Timing:**
Ensure that the match starts and resumes according to the official schedule and that all time regulations are respected.
- **Verify Player Eligibility:**
Confirm that all participating players are eligible and properly registered, and that their identification is available if required.
- **Media and Technical Zone Supervision:**
Monitor access to the technical area and media zones, ensuring only authorized personnel are present.

- **File an Official Match Report:**

Submit a comprehensive post-match report covering match progression, incidents, referee performance, and any irregularities.

- **Observe Fair Play:**

Promote and report on the conduct of players, coaches, and spectators in line with fair play principles.

- **Emergency Management:**

Support coordination during medical or security emergencies, ensuring proper protocols are followed.

- **Post-Match Review:**

Participate in debriefings with referees and officials to evaluate the match and share observations.



WORLD MINIFOOTBALL



RULE 7

- 7.1. Periods of play
- 7.2. Half-time interval
- 7.3. Allowance for time lost
- 7.4. Penalty kick
- 7.5. Abandoned match
- 7.6. Five (5) Seconds

The Duration of the Match

7.1. Periods of play

A match consists of two equal halves of 25 minutes, unless a different duration is established by the competition regulations. The duration of a match may be modified only for friendly matches, subject to the agreement of the referee and both teams before the start of the match.

7.2. Half-time interval

Players are entitled to an interval at half-time, not exceeding 10 minutes. If extra time is played, there is no interval between the two periods. The teams simply change halves of the pitch, but the team officials and substitutes remain on the same benches. The benches will not be changed either at half-time or during extra time. However, a short drinks break (which should not exceed one minute) is permitted at half-time in extra time. Competition rules must state the duration of the half-time interval, and it may be altered only with the referees' permission.

The rules of the competition must specify the duration of the half-time, which can only be modified with the authorization of the referee.

7.3. Allowance for time lost

Allowance is made by the referee in each half for all time lost in that half through:

- Assessment and/or removal of injured players
- Wasting time
- Disciplinary sanctions
- Stoppages for drinks or other medical reasons permitted by competition rules
- Any other cause, including any significant delay to a restart (e.g., goal celebrations)

The third referee indicates the minimum additional time decided by the first referee at the end of the final minute of each half. The additional time may be increased by the referee but not reduced. The referee must not compensate for a timekeeping error during the first half by changing the length of the second half.

7.4 Penalty kick / 10-metre Penalty Kick

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



7.5 Match Interruption and Abandonment Due to Force Majeure

The referee has the authority to suspend a match whenever safety concerns or force majeure circumstances prevent the continuation of play.

If a match is interrupted due to force majeure, including but not limited to severe weather conditions, floodlight failure, or any other exceptional circumstance beyond the control of the teams and match officials, the referee shall temporarily suspend the match.

The match officials and the competition organiser shall allow a maximum waiting period of **25 minutes**, starting from the official suspension of the match, in order to resolve the circumstances causing the interruption.

If the match cannot be resumed within this period, it shall be considered abandoned. The competition organiser shall decide, in accordance with these regulations, whether the match shall be replayed or whether the result recorded on the field of play at the moment of abandonment shall be confirmed.

If a match is temporarily interrupted but not abandoned, it shall be resumed from the exact moment at which it was suspended, with:

- the score unchanged;
- the remaining playing time unchanged;
- all disciplinary sanctions already issued remaining valid;
- the match continuing under the conditions determined by the match officials and the competition organiser.

Before the resumption of play, the teams shall be allowed an appropriate warm-up period, as determined by the match officials.

The referee has the authority to suspend a match whenever safety concerns or force majeure circumstances prevent the continuation of play. The final decision regarding the resumption, abandonment, replay, or confirmation of the result shall be taken by the competition organiser.

7.6. Five-Second (5-second)



The referee will count five seconds and visibly show it in the following situations:

- **Throw in**

If a player is ready to take a throw in or he clearly delaying the restart, the referee will start 5 seconds countdown and after that, the referee awards throw in to the opposition team.

- **Corner kick**

If a player is ready to take a corner kick or he clearly delaying the restart, the referee will start 5 seconds countdown and after that, the referee awards a goal kick to the opposition team.

- **Goal kick**

If any player is ready to take a goal kick or he clearly delaying restart of the game, referee will start a 5 seconds countdown and after that, the referee awards an indirect free kick to opposition team and the indirect free kick will be taken from the nearest penalty area line which runs parallel to the goal line.

- **Free kicks**

If a player is ready to play a free kick or is clearly delaying the restart of the play, referee will start 5-second countdown. If the game does not restart within the 5-second limit, referee will award an indirect free kick to the opposition team. The indirect free kick will be taken from the place where the ball was placed for the kick. If the attacking team's kick is to be taken inside the opponent's penalty area, the indirect free kick will be taken from the nearest penalty area line that runs parallel to the goal line.

Retaken restarts

If a corner kick, goal kick, or free kick is not taken correctly, the referee will order the restart to be retaken. For the retake, the original five-second countdown shall continue from the point at which it was stopped and shall not restart, once the player (including the goalkeeper) is ready to restart play.

Practical example

If the goalkeeper takes a goal kick by throwing the ball with the hands instead of kicking it, the referee shall verbally warn the goalkeeper and order the goal kick to be retaken using the foot. The five-second countdown shall resume from the point at which it was stopped once the goalkeeper is ready to retake the goal kick and shall not restart from zero.

- **Goalkeeper Possession and Back-Pass Rule**

The goalkeeper may receive the ball from a teammate an unlimited number of times, provided that the goalkeeper is outside their own penalty area at the moment of contact with the ball. When the ball is in play if a teammate deliberately passes the ball back to the goalkeeper with the foot while the goalkeeper is inside the penalty area at the moment of contact with the ball, or if the goalkeeper remains in possession of the ball in their own half of the field for more than 5 seconds, the referee will stop play. The referee will start a 5-second countdown as soon as the goalkeeper controls the ball in their own half. The goalkeeper is allowed to carry the ball into the penalty area after legally receiving it outside, but the 5-second countdown continues without interruption. Failing to release the ball within this 5-second limit, or receiving a back-pass inside the penalty area, will result in an indirect free kick awarded to the opposing team. The indirect free kick will be taken from the place where the goalkeeper was in possession of the ball. If the possession occurs inside the penalty area, the indirect free kick will be taken from the nearest penalty area line that runs parallel to the goal line.

- **Last Defender Possession**

When a player other than the goalkeeper, being the last defender (the outfield player of the team in possession of the ball who is closest to their own goal line), is in possession of the ball in their own half of the field, the referee will initiate a 5-second countdown. If the last defender fails to release the ball within the 5-second limit, the referee will award an indirect free kick to the opposing team. The indirect free kick will be taken from the place where the last defender was in possession of the ball. If the possession occurs inside the penalty area, the indirect free kick will be taken from the nearest penalty area line that runs parallel to the goal line.



RULE 8

8.1. Kick-off

8.2. Dropped ball

The Start and Restart of the Play

A kick-off starts both halves of a match, both halves of extra time and restarts play after a goal has been scored.

Free kicks (direct or indirect), penalty kicks, throw-ins, goal kicks and corner kicks are other restarts (see Laws 13 –17).

A dropped ball is the restart when the referee stops play and the Law does not require one of the above restarts.

If an offence occurs when the ball is not in play this does not change how play is restarted.

8.1. Kick-off

Procedure:

- the team that wins the toss of a coin decides which goal it will attack in the first half
- their opponents take the kick-off
- the team that wins the toss takes the kick-off to start the second half
- for the second half, the teams change ends and attack the opposite goals
- after a team scores a goal, the kick-off is taken by their opponents

For every kick-off:

- All players, except the player taking the kick-off, must be in their own half of the field of play
- The opponents of the team taking the kick-off must be at least 5m from the ball until it is in play
- The ball must be stationary on the center mark
- The referee gives a signal
- The ball is in play when it is kicked and clearly moves
- A goal may be scored directly against the opponents from the kick-off; if the ball directly enters the kicker's goal, a corner kick is awarded to the opponents

Infringements and sanctions:

If the player taking the kick-off touches the ball again before it has touched another player an indirect free kick, or for deliberate handball a direct free kick, is awarded.

In the event of any other infringement of the kick-off procedure the kick-off is retaken.

8.2. Dropped ball

Procedure:

a) The referee will restart play with a dropped ball to the defending team's goalkeeper inside their penalty area if, at the moment when play was stopped:

- the ball was inside the penalty area, or
- the ball was last touched inside the penalty area.

b) In all other cases, the referee awards a dropped ball to a player of the team that last touched the ball, at the location where it was last touched by a player, an outside agent/external factor, or a match official. All other players (from both teams) must remain at least 5 meters away from the ball until it is in play. The ball is in play the moment it touches the ground.

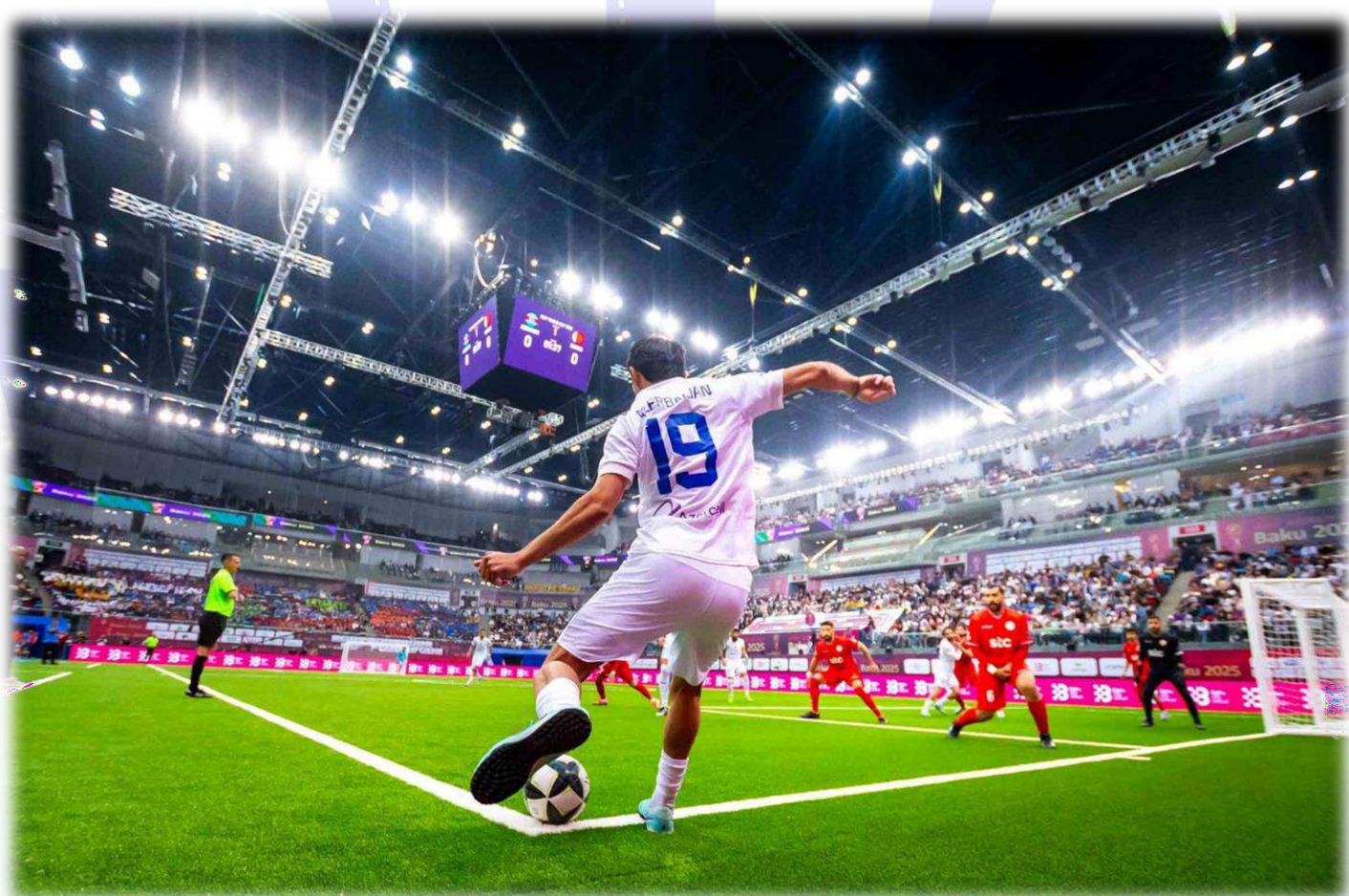
Infringements and sanctions:

The ball is dropped again if it:

- touches a player before it touches the ground
- leaves the field of play after it touches the ground, without touching a player

If a dropped ball enters the goal without touching at least two players play is restarted with:

- A goal kick if it enters the opponents' goal
- A corner kick if it enters the team's goal





RULE 9

9.1. Ball out of play

9.2. Ball in play

9.3. Covered stadium

The Ball in and out of play

9.1. Ball out of play

The ball is out of play when:

- It has wholly passed over the goal line or touchline on the ground or in the air
- Play has been stopped by the referee
- It touches a match official and remains on the field of play
- He touches the ceiling if there is

9.2. Ball in play

The ball is in play at all other times, including when it rebounds off a goalpost, crossbar or corner flag post and remains on the field of play. If, without intending to interfere with play unfairly, a team official, substitute, substituted or sent-off player or player who is temporarily off the field of play (injury, adjusting equipment etc.) touches the ball while it is still in play but when it is clearly leaving the field of play, this is penalised with an indirect free kick; there is no sanction.

9.3. Covered stadium

Indoor, the minimum ceiling height will be specified by the rules of the competition, but it cannot be less than seven meters.

If the ball touches the ceiling, the game resumes with a throw-in to the opposing team of the player who touched the ball last.

The throw-in must be made from the point closest to where the ball hit the ceiling.





RULE 10

10.1. Goal scored

10.2. Winning team

10.3. Extra Time

10.4. One-on-One Shootout Procedure

**Determine
the outcome of a match**

10.1. Goal scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no offence has been committed by the team scoring the goal.

A goal is not valid if the ball has been touched, intentionally or accidentally, with the hand or arm by a player of the scoring team before entering the goal.

A goal is not valid if the attacking team's goalkeeper intentionally throws or strikes the ball with the hand or arm from within their own penalty area and is the last player to touch the ball before it enters the opposing goal. In this case, play will restart with a goal kick awarded to the opposing team.

A goal is not valid if an attacking player uses the crossbar or goalpost for support in order to gain an unfair advantage (e.g. pulling themselves up to head the ball or pushing off the post). If a goal is scored under these circumstances, it will be disallowed, the player may be cautioned for unsporting behaviour, and play will be restarted with an indirect free kick for the opposing team.

If, after a goal has been scored and before play has resumed, the referees determine that the scoring team had an extra player on the field or committed an improper substitution that interfered with play, the goal shall be cancelled. The person responsible must be removed from the field, appropriate disciplinary action shall be taken, and play will be restarted with a direct free kick for the opposing team from any point within their own penalty area.

If the game has been resumed, the referees will take the measures provided for in Rule 3 against the offending player, but the goal will not be cancelled. The referees will report this incident to the competent authority.

If the goal is scored by the team that did not commit the offense, the goal will be awarded.

If a referee signals a goal before the ball has wholly passed over the goal line, play is restarted with a dropped ball.

10.2. Winning team

The team scoring the greater number of goals is the winner. If both teams score no goals or an equal number of goals the match is drawn.

When competition rules require a winning team after a drawn match or home-and-away tie, the only permitted procedures to determine the winning team are:

- two equal periods of extra time, not exceeding five (5) minutes each. The competition rules must stipulate the duration of the two equal periods of extra time;
- One-on-One Shootout
- a combination of the above procedures may be used

10.3. Extra Time

The rules of the competition may provide for an extension of two equal periods of 5 minutes each. In this case, the conditions stipulated in Law 8 apply. The rules of the competition shall stipulate the precise duration of two equal periods of extra time.

10.4. One-on-One Shootout Procedure

If a match is drawn at the end of normal playing time during the knockout stages of a tournament, the winner shall be determined by a one-on-one shootout. The procedure shall be conducted in accordance with the following rules.

The referee shall decide the half of the field of play where the shootout will take place; therefore, no coin toss shall be required for this purpose.

A coin toss shall only be conducted to determine which team takes the first shootout attempt.

All players and substitutes are allowed to shoot on penalties.

Each team shall nominate three players to take the first three attempts. The order of the players taking the attempts shall be decided by each team, and a goalkeeper may be nominated as a shooter.

Teams shall take alternate attempts. The shootout shall take place from the halfway line towards the goal, with all attempts starting from the centre mark.

If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any excluded player is not eligible to take part in the kicks (except as outlined below)

If a team has to reduce the number of eligible players to be the same with their opponent, they can remove goalkeepers from the list of shooters.

The goalkeeper removed from the list will therefore take place in the technical area but may at any time replace the goalkeeper in his defensive role.

Before starting the One-on-One Shootout, the referee must ensure that the same number of eligible players selected by each team to shoot are in the opposite half of the field

A goalkeeper who is no longer able to continue before or during One-on-One Shootout may be replaced by a substitute designated as such or by a player who has been removed to put the same number of shooters; the replaced goalkeeper will no longer be able to shoot.

Before each attempt:

- the ball shall be placed on the centre mark;
- the attacking player shall start from the centre mark and shall have a **maximum of 8 seconds to complete the attempt**;
- the defending goalkeeper shall remain on the goal line, between the goalposts, until the referee signals the start of the attempt.

Rule for the Execution of the Attempt

Referee 1 and Referee 2 shall supervise and control the entire procedure, ensuring that it is carried out in accordance with the Rules of the Game. Referee 3 shall signal the start and the end of each attempt by blowing the whistle.

The third referee shall be positioned at the halfway line, close to the attacking player taking the attempt, with his back facing the goal at which the attempt is being taken. This position allows the referee to properly monitor the execution of the attempt.

Following the third referee's signal, the attacking player may dribble the ball and attempt to score from any position on the field of play.

The defending goalkeeper may move freely within their own penalty area but shall not leave the penalty area at any time during the attempt.

Referee 3 shall blow the whistle to start the attempt only when all players are correctly positioned and the procedure is ready to begin. At the end of the attempt, Referee 3 shall blow the whistle to signal that the attempt has been completed.

All referees shall be responsible for monitoring compliance with the Rules of the Game throughout the procedure and shall intervene in the event of any infringement.

If the ball rebounds from the goalposts, crossbar or goalkeeper and remains in play, the attempt shall continue until the ball leaves the field of play or the time limit expires.

The attempt is completed when:

- the ball enters the goal (goal awarded);
- the goalkeeper commits an offence against the attacker (goal awarded);
- the ball leaves the field of play (no goal);
- the attacker commits an offence against the goalkeeper (no goal);
- the goalkeeper gains possession and controls the ball with the hands (no goal);
- the goalkeeper leaves the penalty area before the attempt is completed (goal awarded);
- the 8-second time limit expires (no goal).

The goalkeeper may be replaced by any eligible player listed on the team sheet.

No player may take a second attempt until all eligible players have taken one attempt, excluding suspended players.

All players and team officials, except the attacking player and defending goalkeeper, shall remain in the opposite half of the field of play, at least 3 metres from the halfway line, until the attempt has been completed.

If a player or team official enters the shootout area or interferes with play during an attempt:

- if the interference is committed by the attacking team, the attempt shall be recorded as no goal;
- if the interference is committed by the defending team, the attempt shall be recorded as a goal.

During kicks from the One-on-One Shootout:

With the exception of a substitute for an injured goalkeeper, only authorized players, as well as goalkeepers present on the field or temporarily out of the field (due to injury, equipment change, etc.), referees and the third referee who can remain on the field of play during the One-on-One Shootout

All eligible players, except the player taking the kick and the two goalkeepers, must remain with the third referee in the opposite half of the field of play.

The goalkeeper of the kicker must remain on the field of play, outside the penalty area, where the goal line meets the touchline.

Any eligible player may at any time replace the goalkeeper during the penalty kicks, but only in his DEFENSIVE role, provided that he has informed the referees and put on the correct jersey.

The referees keep a record of the kicks

If the goalkeeper commits an offence and, as a result, the kick is retaken, the goalkeeper must be warned for the first offence and will receive a yellow card for any subsequent offence(s).

If the kicker is penalized for an offence committed after the referee has signaled for the kick to be taken, that kick is recorded as missed and the kicker is cautioned.

If both the goalkeeper and kicker commit an offence at the same time:

- if the kick is missed or saved, the kick is retaken and both players cautioned
- if the kick is scored, the goal is disallowed, the kick is recorded as missed and the kicker cautioned

Subject to the conditions explained below, both teams take three kicks:

The kicks are taken alternately by the teams.

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

If the scores remain level after three attempts by each team, the shootout shall continue on a sudden-death basis. Each team shall take one additional attempt until, after an equal number of attempts, one team has scored more goals than the other. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.

The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers.

Substitutions and send offs during kicks from the One-on-One shootout:

A player, substitute or substituted player may be cautioned or sent off.

A goalkeeper who is sent off must be replaced by an eligible player or by a goalkeeper removed only in his defensive role.

A player other than the goalkeeper who is unable to continue may not be replaced.

The referee must not abandon the match if a team is reduced to fewer than four players.





RULE 11

11.1. Protocol of start of match

11.2. End of match protocol

Start and End of Game Protocol

Both, start and end of the match protocols are obligatory stages during a Minifootball match played in official competitions organized by the WMF, the confederations or the member associations.

The referees shall ensure that these protocols are respected by all players of both teams before and after the match, if necessary, they record all events in writing and submit to the competent authorities a report recording the information relating to any deficiency, as well as any other incident that occurred before and after the match.

11.1. Protocol of start of match

Before the protocol:

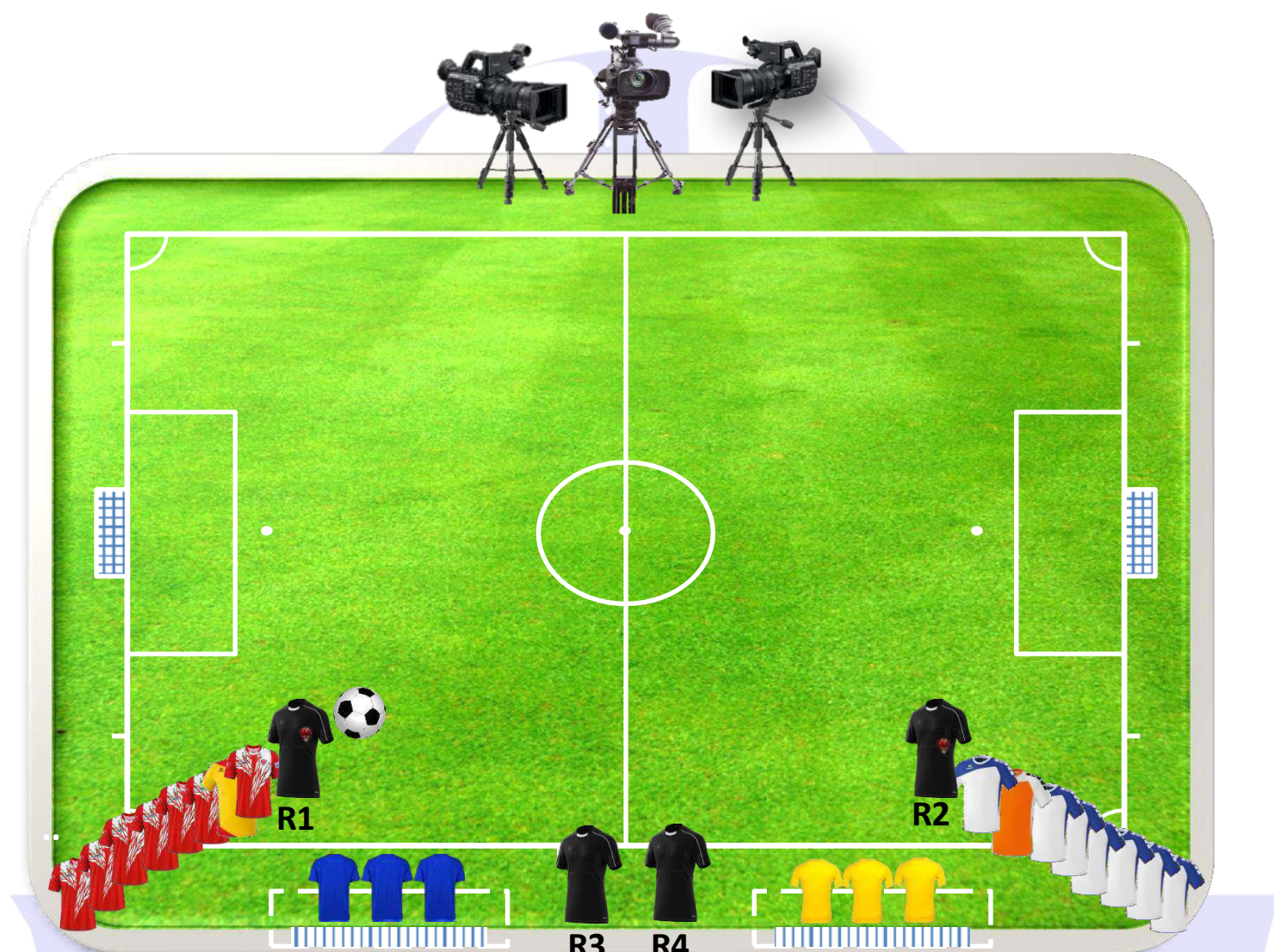
- All players of both teams entered on the score sheet is required to apply and respect the rules of the start-of-match protocol
- The same number of players from each team, as determined by the competition regulations, must participate in the start-of-match protocol. The number of participating players may vary depending on the competition rules, but it must be equal for both teams.
- The referee considers the length of the start-of-match protocol so that he can kick off the match at the scheduled time
- All players and substitutes must participate in this protocol with their official match order (no chasubles or other)

Procedure:

- The ball of the match is placed on a podium at the entrance of the field
- The possession of the ball by the first referee (R1) is the trigger signal for the entry of the holders of the flags followed by the referees and the two teams
- Each team enters from the corner point or the middle of the field behind the referees, and they follow each other in ascending order of their jersey to reach the center of the field



Position of the referees before the start of the match protocol



- The captain of the local team (C1) must overtake his teammates and they will all follow the first referee (R1)
- The captain of the visiting team (C2) must overtake his teammates and they will all follow the second referee (R2)
- The officials of the two teams entered on the score sheet must return to their places in the technical surface of their team (C)
- The third referee (R3) and the fourth referee (R4) shall be positioned between the team benches, with the fourth referee (R4) next to the visiting team's bench and the third referee (R3) next to the home team's bench.

Position of the referees during the protocol in the midfield



- The teams stand in a row facing the cameras, the captains near the referees
- The first and second referees (R1) and (R2) are in the middle
- The third referee (R3) and the fourth referee (R4) shall be positioned between the team benches, with the fourth referee (R4) next to the visiting team's bench and the third referee (R3) next to the home team's bench.
- At the signal of the referee R1, the players greet the public
- Then the national anthems of the respective teams

The local team shakes hand first with referees and then players of the opposing team



- The captain of the host team followed by his teammates shake hands with the referees and the players of the opposing team.
- After that, they return to their respective places
- In the same way, the players of the opposing team shake hands with the referees and return to their places

The captain of the visiting team followed by his teammates shake hands with the referees and then they return to their places



- The flag holders leave the field in a specific order: the WMF flag, followed by the flag of the host country and finally the flag of the guest country

Coin Toss procedure



- The referee proceeds with a coin toss, the captain of the guest team chooses the coin side
- The winner chooses his side and the loser kicks off for the first half. The winner kicks off for the second half

11.2. End of match protocol

Before the protocol:

The referee (R1) whistles the end of the match and goes to the central point where the referees (R2), (R3) and (R4) will join him

All players and substitutes must participate in this protocol with their official match order (no changes or other)

Procedure:

- All the referees must be in the middle of the central circle
- The team captains then collect their players in the central zone



- The first referee (R1) and the second referee (R2) are in the middle, the fourth referee (R4) next to the visiting team and the third referee (R3) next to the home team
- The captain of the local team and his teammates shake hands with the referees and players of the opposing team
- Subsequently the captain of the visiting team followed by his teammates, shake hands with the referees and then they return to their places



- Players from both teams greet spectators
- The visiting team comes out first, the last to go out being the captain followed by the referees
- The captain of the local team goes out following the referees, and his teammates follow him afterwards and leave the field



RULE 12

12.1. Direct free kick

12.2. Indirect free kick

12.3. Disciplinary Actions

12.4. Restart of play after fouls and misconduct

Fouls and Misconduct

Direct and indirect free kicks and penalty kicks can only be awarded for offences committed when the ball is in play.

12.1. Direct free kick

A direct free kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the referee to be careless, reckless or using excessive force:

- charges
- jumps at
- kicks or attempts to kick
- pushes
- strikes or attempts to strike (including head-butt)
- tackles or challenges
- trips or attempts to trip

If an offence involves contact it is penalized by a direct free kick or penalty kick:

- Careless is when a player shows a lack of attention or consideration when making a challenge or acts without precaution. No disciplinary sanction is needed
- Reckless is when a player acts with disregard to the danger to, or consequences for, an opponent and must be cautioned
- Using excessive force is when a player exceeds the necessary use of force and/or endangers the safety of an opponent and must be sent off

A direct free kick is awarded if a player commits any of the following offences:

- handles the ball deliberately (except for the goalkeeper within their penalty area)
- holds an opponent
- impedes an opponent with contact
- spits at an opponent

See also offences in Rule 3

Handling the ball

Handling the ball involves a deliberate act of a player making contact with the ball with the hand or arm.

The following must be considered:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an offence
- touching the ball with an object held in the hand (clothing, shinpads, etc.) is an offence
- hitting the ball with a thrown object (boot, shinpads, etc.) is an offence

The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their own penalty area in a situation where this is not permitted, an indirect free kick is awarded, but no disciplinary sanction is applied. However, if the offence consists of playing the ball a second time (with the hand/arm or otherwise) after play has been restarted and before it has touched another player, the goalkeeper must be sanctioned if the offence stops a promising attack or prevents a goal or an obvious goal-scoring opportunity for an opponent or the opposing team.

12.2. Indirect free kick

An indirect free kick is awarded if a player:

- plays in a dangerous manner
- impedes the progress of an opponent without any contact being made
- is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences
- prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- makes a sliding tackle without physical contact that represents a danger to the opposing player or prevents him from playing the ball or continuing their forward movement (in a forward direction and at a distance of less than 1 m from the opposing player)
- commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player

An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences:

- controls the ball with the hands for more than five seconds before releasing it
- receives the ball intentionally from a team-mate and plays it
- touches the ball with the hands after:
 - releasing it and before it has touched another player
 - it has been deliberately kicked to the goalkeeper by a team-mate
 - receiving it directly from a throw-in taken by a team-mate

A goalkeeper is considered to be in control of the ball when:

- the ball is between the hands or between the hand and any surface (e.g. ground, own body) or by touching it with any part of the hands or arms except if the ball rebounds accidentally from the goalkeeper or the goalkeeper has made a save
- holding the ball in the outstretched open hand
- bouncing it on the ground or throwing it in the air

A goalkeeper cannot be challenged by an opponent while in control of the ball with their hands.

If a defending player (including the goalkeeper) uses the crossbar or goalpost for support in order to gain an unfair advantage and plays the ball, play is stopped and:

- if this action does not stop a goal or deny an obvious goal-scoring opportunity to the opposing team, play is restarted with an indirect free kick for the opposing team, and the player may be cautioned (yellow card) for unsporting behaviour if this action stops a promising attack;
- if this action stops a goal or denies an obvious goal-scoring opportunity to the opposing team, play is restarted with a penalty kick for the opposing team, and the player is sent off (red card).



Playing in a dangerous manner

Playing in a dangerous manner is any action that, while trying to play the ball, threatens injury to someone (including the player themselves) and includes preventing a nearby opponent from playing the ball for fear of injury.

A scissors or bicycle kick is permissible provided that it is not dangerous to an opponent.

Impeding the progress of an opponent without contact

Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is not within playing distance of either player.

All players have a right to their position on the field of play; being in the way of an opponent is not the same as moving into the way of an opponent.

A player may shield the ball by taking a position between an opponent and the ball if the ball is within playing distance and the opponent is not held off with the arms or body.

If the ball is within playing distance, the player may be fairly charged by an opponent.

12.3. Disciplinary Actions

The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).

If, before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match (see Rule 3.6); the referee will report any other misconduct.

A player who commits a cautionable or sending-off offence, either on or off the field of play, against an opponent, a team-mate, a match official or any other person or the Rules of the Game, is disciplined according to the offence.

The yellow card communicates a caution and the red card communicates a sending-off.



Delaying the restart of play to show a card

Once the referee has decided to caution or send off a player, play must not be restarted until the sanction has been administered.

Advantage

If the referee applies advantage following an offence that would have resulted in a caution or a sending-off had play been stopped, the corresponding caution or sending-off must be issued at the next stoppage of play. However, if the offence denied the opposing team a clear goal-scoring opportunity, the player is cautioned for unsporting behaviour. If the offence involved stopping a promising attack or interfering with such an attack, the player is not cautioned.

The advantage rule must not be applied in cases of serious foul play, violent conduct, or when a second cautionable offence is committed, unless there is a clear goal-scoring opportunity. The referee must send off the player at the first stoppage of play; however, if the player plays the ball, challenges an opponent for the ball, or interferes with the opponent, the referee must stop play, send off the player, and restart play with an indirect free kick, unless the player has committed a more serious offence.

If a defending player begins holding an attacking player outside the penalty area and continues holding them inside the penalty area, the referee must award a penalty kick.

Cautionable offences

A player is cautioned if guilty of:

- Dissent by word or action
- Entering, re-entering or deliberately leaving the field of play without the referee's permission
- Failing to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- Persistent offences (no specific number or pattern of offences constitutes "persistent")
- Unsporting behavior

A substitute or substituted player is cautioned if guilty of:

- Delaying the restart of play
- Dissent by word or action
- Entering or re-entering the field of play without the referee's permission
- Unsporting behavior

Cautions for unsporting behavior

There are different circumstances when a player must be cautioned for unsporting behavior including if a player:

- attempts to deceive the referee e.g., by feigning injury or pretending to have been fouled (simulation)
- changes places with the goalkeeper during play or without the referee's permission
- commits in a reckless manner a direct free kick offence
- handles the ball to interfere with or stop a promising attack
- commits a sliding tackle that results in any contact with the opponent, or a sliding tackle without contact that endangers the opponent or prevents him from playing the ball or continuing his forward movement, thereby interfering with or stopping a promising attack

- commits a foul which interferes with or stops a promising attack except where the referee awards a penalty kick for an offence which was an attempt to play the ball
- denies an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick
- handles the ball in an attempt to score a goal (whether or not the attempt is successful) or in an unsuccessful attempt to prevent a goal
- makes unauthorized marks on the field of play
- plays the ball when leaving the field of play after being given permission to leave
- shows a lack of respect for the game
- uses a deliberate trick to pass the ball (including from a free kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands
- verbally distracts an opponent during play or at a restart
- uses the crossbar or goalpost for support in order to gain an unfair advantage



Celebration of a goal

Players can celebrate when a goal is scored, but the celebration must not be excessive; choreographed celebrations are not encouraged and must not cause excessive time- wasting. Leaving the field of play to celebrate a goal is not a cautionable offence but players should return as soon as possible.

A player must be cautioned for:

- climbing on to a perimeter fence and/or approaching the spectators in a manner which causes safety and/or security issues
- gesturing or acting in a provocative, derisory or inflammatory way
- covering the head or face with a mask or other similar item
- removing the shirt or covering the head with the shirt

Delaying the restart of play

Referees must caution players who delay the restart of play by:

- Trying to leave the field after being treated
- Kicking or carrying the ball away, or provoking a confrontation by deliberately touching the ball after the referee has stopped play
- A goalkeeper pretending to be injured to heal on the ground

Sending-off offences

A player, substitute or substituted player who commits any of the following offences is sent off:

- denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area)
- denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick (unless as outlined below).
- serious foul play
- biting or spitting at an opponent or any other person
- violent conduct
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

Denying a goal or an obvious goal-scoring opportunity

- A player must be sent off if they deliberately handle the ball to deny the opposing team a goal or an obvious goal-scoring opportunity, regardless of where the offence occurs on the field.
- **Last outfield Player** is positioned between an advancing player (attacker) and the goal, in any situation where the attacker is in clear control of the ball and has a clear opportunity to score, with no other opponents in a position to tackle the player in possession of the ball.
- If a player commits a foul against an opponent inside their own penalty area, denying a clear goal-scoring opportunity, and the referee awards a penalty kick, the following applies:
 - If the foul was a genuine attempt to play the ball, the player will be cautioned (shown a yellow card).
 - In all other cases — such as holding, pulling, pushing, or when there is no possibility to play the ball — the player must be sent off (shown a red card).
- **A sliding tackle** that does **not involve physical contact** but still **endangers the safety of an opponent**, prevents them from playing the ball, or stops their forward movement — thereby denying a goal or a clear goal-scoring opportunity — is also considered a sending-off offence.
- Any player (including substitutes, substituted players, or already sent-off players) who enters the field of play without the referee's permission and interferes with play or an opponent, thereby denying a goal or an obvious goal-scoring opportunity, must also be sent off.

When assessing whether a goal or clear goal-scoring opportunity was denied, the referee must consider:

- The distance between the offence and the goal
- The general direction of the play
- The likelihood of the attacker keeping or gaining control of the ball
- The location and number of defenders

Serious foul play

A tackle or challenge that endangers the safety of an opponent or uses excessive force or brutality must be sanctioned as serious foul play.

Any player who lunges at an opponent in challenging for the ball from the front, from the side or from behind using one or both legs, with excessive force or endangers the safety of an opponent is guilty of serious foul play.

Ban on sliding tackles

Sliding tackles are strictly forbidden unless there is no contact or any danger to the opponent player

Exceptions:

The goalkeeper is the only exception and is allowed to perform sliding tackles **only within their own penalty area**, provided that the challenge does not involve contact, danger, or misconduct as defined below.

- A sliding tackle followed by any contact with the opponent player: Direct free kick and the corresponding disciplinary action
- A sliding tackle but represents a danger to the opponent player or prevents him from playing the ball or continuing his race (direction in front and distance less than 1 m from the opposing player): Indirect free kick and the corresponding disciplinary action
- A sliding tackle to play the ball without any contact, represents no danger, away from the opposing player and does not prevent him from playing the ball or continuing his race: No foul and no disciplinary action



Violent conduct

Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball, or against a team-mate, team official, match official, spectator or any other person, regardless of whether contact is made.

In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct unless the force used was negligible.

Offences where an object (or the ball) is thrown

In all cases, the referee takes the appropriate disciplinary action:

- reckless – caution the offender for unsporting behavior
- using excessive force – send off the offender for violent conduct



12.4. Team Officials

If an offence is committed by a person in the technical area (substitute, substituted player, sent-off player or team official) and the responsible individual cannot be identified, the sanction shall be applied to the head team coach present in the technical area.

Warning

The following actions should normally result in a warning. Repeated or serious offences may lead to a caution or a sending-off:

- entering the field of play in a respectful, non-confrontational manner
- failing to cooperate with match officials
- minor disagreement with a decision (by word or action)
- occasionally leaving the technical area without committing another offence

Caution (Yellow Card)

A caution is issued for, but not limited to, the following offences:

- clearly or repeatedly failing to respect the limits of the technical area
- delaying the restart of play by the offender's team
- deliberately entering the opposing team's technical area in a non-confrontational manner
- dissent by word or action including: throwing or kicking objects (e.g. drink bottles) or action(s) which show(s) a clear lack of respect for the match officials
- repeatedly gesturing for a yellow or red card
- excessively requesting a VAR review
- provocative or inflammatory behaviour
- persistent unacceptable behaviour
- showing a lack of respect for the game or match officials

Sending-Off (Red Card)

A sending-off is issued for, but not limited to, the following offences:

- delaying the restart of play by the opposing team
- deliberately leaving the technical area to protest or confront a match official
- entering the opposing technical area in an aggressive or confrontational manner
- deliberately throwing or kicking an object onto the field of play
- entering the field of play to confront a match official or interfere with play
- physical or aggressive behaviour, including spitting
- receiving a second caution in the same match
- using offensive, insulting or abusive language and/or gestures
- violent conduct

Thrown Objects

When an object (including the ball) is thrown:

- reckless action → caution for unsporting behaviour
- use of excessive force → sending-off for violent conduct

12.5 Restart of play after fouls and misconduct

- If the ball is out of play, play is restarted according to the previous decision
- If the ball is in play and a player commits an offence inside the field of play against:
 - An opponent: indirect or direct free kick or penalty kick
 - A team-mate, substitute, substituted or sent off player, team official or a match official: a direct free kick or penalty kick
 - Any other person: a dropped ball
- If, when the ball is in play:
 - A player commits an offence against a match official or an opposing player, substitute, substituted or sent off player, or team official outside the field of play or
 - A substitute, substituted or sent off player, or team official commits an offence against, or interferes with, an opposing player or match official outside the field of play,

play is restarted with a free kick on the boundary line nearest to where the offence/interference occurred; a penalty kick is awarded if this is a direct free kick offence within the offender's penalty area.

If a player standing on or off the field of play throws an object (including the ball) at an opposing player, substitute, substituted or sent off player, or team official, match official or the ball, play is restarted with a direct free kick from the position where the object struck or would have struck the person or the ball. If this position is off the field of play, the free kick is taken on the nearest point on the boundary line; a penalty kick is awarded if this is within the offender's penalty area.

If a substitute, substituted or sent off player, player temporarily off the field of play or team official throws or kicks an object onto the field of play and it interferes with play, an opponent or match official, play is restarted with a direct free kick (or penalty kick) where the object interfered with play or struck or would have struck the opponent, match official or the ball.



RULE 13

13.1. Types of free kick

13.2. Procedure

13.3. Offenses and Sanctions

Free Kicks

13.1 Types of free kick

Direct or indirect free kicks are awarded to the opposing team when a player commits an offence. If a player delays the restart or is ready but doesn't take the kick within 5 seconds, the referee will award an indirect free kick to the opposing team from the spot where the ball was positioned.

Indirect free kick signal

The referee indicates an indirect free kick by raising the arm above the head; this signal is maintained until the kick has been taken and the ball touches another player or goes out of play.

An indirect free kick must be retaken if the referee fails to signal that the kick is indirect and the ball is kicked directly into the goal.

Ball enters the goal

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if a direct or indirect free kick is kicked directly into the team's own goal, a corner kick is awarded



13.2. Procedure

- Indirect free kicks awarded to the attacking team for an offense committed by the opposing goalkeeper inside his penalty area are taken from the nearest point on the penalty area line which runs parallel to the goal line
- Free kicks to the defending team in their penalty area may be taken from anywhere in that area
- Free kicks for offences involving a player entering, re-entering or leaving the field of play without permission are taken from the position of the ball when play was stopped. However, if a player leaves the field of play as part of play and commits an offence against another player, play is restarted with a free kick taken on the boundary line nearest to where the offence occurred; for direct free kick offences a penalty kick is awarded if this is within the offender's penalty area
- The Law designates another position (see Rule 3, 12)

The Ball:

- Must be stationary and the kicker must not touch the ball again until it has touched another player
- Is in play when it is kicked and clearly moves
- For free kicks to the defending team inside their own penalty area, the ball must be stationary and is in play when it is kicked and clearly moves

Until the ball is in play all opponents must remain:

- at least 5 m from the ball, unless they are on their own goal line between the goalposts
- outside the penalty area for free kicks inside the opponents' penalty area.

A free kick can be taken by lifting the ball with a foot or both feet simultaneously. Feinting to take a free kick to confuse opponents is permitted as part of football.

If a player, while correctly taking a free kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

13.3. Offenses and Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 5m from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

If, when a free kick is taken by the defending team from inside its penalty area, any opponents are inside the penalty area because they did not have time to leave, the referee allows play to continue. If an opponent who is in the penalty area when the free kick is taken, or enters the penalty area before the ball is in play, touches or challenges for the ball before it has touched another player, the free kick is retaken.

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded, if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded.

Where defending team players form a 'wall', all attacking team players must remain at least 1 m from the 'wall' until the ball is in play. If, when the free kick is taken, an attacking team player is less than 1 m from the 'wall', an indirect free kick is awarded to the defending team.





RULE 14

- 14.1. Procedure
- 14.2. Offenses and Sanctions
- 14.3. Summary Table

Penalty Kick and A 10-metre penalty kick

A Penalty Kick is awarded if a player commits a direct free kick offence inside their penalty area or off the field as part of play as outlined in Laws 12 and 13.

A 10-metre Penalty Kick is awarded when a team accumulates seven (7) or more fouls in one half, with each foul sanctioned by the referee with a direct free kick.

If the same team commits two additional fouls after the 7th foul, a further 10-metre penalty kick is awarded for the 9th accumulated foul.

For every foul committed after the 9th accumulated foul—the 10th, 11th, 12th, etc.—a 10-metre penalty kick is awarded each time.

All accumulated fouls committed by a team during a half are cancelled at the end of that half and the count restarts at zero in the second half.

A goal may be scored directly from both a penalty kick and a 10-metre penalty kick.

Offences related to the Goalkeeper Back-Pass Rule and the 5-second rule are not considered fouls and therefore do not count toward the team's accumulated-foul count.

A 7-metre penalty kick does not count toward the team's accumulated-foul count.



14.1. Procedure

- The ball must be stationary on the penalty mark.
- The player taking the penalty kick must be clearly identified.
- The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball has been kicked.
- The players other than the kicker and goalkeeper must be:
 - at least 5 m from the penalty mark towards the center of the field (behind the ball)
 - behind the penalty mark
 - inside the field of play
 - outside the penalty area
- After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken.
- The player taking the penalty kick must kick the ball forward; a back-heel is allowed, as long as the ball clearly moves forward.
- The ball is in play when it is kicked and clearly moves.
- The kicker must not play the ball again until it has touched another player.
- The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for any offence.

Additional time is allowed for a penalty kick to be taken and completed at the end of each half of the match or extra time.

When additional time is allowed, the penalty kick is completed when, after the kick has been taken, the ball stops moving, goes out of play, is played by any player (including the kicker) other than the defending goalkeeper, or the referee stops play for an offence by the kicker or the kicker's team.

If a defending team player (including the goalkeeper) commits an offence and the penalty is missed/saved, the penalty is retaken.

14.2. Offences and Sanctions

Once the referee has signaled for a penalty kick to be taken, the kick must be taken.

If, before the ball is in play, one of the following occurs:

- a team-mate of the player taking the penalty kick is penalised for encroachment only if:
 - the encroachment clearly impacted on the goalkeeper; or
 - the encroaching player plays the ball or challenges an opponent for the ball and then scores, attempts to score or creates a goal-scoring opportunity
- a team-mate of the goalkeeper is penalised for encroachment only if:
 - the encroachment clearly impacted on the kicker; or
 - the encroaching player plays the ball or challenges an opponent for the ball and this prevents the opponents from scoring, attempting to score or creating a goal-scoring opportunity
- the player taking the penalty kick or a team-mate offends:
 - if the ball enters the goal, the kick is retaken
 - if the ball does not enter the goal, the referee stops play and restarts with an indirect free kick

- except for the following when play will be stopped and restarted with an indirect free kick, regardless of whether or not a goal is scored:
 - a penalty kick is kicked backwards
 - a team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
 - feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted); the referee cautions the kicker

- the goalkeeper offends:
 - if the ball enters the goal, a goal is awarded
 - if the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaken if the goalkeeper's offence clearly impacted on the kicker

• if the ball is prevented from entering the goal by the goalkeeper, the kick is retaken
 If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game.

- a tea-mate of the goalkeeper offends:
 - if the ball enters the goal, a goal is awarded
 - if the ball does not enter the goal, the kick is retaken
- both the goalkeeper and the kicker commit an offence at the same time, the kicker is cautioned and play restarts with an indirect free kick to the defending team

If, after the penalty kick has been taken:

- The kicker touches the ball again before it has touched another player:
 - an indirect free kick (or direct free kick for deliberate handball offence) is awarded
- The ball is touched by an outside agent as it moves forward:
 - the kick is retaken unless the ball is going into the goal and the interference does not prevent the goalkeeper or a defending player playing the ball, in which case the goal is awarded if the ball enters the goal (even if contact was made with the ball) unless the interference was by the attacking team
- The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts and is then touched by an outside agent:
 - the referee stops play
 - play is restarted with a dropped ball at the position where it touched the outside agent

Double Touch of the ball during the execution of a penalty kick

Type of Double Touch	During a penalty kick in the match
Unintentional (Player slipping or losing balance)	• If the ball enters the goal, the penalty kick is retaken. • If the ball does not enter the goal, an indirect free kick is awarded to the defending team from the place of the infringement.
Intentional	An indirect free kick is awarded.
Intentional (replaying the ball or changing direction)	An indirect free kick is awarded to the defending team from the place of the infraction, whether a goal is scored or not.

14.3. Summary Table

Outcome of the penalty Kick		
	Goal	No Goal
Encroachment by attacking player	Impact: Penalty is retaken No impact: Goal	Impact: Indirect free kick No impact: no retake
Encroachment by defending player	Goal	Impact: Penalty is retaken No impact: no retake
Encroachment by defending and attacking player	Impact: Penalty is retaken No impact: goal	Impact: Penalty is retaken No impact: no retake
Offense by goalkeeper	Goal	Not saved: penalty is not retaken (unless kicker is clearly impacted) Saved: penalty is retaken and warning for goalkeeper; caution for any further offence(s)
Ball kicked backwards	Indirect free kick	Indirect free kick
Illegal feinting	Indirect free kick and caution for kicker	Indirect free kick and caution for kicker
Wrong kicker	Indirect free kick and caution for wrong kicker	Indirect free kick and caution for wrong kicker





RULE 15

15.1 Procedure

15.2 Offenses and Sanctions

The Throw-in

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball passes over the touchline, on the ground or in the air.

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

- if the ball enters the opponents' goal – a goal kick is awarded
- if the ball enters the thrower's goal – a corner kick is awarded

15.1. Procedure

At the moment of delivering the ball, the thrower must:

- face the field of play
- have part of each foot on the touchline or on the ground outside the touchline
- throw the ball with both hands from behind and over the head from the point where it left the field of play

All opponents must stand at least 2 m from the point at which the throw-in is taken.

The ball is in play when it enters the field of play. If the ball touches the ground before entering, the throw-in is retaken by the same team from the same position. If the throw-in is not taken correctly it is retaken by the opposing team.

If a player, while correctly taking a throw-in, intentionally throws the ball at an opponent in order to play the ball again but neither in a careless nor a reckless manner nor using excessive force, the referee allows play to continue.

The thrower must not touch the ball again until it has touched another player.



15.2 . Offenses and Sanctions

If, after the ball is in play, the thrower touches the ball again before it has touched another player an indirect free kick is awarded; if the thrower deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the thrower's penalty area unless the ball was handled by the defending team's goalkeeper in which case an indirect free kick is awarded

An opponent who unfairly distracts or impedes the thrower (including moving closer than 2 m to the place where the throw-in is to be taken) is cautioned for unsporting behavior and if the throw-in has been taken an indirect free kick is awarded.

For any other offence the throw-in is taken by a player of the opposing team.





RULE 16

16.1 Procedure

16.2 Offenses and Sanctions

The Goal Kick

A goal kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.

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

16.1 Procedure

- The ball must be stationary and is kicked from any point within the goal area by a player of the defending team
- The ball is in play immediately when it is kicked and clearly moves
- All opponents must remain outside the penalty area and at least 5 m from the ball until the ball is in play.



16.2. Offenses and Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If an opponent who is in the penalty area when the goal kick is taken enters the penalty area before the ball is in play, or comes closer than 5 m from the ball before the ball is in play, and touches or challenges for the ball before it has touched another player, the goal kick is retaken.

If a player enters the penalty area before the ball is in play and fouls or is fouled by an opponent, the goal kick is retaken and the offender may be cautioned or sent off depending on the offence.

For any other offence the kick is retaken.

WORLD MINIFOOTBALL



RULE 17

17.1. Procedure

17.2 Offenses and Sanctions

The Corner

A corner kick is awarded when the whole of the ball passes over the goal line, on the ground or in the air, having last touched a player of the defending team, and a goal is not scored.

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

17.1. Procedure

- The ball must be placed in the corner area nearest to the point where the ball passed over the goal line
- The ball must be stationary and is kicked by a player of the attacking team
- The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area
- The corner flag post can be removed
- Opponents must remain at least 5 m from the corner arc until the ball is in play



17.2 . Offenses and Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player an indirect free kick is awarded; if the kicker deliberately handles the ball:

- a direct free kick is awarded
- a penalty kick is awarded if the offence occurred inside the kicker's penalty area unless the kicker was the goalkeeper in which case an indirect free kick is awarded

If a player, while correctly taking a corner kick, intentionally kicks the ball at an opponent in order to play the ball again but not in a careless or reckless manner or using excessive force, the referee allows play to continue.

For any other offence the kick is retaken.

WORLD MINIFOOTBALL



RULE 18

- 18.1. Goal/No Goal**
 - 18.2. Penalty decisions**
 - 18.3. Direct card incidents**
 - 18.4. Mistaken identity**
 - 18.5. Red card resulting from an incorrectly awarded second yellow card**
 - 18.6. Practical instructions**
 - 18.7. Check**
 - 18.8. Review**
 - 18.9. Final decision**
 - 18.10. Players, substitutes and team officials**
 - 18.11. Match validity**
 - 18.12. Incapacitated VAR**
- VAR Guidelines**

VAR

(Video Assistant Referee)

A video assistant referee (VAR) is a match official, with independent access to match footage, who may assist the referee only in the event of a 'clear and obvious error' or 'serious missed incident' in relation to:

- **Goal/no goal**
- **Penalty/no penalty**
- **Direct red card**
- **Mistaken identity**
- **Red card resulting from an incorrectly awarded second yellow card**

18.1. Goal / No goal

- All goals scored in the WMF competitions are automatically checked by the Video Assistant Referee (VAR).
- If any offence is committed by the attacking team in the attacking possession phase that led to goal (such as handball, foul, etc.) the referee should be invited by VAR to conduct an on-field review of the incident
- If any offence occurs in the build-up to a goal by the attacking team (such as the ball going out of play before the goal, uncertainty over whether the ball fully crossed the goal line, or an infringement by the goalkeeper or kicker during a penalty kick) VAR must inform the referee with a factual ruling, classified as a TECHNICAL DECISION BY VAR.
- If the broadcast footage does not support the referee's initial perception of the incident, VAR may recommend that the referee reconsider and potentially overturn their original decision. The game must not be restarted without the VAR confirming the goal is correctly scored.

18.2. Penalty decisions

- All penalties awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR), who will also check for possible penalties not given by the on-field Referee.
- For penalties awarded, the VAR will check for any infringements by the attacking team in the attacking possession phase that led to the penalty as well as the incident for which the penalty was awarded.
- For factual decisions such as the ball being out of play in the build-up, the VAR will inform the Referee, who will overturn any penalty awarded if the whole of the ball is deemed to have left the field of play.

18.3. Direct red card incidents

- All red cards awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).
- The VAR will check red-card incidents for which the on-field referee has awarded a yellow card or no card at all
- The on-field referee will explain his decision to the VAR and what he has seen. If the evidence provided to the VAR by the broadcast footage does not coincide with what the Referee believes he has seen, then the VAR can recommend to the Referee that they overturn their original decision. The final decision will remain with the on-field referee.

18.4. Mistaken identity

- This is a technical decision by VAR.
- If the referee sanctions the wrong player (yellow or red card), VAR must immediately inform which player should be penalized.

18.5 Red card resulting from an incorrectly awarded second yellow card

- All red cards resulting from a second yellow card awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).

- VAR may intervene in situations where the referee issues a second yellow card, resulting in the player's dismissal. Following a review of the incident, the VAR identifies a clear and obvious error in the awarding of the second yellow card. The second caution could be the result of a simulation, a non-foul incident or an offence that does not require a caution. In this situation the referee should be invited by VAR to conduct an on-field review of the incident. After review, the on-field referee may confirm, cancel, or upgrade the disciplinary sanction, depending on the findings



18.6. Practical instructions

VAR philosophy: 'minimum interference –maximum benefit'

- The referee must always make a decision. The referee is not permitted to give 'no decision' and then use the VAR to make the decision
- The original decision given by the referee will not be changed unless the video 'review' clearly shows that the decision was a 'clear and obvious error'.
- Only the referee can initiate a 'review'; the VAR can only recommend a 'review' to the referee.
- The final decision is always taken by the referee 1, either based on information from the VAR or after the referee has undertaken an 'on-field review' (OFR).
- There is no time limit for the review process as accuracy is more important than speed.
- The referee must remain 'visible' during the review process to ensure transparency.
- If play continues after an incident which is then reviewed, any disciplinary action taken/required during the post-incident period is not cancelled, even if the original decision is changed (except a caution/send off for stopping a promising attack or DOGSO).
- If play has stopped and been restarted, the referee may not undertake a 'review' except for a case of mistaken identity or for a potential sending-off offence relating to violent conduct, spitting, biting or extremely offensive, insulting and/or abusive gesture(s).

Reviewable match-changing decisions/incidents

- The referee may receive assistance from the VAR only in relation to five categories of match-changing decisions/incidents. In all these situations, the VAR is only used after the referee has made a (first/original) decision (including allowing play to continue), or if a serious incident is missed/not seen by the match officials.

- The referee's original decision will not be changed unless there was a 'clear and obvious error' (this includes any decision made by the referee based on information from another match official).

The categories of decision/incident which may be reviewed in the event of a potential 'clear and obvious error' or 'serious missed incident' are:

Goal/no goal

- An offence by the team that scored the goal in the attacking phase ended with the scoring of a goal, including:
 - offence by the attacking team in the build-up to or scoring of the goal (handball, foul, etc.)
 - ball out of play prior to the goal
- goal/no goal decisions
- offence by goalkeeper and/or kicker at the taking of a penalty kick
- encroachment by an attacker or defender who becomes directly involved in play if the penalty kick rebounds from the goalpost, crossbar or goalkeeper which result in a goal incident

Penalty kick/no penalty kick

- penalty kick incorrectly awarded
- penalty kick offence not penalised
- location of offence (inside or outside the penalty area)
- offence by the attacking team in the build-up to the penalty incident
- ball out of play prior to the incident

Direct red cards

- DOGSO (especially position of offence and positions of other players)
- serious foul play (or reckless challenge)
- violent conduct, biting or spitting at another person
- using offensive, insulting and/or abusive gestures

Mistaken identity (red or yellow card)

- If the referee penalises an offence and then gives the wrong player from the offending (penalised) team a yellow or red card, the identity of the offender can be reviewed; the actual offence itself cannot be reviewed unless it relates to a goal, penalty incident, direct red card or second yellow card

Red card resulting from an incorrectly awarded second yellow card

- VAR review for red card resulting from an incorrectly awarded second yellow card offence
 - In accordance with WMF regulations, the Video Assistant Referee (VAR) is permitted to review incidents involving a second yellow card issued, if that caution would result in the player's dismissal from the match.
- VAR may intervene in situations where:
 - ❖ The referee issues a second yellow card, resulting in the player's dismissal. Following a review of the incident, the VAR identifies a clear and obvious error in the awarding of the second yellow card. The second caution could be the result of a simulation, a non-foul incident or an offence that does not require a caution

Procedure:

- The VAR team may initiate a review when an incorrectly second caution is issued.

- After review, the on-field referee may confirm, cancel, or upgrade the disciplinary sanction, depending on the findings

18.7.CHECK

- The VAR automatically 'checks' the TV camera footage for every potential or actual goal, penalty, direct red card decision/incident, a case of mistaken identity or red card resulting from an incorrectly awarded second yellow card using different camera angles and replay speeds
- The VAR can 'check' the footage in normal speed and/or in slow motion but, in general, slow-motion replays should only be used for facts, e.g. position of offence/player, point of contact for physical offences and handball, ball out of play (including goal/no goal); normal speed should be used for the 'intensity' of an offence or to decide if it was a handball offence
- If the restart of play needs to be delayed for a 'check', the referee will signal this by clearly holding a finger to the earpiece/headset and extending the other hand/arm; this signal must be maintained until the 'check' is complete as it announces that the referee is receiving information
- If the 'check' indicates a probable 'clear and obvious error' or 'serious missed incident', the VAR will communicate this information (but not the decision to be taken) to the referee



18.8.REVIEW WORLD MINIFOOTBALL

The referee can initiate a 'review' for a potential 'clear and obvious error' or 'serious missed incident' when:

- the VAR (or another match official) recommends a 'review'
- the referee suspects that something serious has been 'missed'

If play has already stopped, the referee delays the restart and:

- If play has not already stopped, the referee stops play when the ball is next in a neutral zone/situation (usually when neither team is in an attacking move)
- In both situations, the referee must indicate that a 'review' will take place by clearly showing the 'TV signal' (outline of a TV screen)

The VAR describes to the referee what can be seen on the TV replay(s) but not the decision to be taken, and the referee then:

- makes a final decision based on the referee's own perception and the information from the VAR, and, where appropriate, input from other match officials – TEHNICAL VAR DECISION or
- goes to the referee 1 review area to view replay footage – 'on-field review' (OFR) – before making a final decision.

At the end of both review processes, the referee must show the 'TV signal' again, immediately followed by the final decision



- For factual decisions e.g. position of an offence, point of contact (handball/foul), location (inside or outside the penalty area), ball out of play etc. a TEHNICAL VAR DECISION is usually appropriate but an 'on-field review' (OFR) can be used for a factual decision if it will help manage the players/match or 'sell' the decision (e.g. a crucial match-deciding decision late in the game)
- For subjective decisions, e.g. intensity of a foul challenge, handball considerations (position, intent etc.), an 'on-field review' (OFR) is often appropriate.
- The referee can request different camera angles/replay speeds but, in general, slow-motion replays should only be used for facts e.g. position of offence, point of contact for physical offences and handball, ball out of play (including goal/no goal); normal speed should be used for the 'intensity' of an offence or to decide if a handball was a handball offence.
- For decisions/incidents relating to goals, penalty/no penalty, red cards for denying an obvious goal-

scoring opportunity (DOGSO) and second yellow cards when a second caution would result in a dismissal, it may be necessary to review the attacking phase of play which led directly to the decision/incident; this may include how the attacking team gained possession of the ball in open play

The Laws of the Game do not allow restart decisions (corner kicks, throw-ins etc.) to be changed once play has restarted, so they cannot be reviewed

The review process should be completed as efficiently as possible, but the accuracy of the final decision is more important than speed. For this reason, and because some situations are complex with several reviewable decisions/incidents, there is no maximum time limit for the review process.

18.9.FINAL DECISION

- When the review process is completed, the referee must show the 'TV signal' and communicate the final decision
- The referee will then take/change/rescind any disciplinary action (where appropriate) and restart play in accordance with the Laws of the Game
- The VAR 'check' must always be based on the fundamental philosophy that 'reviews' are only for 'clear and obvious errors' in match-changing decision or 'serious missed incidents'

The VAR must always ask the question "Was the decision clearly wrong?" If this is not the case, there should not be a 'review'

It is important that the referee prevents an 'offending' team or player attempting to restart play to prevent a 'check' or 'review'; if a restart occurs without the referee's permission, the referee must cancel the restart for a 'check' or 'review' to take place.



18.10. Players, substitutes and team officials

- Players, substitutes and team officials must not attempt to influence or interfere with the review process, including when the final decision is communicated

- During the review process, players should remain on the field of play; substitutes and team officials should remain off the field of play
- A player/substitute/substituted player/team official who excessively shows the 'TV signal' will be cautioned
- A player/substitute/substituted player/team official who enters the VOR Area will be sent off

18.11. Match validity

In principle, a match is not invalidated because of:

- malfunction(s) of the VAR technology
- malfunction(s) of the match officials communication equipment
- wrong decision(s) involving the VAR (as the VAR is a match official)
- decision(s) not to review an incident
- review(s) of a non-reviewable situation/decision

18.12. Incapacitated VAR

- A VAR who is unable to start or continue may only be replaced by someone who is qualified for that role
- If no qualified replacement can be found for the VAR the match must be played/continue without the use of VAR

Teams are not allowed to make substitutions during a VAR review or until the final decision has been made.



VAR Guidelines

APP-Attacking possession phase

The actual period of play before an incident which may be reviewed varies according to the category of the incident:

- Red card (except DOGSO), red card resulting from an incorrectly awarded second yellow card and mistaken identity - only the incident is reviewed
- Goal, penalty or DOGSO incident - the reviewable period of play before a goal, penalty incident or DOGSO offence is the 'attacking possession phase' (APP). It begins with the start of the attacking move, which led to the goal, penalty incident or DOGSO offence, and if relevant, how possession of the ball was gained in open play at the start of that phase of play.

APP 'sets' the starting point for the reviewable phase of play prior to a goal, penalty or DOGSO incident. A major underlying principle for defining the APP is that until the attacking team gained possession of the ball, their opponents had the 'freedom' to use the ball and thus any 'missed' offence before they lost possession is not relevant.

The APP requires the referee, assisted by the VAR, to determine:

- how the attacking team gained possession of the ball during 'open play', and
- when the attacking phase of play that led to the goal or penalty incident started.

For the purposes of defining APP, the attacking team can gain possession of the ball:

- when they have taken a restart from 'open play', when neither team has possession
- when it is 'lost' by the opponents (e.g. poor pass, clearance etc.) or
- as a result of a challenge for the ball with an opponent

The following are not considered a clear gain of possession:

- A save, deflection or rebound that does not result in control of the ball

Where the attacking team gained possession as a result of an offence in 'open play', the goal, penalty kick or DOGSO can only be reviewed if:

- the offence occurred during or at the start of the attacking phase, and
- the referee made a 'clear and obvious error' in failing to penalise the offence

Defining the point at which the 'attacking phase (move)' starts is subjective and requires the referee to decide when the attacking team clearly advanced with the ball towards their opponents' penalty area/goal. The ball being played backwards around the opponents' penalty area does not necessarily signify the end of the APP.

The VAR and referee must adopt a 'what would minifootball expect?' approach and apply the principles, their knowledge and experience to identifying APP as a phase of attacking play during which, should an offence occur, it would probably be determined as 'denying an obvious goal-scoring opportunity' or 'stopping a promising attack'.

If the defending team touches or plays the ball during an attacking phase this does not automatically end

an 'APP' and start a new 'APP'. An APP ends when:

- the forward movement stops (except in/around the penalty area)
- the defending team gain 'controlled possession' of the ball i.e. when a defending team player:
 - ❖ 'clears' the ball without being under any pressure
 - ❖ clearly controls and moves with or passes the ball

An 'uncontrolled' deliberate touch of the ball is NOT controlled possession.

Judging APP requires co-operation between the referee and VAR. The VAR will assist the referee to establish the APP but if the ball travels beyond the camera's view, the referee and other match officials will make the 'possession' decision.

How long after a decision or incident can play be stopped for a review?

- The referee may not change a restart decision on realising it is incorrect if play has restarted. This means that a restart decision cannot be changed once the game has been restarted. For example, if a corner kick is taken, a goal results and TV replays show that it should have been a goal kick, the original corner kick decision cannot be changed. The same is true for all categories of restart such as a throw-in, free kick etc.
- Whilst it might seem 'unfair' that a goal results from an incorrect throw-in, free kick, corner kick etc., minifootball would be destroyed if every possible mistake which might lead to a goal or penalty kick was reviewed. It would also be impractical and potentially dangerous in terms of crowd and player reaction to wait for a goal to be scored before checking a throw-in or corner kick.
- In general, incorrect restarts, e.g. ball moving at a free kick, foul throw-in etc., are not reviewed unless they are a serious mis-application of the Laws of the Game because they are not match-changing decisions and should be detected by the match officials.
- Similarly, 'missed' disciplinary sanctions cannot be applied after play has restarted except for the direct sending-off offences of violent conduct, spitting, biting and extremely offensive, insulting and/or abusive gesture(s). There is no time limit for these disciplinary offences but if play has stopped and restarted before the disciplinary action can be taken, the restart for the offence is not applied. There is also no time limit to correct a case of mistaken identity when the wrong player of the offending team receives a yellow card (YC) or red card (RC).

Communication

- Communication from the VAR to the referee must be confined to facts describing accurately what the footage shows - the VAR should not simply tell the referee what decision to take. The referee should always request clarification of facts before requesting any opinion from the VAR. If the VAR believes that the referee should view the footage directly then an OFR should be recommended as quickly as possible.
- To help the VAR determine if a 'clear and obvious error' appears to have occurred, or something serious has been missed, the referee should describe clearly what has been seen and what decision(s) will be taken, including identifying the offence and offending player. This will be helpful if the VAR has seen another offence e.g. if the referee says "*no penalty for handball*" but the VAR has seen a (separate) potential violent conduct offence, it is clear that the referee has not seen that offence

- Based on the information from the VAR, the referee will inform the VAR either:

- that a decision will be made without further review of the footage, or
- that the referee has decided to view the footage directly (OFR).

Where an OFR takes place, the VAR should give the referee factual information but the VAR should not influence, deliberately or unintentionally, the referee by stating what decision the referee should take.

All communication must be clear, courteous and non-emotional. It is extremely important that the VAR's style of communication is not over-strong aggressive.

Equally, the referee must not be discourteous or dictatorial to the VAR. Professional conduct at all times is vital if the communication is to be effective in producing the correct outcome.

In simple terms, all communication protocols should:

- encourage the referee to lead the conversations
- use language which is simple and clear
- keep the amount of communication to a minimum
- use official technical terminology, e.g. *'Blue 7 guilty of violent conduct by striking an opponent, Red No.7'*
- the referee should acknowledge all communication from the VAR and vice versa ideally by repeating the information received to avoid misunderstanding

Ensure there are regular communication checks (once or twice in each half) so that the referee knows the system is working; this is especially important if there has been a period of no communication between the VAR and referee.

What happens at the end of the review process?

Once the referee has completed a 'review', the VAR will be informed of the final decision, and the referee will move to the location of the restart of play, clearly show the TV sign (not close to the players), communicate the final decision and take/change/rescind any disciplinary action as appropriate. The referee should also consider the benefit of communicating the final decision verbally to the team captains.

The match must be restarted as follows:

- if a decision is not changed, play restarts according to the original decision
- if play was stopped for a 'review' and the original decision is not overturned, play restarts with a dropped ball where the ball was when play was stopped
- if a decision is changed or a 'missed' offence is identified, play restarts with the correct restart for the 'new' decision

All match officials should remain aware and ready to advise the referee of what the restart is and where it should be taken; this is especially important if the referee stopped play for a 'review'

Review' after the referee has blown the whistle for half-time or full-time?

If the referee blows for half-time or full-time and the VAR then communicates that a reviewable incident occurred before the whistle to end the half to be changed, provided the referee has not left the field of play

In such situations, the referee must immediately show the TV signal and tell the players not to leave the field of play. The incident should then be dealt with according to the normal VAR process ('check', 'review' etc.).

Time taken for 'checks' and 'reviews'

Whenever the referee stops play or delays the restart of play for a 'check' or a 'review' the time 'lost' must be included in the additional time at the end of the half in which it occurred, even if the 'check' did not lead to a 'review', or the 'review' did not lead to a changed decision.

Referee 2 and Third official should record the time 'lost' and inform the referee. For consistency the additional time should be measured as follows:

- 'Check' - the time from the 'finger to the ear' signal to either...
 - referee's signal to restart play (if there is no 'review'), or
 - the (second) TV signal immediately before the referee indicates the final (post-review) decision
- 'Review' without an initial delay for a 'check' - the time between:
 - the first TV signal (indicating the start of a 'review'), and
 - the second TV signal immediately before the referee indicates the final (post-'review') decision

Footage used for 'reviews'

What replay speed is used for 'reviews'?

Footage can be viewed by the VAR and referee at normal speed and in slow motion, including 'super' slow motion. The VAR will recommend which replay speeds are the best for the referee to view in the monitor and must be ready to assist if the referee requests other, different angles or speeds.

In principle, to ensure accuracy of judgment:

- slow motion (and super slow motion) replays should only be used for:

- ❖ 'point of contact' for physical offences and handball
- ❖ position of an offence, e.g. inside/outside the penalty area
- ❖ position of players when judging offside or DOGSO
- ❖ ball out of play, including goal/no goal
 - normal speed should be used:
- ❖ for the 'intensity' of an offence, as slow motion usually exaggerates the severity of an offence to determine if a handball offence has occurred

This section gives further details and practical advice on applying the VAR protocol, principles, practicalities (including operation considerations) and general procedures in relation to the five reviewable categories and other areas of the protocol.

Goal / no goal

Advantage

If a 'review' reveals a missed penalty kick for Team A, but play has continued, and a goal has been scored by Team A, the goal stands. Similarly, if there is a potential DOGSO RC in the penalty area, the referee plays advantage and a goal is ultimately scored, the goal stands. In both cases, the referee makes a decision as if there was no VAR and teams cannot choose between a penalty kick and DOGSO or a goal, even if the former is a better strategic option.

Goal scored after a possible penalty at the other end of the field

If there is a penalty incident at one end of the field of play and but the referee does not award the penalty and the defending team counter-attack and scores a goal, the VAR and referee should first determine whether or not a clear penalty was missed as follows:

- If the referee did not make a 'clear and obvious error' by not awarding a penalty, the goal stands.
- If the referee made a 'clear and obvious error' in not awarding a penalty kick, the goal cannot be allowed because of the 'missed' penalty kick (which cannot be ignored) so the penalty is awarded and the goal cancelled

The referee must take the appropriate disciplinary action if the penalty is awarded.

Penalty kicks and Kicks from the Penalty Mark

The referee can initiate a 'review' for an offence by the goalkeeper or kicker which directly affects the outcome of the penalty kick as this is a 'goal' incident if an offence results in a goal being scored or prevented. If an offence is clearly identified, the correct disciplinary action must also be taken, but it is essential that the 'clear and obvious refereeing error' principle is applied, i.e. 'has the referee made a 'clear and obvious error' in not penalising the offence?'.

Encroachment by other players can only be reviewed if the penalty kick is unsuccessful and the ball stays in play (rebounds from the crossbar, posts or the goalkeeper) and if:

- the kicker plays the ball again from a rebound if it has not touched the goalkeeper or another player

- an attacker who encroached scores or takes part in an APP that leads to a goal or another penalty kick (PK)
- a defender who encroached prevents an attacker playing or being able to play the ball in a situation where a goal might be scored

Other encroachment offences and other infringements which do not directly affect whether or not a goal is scored cannot be reviewed.

Penalty / no penalty

VAR identifies a clear ‘missed’ penalty kick but also an offence by the attacking team in the ‘attacking possession phase’ APP

If the referee makes a ‘clear and obvious error’ in not awarding a penalty kick but there was a clear ‘missed’ offence (handball, foul etc.) by the attacking team in the APP. To help the management of the game and to avoid unnecessary criticism post-match, the VAR should inform the referee of both incidents as soon as possible, usually at the next stoppage. The referee then has two options depending on how ‘clear’ the missed penalty error was and the state of the game:

- initiate a ‘review’ knowing it will result in a decision that there was an offence before the ‘missed’ penalty so no penalty is awarded (but it is clear to everyone why there was no penalty)
 - inform the captain of the team that would have been awarded the penalty that there was an offence in the APP before the ‘penalty’ so it would not have been awarded. The third official would inform the coach and someone in VOR would inform the broadcasters
- In general, the first of these options is usually the best.

Direct red card and other disciplinary action

Disciplinary action that can be taken or changed based on a ‘review’

The referee must take the correct disciplinary action against players and team officials for any offences identified or confirmed by a review process. This includes:

- changing disciplinary action taken before the ‘review’ including:
- rescinding or cancelling a ‘wrong’ caution (YC) or sending-off (RC)
- changing a YC to a RC
- changing a RC to a YC
- transferring a YC or RC from one player to another (mistaken identity)
- taking the appropriate disciplinary action (YC/RC) for any offence not originally seen but which is clearly identified by the ‘review’

Examples of incidents where, as a result of the review process, the referee must apply the correct disciplinary sanctions include:

- where a ‘review’ for RC offence or ‘serious missed incident’ clearly shows that the offence only

requires a YC, including if it is a second YC

- where a 'review' for a penalty incident clearly shows that the attacking player was guilty of simulation - the offending player must receive a YC
- where a team has been penalised but disciplinary action has been taken against the wrong player of that team

If, as the result of a 'review', a period or phase of play is 'cancelled' the disciplinary action related to that period or phase of 'cancelled' play should, in principle, remain in force as players should always act within the Laws of the Game. For example, a penalty is wrongly not awarded and before the 'review' is signalled a player is guilty of violent conduct, serious foul play, a reckless challenge, dissent, offensive language, unsporting behaviour etc., the disciplinary sanction for that offence will remain.

However, for a DOGSO or 'stopping a promising attack' offence, if the phase of play is 'cancelled' then no promising attack or goal-scoring opportunity existed. So if any DOGSO/SPA disciplinary action has been taken it should be rescinded.

If the referee changes, rescinds/cancels any disciplinary action it is very important that this is made very clear to everyone (other match officials, players, coaches, spectators etc.). This is especially important where a player has a YC rescinded/cancelled in case that player receives a YC later in the game and is (correctly) not sent off.

Yellow cards

An error involving the referee wrongly issuing or failing to issue a YC cannot be reviewed unless it is identified as part of a 'review' for a goal, penalty, RC incident or red card resulting from an incorrectly awarded second yellow card incident in which case the referee must take the correct disciplinary action. For example:

- a 'review' for a penalty incident clearly shows the attacker was guilty of simulation
- a 'review' for a goal clearly shows the ball enters the goal from an attacking player's hand or arm
- a 'review' for a RC for serious foul play, clearly shows that the offence was 'reckless' and not 'serious foul play'
- a 'review' for a RC offence during mass confrontation clearly shows other players adopting an aggressive attitude towards an opponent, or
- a 'review' of a DOGSO offence clearly shows that the offence was (only) 'stopping a promising attack'

Second yellow cards

A second YC that leads to a RC can be reviewed if the referee awards a second yellow card and VAR finds checking the footage that it is a clear and obvious wrong decision.

'Check' for a possible RC identifies a 'missed' YC offence

If the VAR undertakes a 'check' for a potential 'missed' direct RC but the 'check' reveals that it was not a

RC but was a clear YC, there cannot be a 'review' and there must not be any communication with the referee, except to confirm that no RC was missed.

A 'missed' YC can only be issued if it is identified as part of a 'review' for a 'clear and obvious error' or 'serious missed incident' relating to a goal, penalty, direct RC or mistaken identity.

Consultation with the VAR before deciding whether an offence is a RC or YC

If the referee is unsure if an offence is a YC or RC there must not be any communication from the VAR or a 'review' before a card is shown. The referee must make a decision and show a card. The VAR will then 'check' the incident and can only recommend a 'review' if a RC or second yellow card has been wrongly shown or clearly missed.

Misconduct by a substitute or team official

'Reviews' are generally only for incidents relating to the players but, in exceptional circumstances, there could be a 'review' for a RC offence or a goal/penalty incident involving someone on the team list e.g. a substitute/team, official commits an offence against an opposing player or enters the field of play to stop a goal. However, if, for example, two coaches or substitutes have a fight this is not a match-changing decision so the VAR cannot become involved and the incident cannot be reviewed.

Mistaken identity

A 'review' for mistaken identity can only occur when the referee penalises an offence by one team and then gives the wrong player of the offending (penalised) team a YC or RC for that offence. Whether or not the referee's judgment of the original offence was correct (including which team committed the offence) cannot be reviewed unless it is a (separate) 'review' for a goal/penalty/RC incident.

Where appropriate, to prevent a case of mistaken identity, the VAR should pro-actively assist the referee with the identity of a player who is to receive a YC or RC.

Restarts

Permissible 'reviews'

The VAR must inform the referee if there is a serious misapplication of the Laws of the Game in relation to a restart which could lead to a match being replayed as this is a 'match-changing incident' e.g. the kicker touches the ball a 2nd time at a free kick or penalty kick and a goal or penalty incident occurs.

A 'review' is thus only allowed for an 'incorrect' restart when the Law is wrongly applied as follows:

- in the very rare event of the wrong team taking a restart (i.e. not the team clearly indicated by the referee/AR) and this leads to that team scoring or being awarded a penalty
- a player touches the ball twice at free kick and a goal/penalty results or penalty kick
- a goal is scored directly from throw-in or IDFK i.e. without touching another player or DFK in own goal without touching another player

- the wrong restart occurs following an offence at a penalty kick

Non-permissible 'reviews'

Where the decision is a matter of the referee's judgment (e.g. throw-in offence, 5 m at a free kick) the VAR must NOT become involved, especially when the potential 'error' is not related to a 'match-changing' incident.

Therefore, no 'review' is allowed for an 'incorrect' restart such as:

- the wrong team is awarded a free-kick, goal kick, corner kick or throw-in
- foul throw-in (feet, hands, position)
- moving ball (free kick, goal kick etc...)
- ball not touching the ground at a dropped ball
- wrong team taking the kick-off

Pro-active advice from the VAR

Permissible advice

The VAR is permitted to give the referee advice relating to the following as they are potential match-changing decisions which may lead to the match being invalid:

- the referee shows a player a second YC but fails to dismiss the player from the field of play
- one team has more than the permitted number of players during the match or at kicks from the penalty mark (KFPM) e.g. a team has not reduced to the same number as the opponents
- the game is about to kick-off without one of the goalkeepers
- the referee has not seen a seriously injured or bleeding player

To avoid mistaken identity for a disciplinary sanction, the VAR may pro-actively help the referee with the identity of the player who should the referee has decided to sanction.

Non-permissible advice

The VAR is not permitted to give the referee (or AR) advice relating to the following, as this is outside the philosophy of the VAR system:

- which team should be awarded a restart
- whether an offence is a YC or RC (unless there is a 'review')
- potential offences before the ball is in play:
- holding or pushing at FK/CK
- encroachment at penalty kick
- throw-in or free kick being taken from the wrong position

Ball out of play

The VAR should only communicate to the referee that the ball has gone out of play if it occurs during the APP of a goal, penalty incident or DOGSO RC. On all other occasions, the VAR does not intervene if the match officials fail to detect that the ball has gone out of play.

The ball going out of play does not negate a player being sent off for a direct RC or second yellow card offence (except DOGSO/SPA); the restart relates to the ball going out of play

Players, substitutes and team officials

- Players, substitutes and team officials must not attempt to influence or interfere with the review process, including when the final decision is communicated
- During the review process, players should remain on the field of play; substitutes and team officials should remain off the field of play
- A player/substitute/substituted player/team official who excessively shows the 'TV signal' will be cautioned
- A player/substitute/substituted player/team official who enters the VOR Area will be sent off

Match validity

In principle, a match is not invalidated because of:

- malfunction(s) of the VAR technology
- malfunction(s) of the match officials communication equipment
- wrong decision(s) involving the VAR (as the VAR is a match official)
- decision(s) not to review an incident
- review(s) of a non-reviewable situation/decision

Incapacitated VAR

- A VAR who is unable to start or continue may only be replaced by someone who is qualified for that role
- If no qualified replacement can be found for the VAR the match must be played/continue without the use of VAR

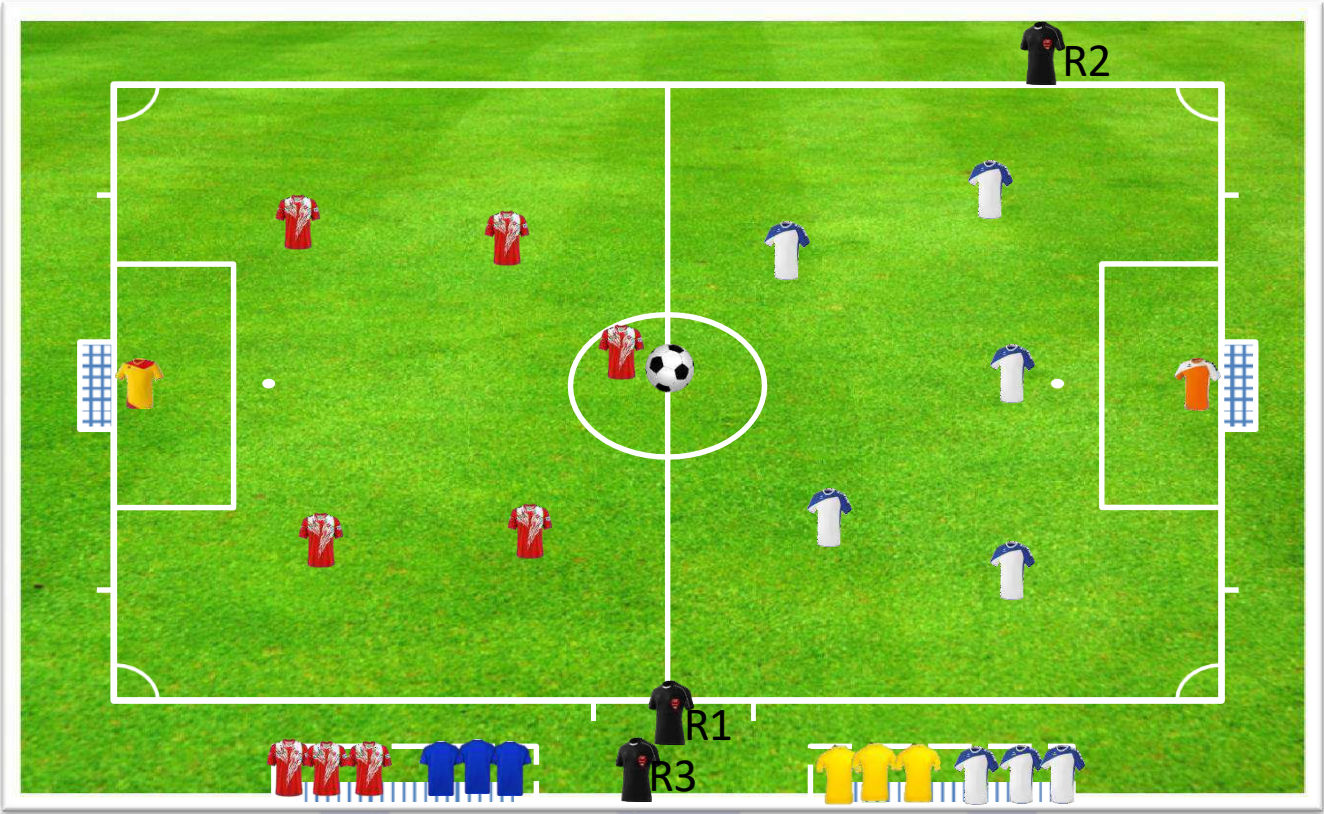
Teams are not allowed to make substitutions during a VAR review or until the final decision has been made.



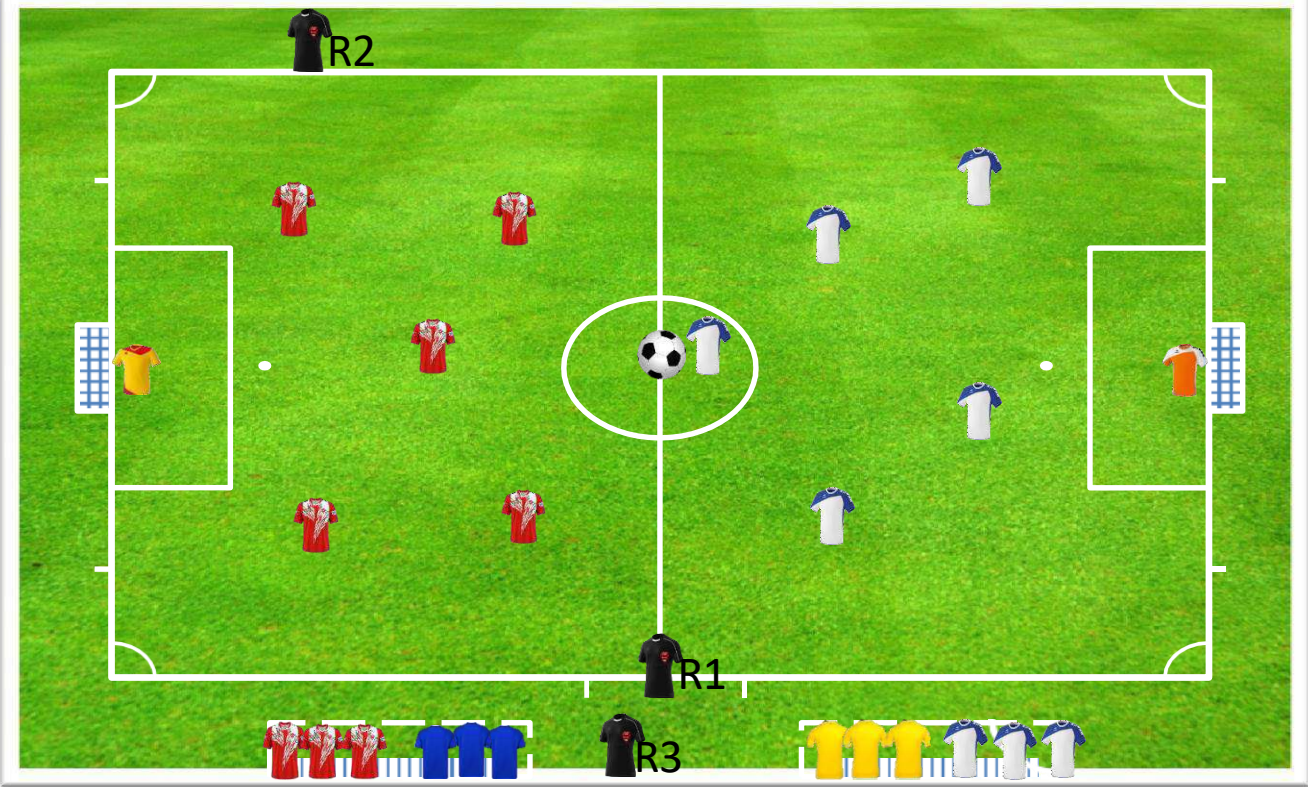


POSITIONING and MOVEMENT of the REFEREES

Kick-off for team A



Kick-off for team B



Throw-in for team A



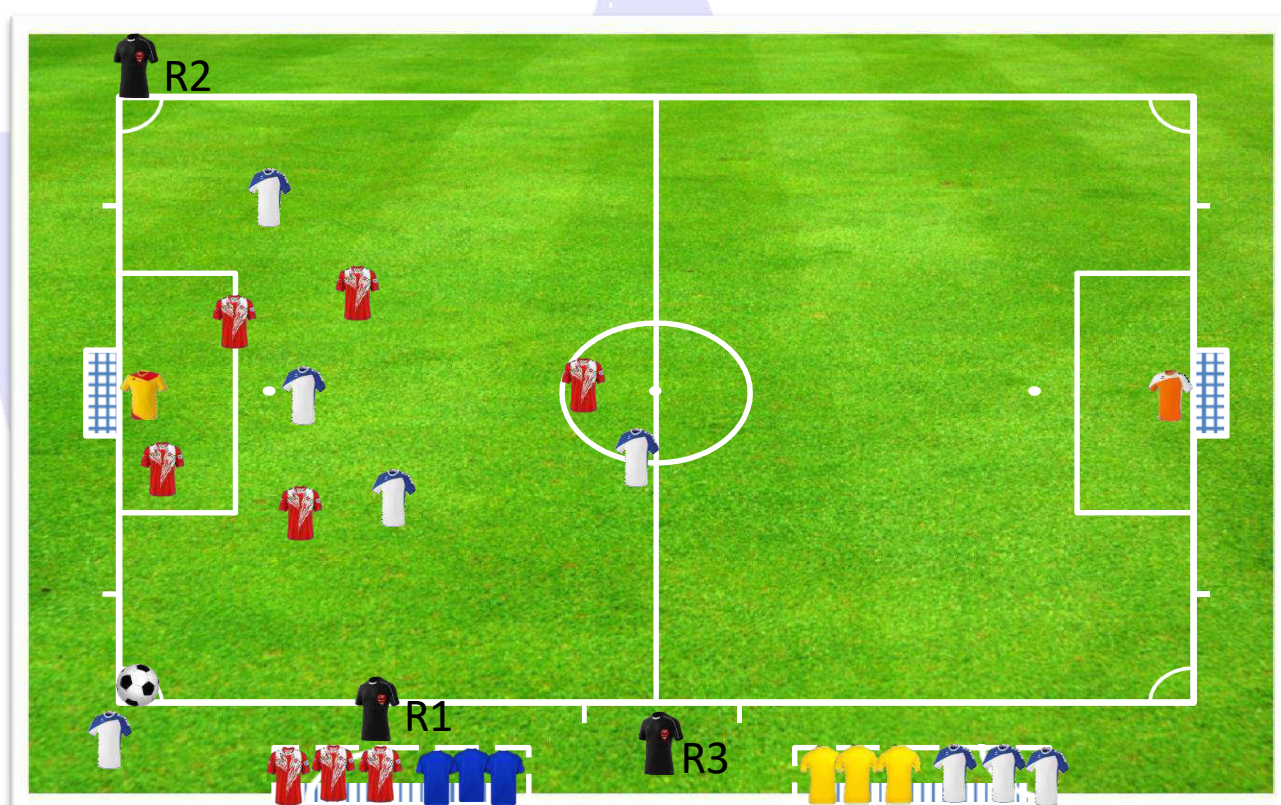
Throw-in for team B



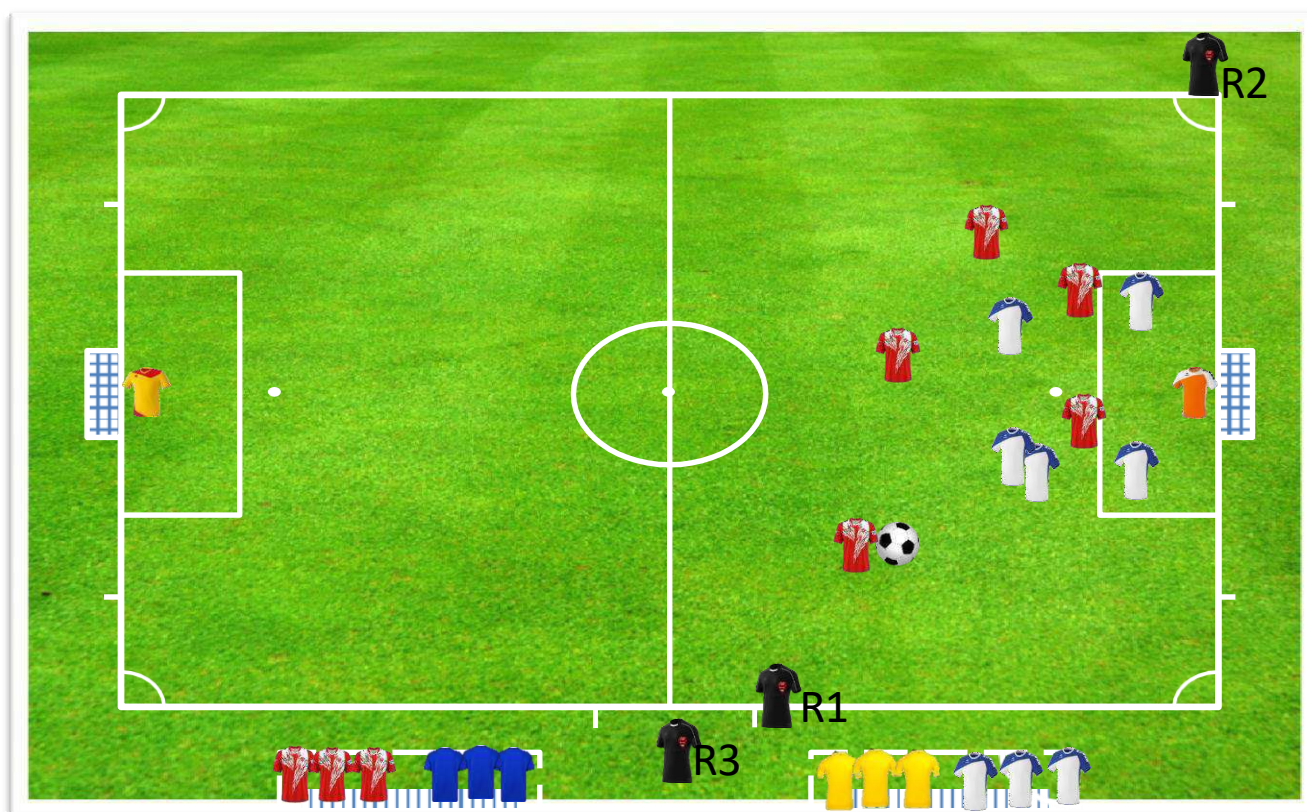
Corner for team A



Corner for team B



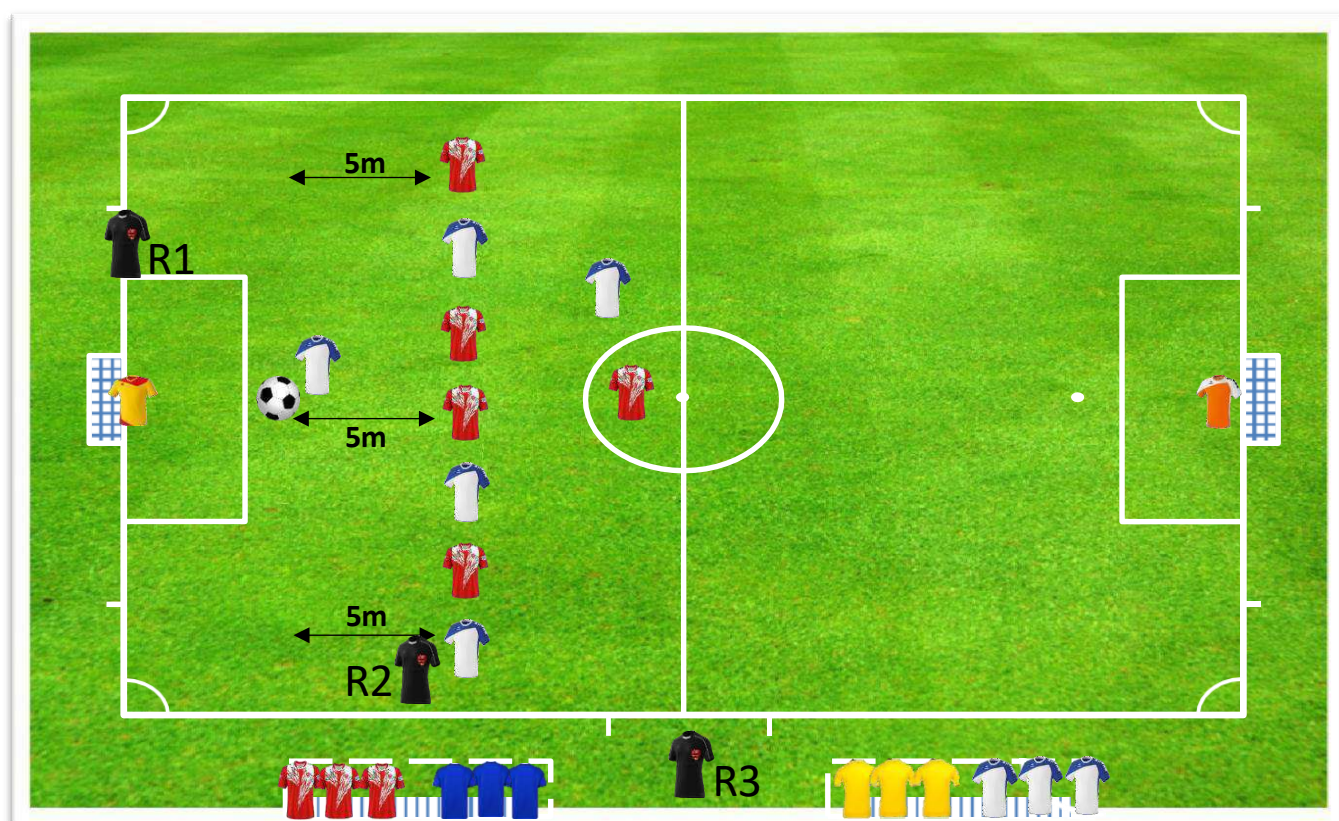
Free kick for team A



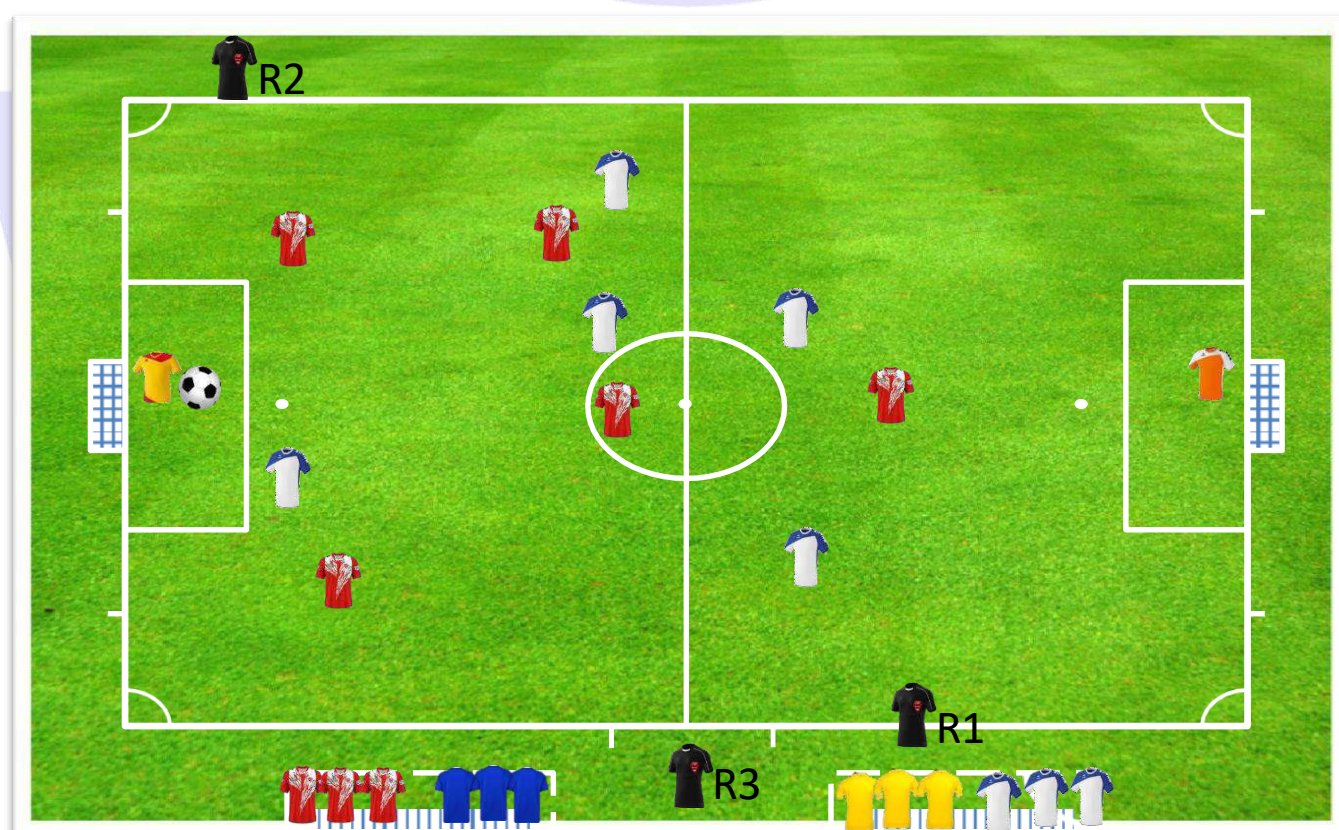
Free kick for team B



Penalty kick



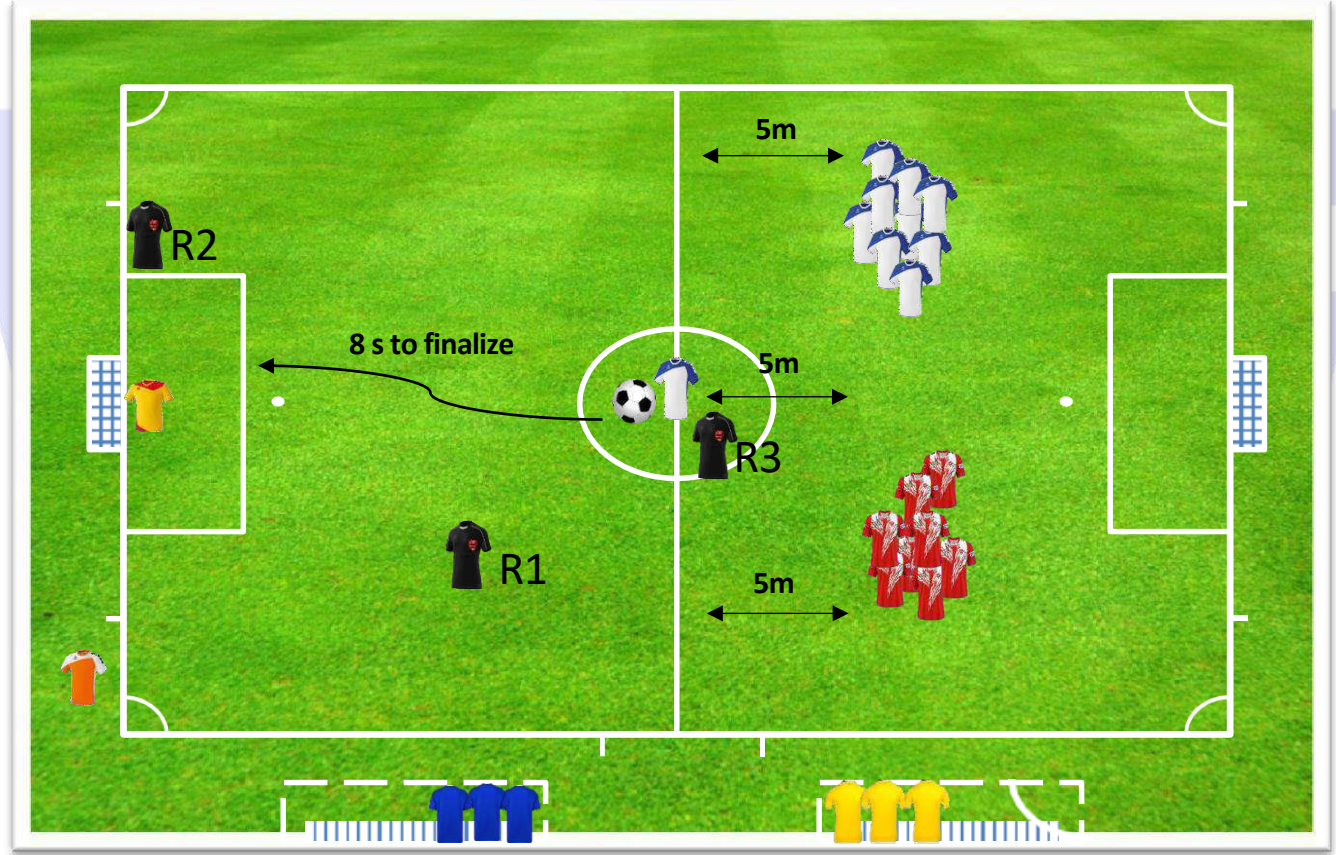
Goal kick for team A



Goal kick for team B



One-on-one Shootout







World Minifootball Federation

info@minifootball.com

www.minifotball.com