



**INTERNATIONAL BLIND
SPORTS FEDERATION**

**FUTSAL LAWS OF THE GAME
2005-2009**

**B1 & B2/B3
CATEGORIES**

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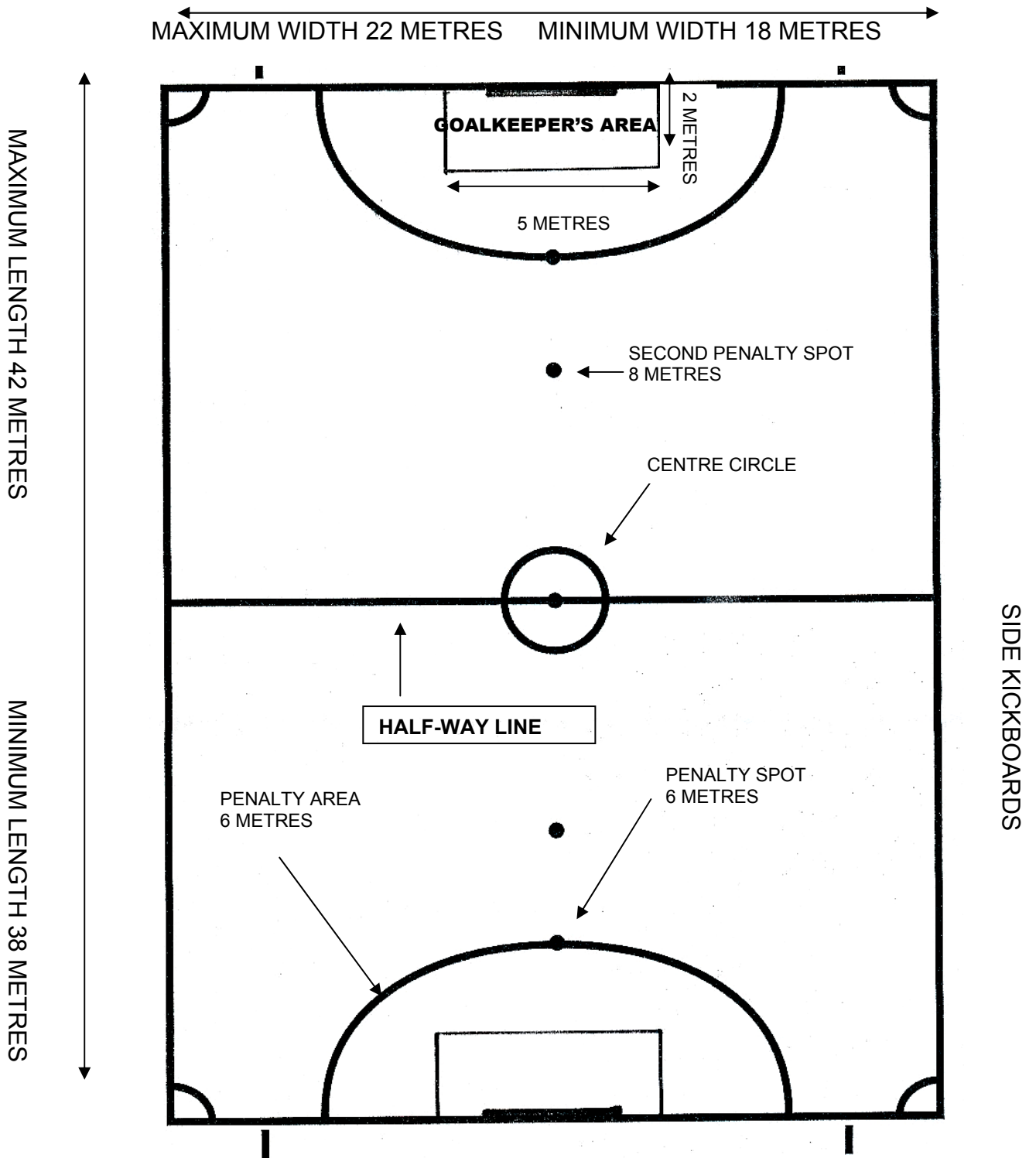
B1 CATEGORY – LAWS OF THE GAME

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1 THE PITCH

The pitch shall conform to the dimensions and appurtenances set out in the following diagram:



The pitch shall always be uncovered to allow for optimum acoustics.

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

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

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

DIMENSIONES:

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

INTERNATIONAL MATCHES

LENGTH	42 metres (maximum)	38 metres (minimum)
WIDTH	22 metres (maximum)	18 metres (minimum)

PITCH MARKINGS

The pitch is marked with lines, which belong to the areas of which they are boundaries. The two longer boundary lines are called touch lines. These touchlines shall be formed with kickboards that cover the entire length of the touch lines and extend one metre beyond both goal lines on both sides of the pitch. The kickboards shall be between one metre and one metre twenty centimetres high and shall be angled at no more than 10 degrees away from the pitch.

The two shorter lines are called goal lines.

All lines are 8 centimetres wide. The pitch is divided into two halves by the halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 3 metres is marked around it.

MARKING THE GUIDES' AREAS

At a distance of approximately ten metres from the goal lines, the upper part of the kickboards shall be marked with a line eight centimetres wide in order to divide the pitch into three guides' areas.

THE PENALTY AREA

A penalty area is defined at each end of the pitch as follows:

Quarter circles, with a six-metre radius, are drawn centred on the outside of each goal post. The quarter circles are drawn from the goal line, towards the nearer of the kickboards, to meet two imaginary lines six metres in length drawn at right angles to the goal line from the outside of the goal post. The upper part of each quarter circle is joined by a 3.16-metre line running parallel to the goal line between the goal posts.

GOALKEEPER'S AREA

A distance of one metre shall be measured from the outside of both goalposts and in the direction of the nearer of the two kickboards. Two lines measuring two metres shall be marked perpendicular to the goal line and towards the half-way line at this distance. These two lines shall be joined by a 5.16-metre long line running parallel to the goal line.

This area shall be called the Goalkeeper's Area.

THE PENALTY SPOT

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

SECOND PENALTY SPOT

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

GUIDES' AREAS

An area behind each goal shall be kept free of any obstacles to allow guides to perform their task correctly.

THE CORNER ARC

At the point where the kickboard and the goal lines meet, and in the direction of the goal, a line eight centimetres wide and measuring twenty centimetres shall be drawn from the goal line towards the halfway line.

SUBSTITUTION ZONES

Substitutions may be made through a door in the kickboard located in front of the timekeeper's table or, if no such opening is available, on the goal line of the team that is making the substitution.

THE GOALS

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

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

The distance (inside measurement) between the posts is three metres and the distance from the lower edge of the crossbar to the ground is two metres.

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

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

SAFETY

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

PLAYING SURFACE

The playing surface shall be made of cement, grass or artificial grass. It shall be smooth, flat and non-abrasive. Concrete or tarmac should be avoided.

DECISIONS

Decision 1

In the event that the goal lines measure between 15 and 16 metres, the radius of the penalty area quarter circle shall measure four metres. In this case, the penalty spot is no longer situated on the line defining the penalty area but remains at a distance of six metres from the midpoint between the goal posts and equidistant from them.

2 THE BALL

PROPERTIES AND MEASUREMENTS

The ball:

- is spherical;
- is made of leather or another suitable material;
- is of a circumference of not less than 60cm and not more than 62cm;
- is not less than 510 grams nor more than 540 grams in weight at the start of the match;

- is of a pressure equal to 0.4-0.6 atmospheres (400–600g/cm²) at sea level;
- The sound system employed shall be located inside the ball to enable to the ball to run, roll and bounce in a regular manner. In order to guarantee the safety of the players at all times, the system used shall ensure that the ball makes a noise when it is spinning on its own axis or spinning through the air.

REPLACEMENT OF A DEFECTIVE BALL

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

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

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

- It is not necessary to stop play.
- The referee shall quickly pick up the ball and bounce it lightly in such a way that it begins to make a noise again.

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

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

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

DECISIONS

Decision 1:

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



3 THE NUMBER OF PLAYERS

PLAYERS

A match is played by two teams, each consisting of no more than five players, four of whom shall be completely blind (B1 Category) and one goalkeeper who may be fully sighted or partially sighted (B2 or B3 category) and who shall also act as a guide (Functions: see appendix 2).

Team squads shall be composed of a maximum of thirteen representatives, who shall have the following functions: eight players; two goalkeepers; one coach; one assistant coach; one doctor or physiotherapist.

SUBSTITUTION PROCEDURE

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

The maximum number of substitutes permitted is four outfield players and one goalkeeper.

The number of substitutions made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player.

A substitution can only be made when the ball is out of play and the following conditions are to be observed:

- Play shall be stopped.
- The substitution shall be announced over the public address system, including the number of the player leaving the field of play and the number of the player entering the field of play.
- The player leaving the pitch must do so from his own team's substitution zone.
- The player entering the pitch must also do so from his own team's substitution zone but not until the player leaving the pitch has passed completely over the touch line and permission has been given to enter the field of play by the referee.
- A substitute is subject to the authority and jurisdiction of the referees whether called upon to play or not.
- The substitution is completed when the substitute enters the pitch, from which moment he becomes an active player and the player whom he is replacing ceases to be an active player.

INFRINGEMENTS/SANCTIONS

If, while a substitution is being made, a substitute enters the pitch before the player being replaced has completely left:

- Play is stopped.
- The substitute is cautioned, shown the yellow card and is ordered to leave the pitch.
- Play is restarted with a free kick, to be taken by the opposing team from the place where the ball was situated when the game was stopped. However, if the ball was inside the penalty area the free kick shall be taken from the edge of the penalty area at the closest point to where the ball was when play was stopped.

DECISIONS

- Decision 1:

A goalkeeper may not be substituted when a penalty or double penalty has been awarded, except in the case of injury and when this has been verified by

the referee and confirmed by the tournament doctor, or the team doctor or physiotherapist of the goalkeeper involved should the former not be present.

- Decision 2:

A player who has committed five (5) personal fouls during a match may be substituted immediately. This player may not participate in the match further, but may remain on the team's substitute bench.

- Decision 3:

A player sent off with a red card during a match may be substituted according to the rules of the game, but may not remain on the team's substitute bench.

- Decision 4:

Five players (one goalkeeper and four outfield players) are required to begin a match.

- Decision 5:

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

- Decision 6:

Captain's duties:

Represent the team during the match and be the person responsible for addressing the referee and other officials; endeavour to maintain good conduct and sportsmanship among his teammates.

In order to stand out from his teammates, the captain must wear an armband on one of his arms.

Should the captain leave the field of play for whatever reason, he must appoint a new captain to take over his duties.

4 THE PLAYERS' EQUIPMENT

SAFETY

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

BASIC EQUIPMENT

The basic compulsory equipment of a player is:

- a jersey or shirt;
- shorts – if thermal undershorts are worn, these shall be of the same main colour as the shorts;
- socks;
- shinguards;
- footwear – the only types of footwear permitted are canvas or soft-leather training or gymnastic shoes with soles of rubber or a similar material. Footwear must be worn.

EQUIPMENT FOR B1 PLAYERS

In addition to the above compulsory basic equipment, B1 players shall use the following:

- Eye patches in both eyes (these shall be optional in the case of players with prosthetic eyes).
- Blindfolds made of an absorbent material and with padding on the front and on the parietal zone. Blindfolds shall be given to B1 players by the Organising Committee and shall be monitored by the IBSA Technical Delegate.
- Protective headband (optional)

JERSEY OR SHIRT

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

In international matches the number must be worn also on the front of the shirt or the shorts. This number may be smaller than on the back of the shirts.

SHINGUARDS

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

GOALKEEPERS

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

INFRINGEMENTS/SANCTIONS

For any infringement of this Law:

- The player at fault is instructed by the referees to leave the pitch to correct his equipment or to obtain any missing item of equipment. The player may not return to the pitch without first reporting to one of the referees, who then checks that the player's equipment is now correct. The player may only return to the field of play when the ball is out of play.

DECISIONS

Decision 1:

Protective blindfolds that, in the opinion of the referee, place the player's safety, or that of the other players, at risk shall not be permitted.

5 THE REFEREE

THE AUTHORITY OF THE REFEREE

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

RIGHTS AND DUTIES

The referee:

- enforces the Laws of the Game;
- allows play to continue when the team against which an offence has been committed stands to benefit from such an advantage and must punish the original offence if the anticipated advantage does not accrue at that time;
- keeps a record of the match and provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players, guides and/or team officials as well as any other incidents that occur before, during or after the match;
- acts as a timekeeper in the event that this official is not present;
- stops, suspends or terminates the match for any infringement of the Laws or as a result of any kind of outside interference;
- takes disciplinary action against players, guides or team officials guilty of cautionable and sending-off offences;
- ensures that no unauthorised persons enter the pitch;
- stops the match if, in his opinion, a player is seriously injured and ensures that this player is removed from the pitch;
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured;
- ensures that any ball used meets the requirements of Law 2;
- shall restart play on each occasion it is stopped;
- shall, using the public address system, ensure there is silence in the area surrounding the field of play;

- shall indicate clearly to the timekeeper's table, either verbally or using signals, each action that occurs during the match (see appendixes);
- shall check the players' equipment before the start of the match, when substitutions are made, at the beginning of the second half, during extra time and when he deems it necessary;
- must ensure that blindfolds and eye patches are worn correctly during all phases of the match; if he deems it necessary, he may stop the match when the ball is out of play in order to position correctly any player's blindfolds and eye patches, and may ask the competition doctor to change a player's blindfolds and eye patches;
- enforce the rule regarding the guides' areas:

1st area: defensive third (goalkeeper)

2nd area: midfield third (coach)

3rd area: attacking third (guide)

DECISIONS OF THE REFEREE

The decisions of the referee regarding facts connected with play are final.

DECISIONS

Decision 1:

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

Decision 2:

Both the referee and the second referee have the right to caution or send off a player, but in the case of a disagreement between them, the referee's decision shall prevail.

6 THE SECOND REFEREE

DUTIES

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

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

THE SECOND REFEREE ALSO:

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

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

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

DECISIONS

Decision:

A second referee must officiate during all international matches.

7 THE TIMEKEEPER, THE THIRD REFEREE AND THE PUBLIC ADDRESS SYSTEM

DUTIES

A timekeeper, a speaker and a third referee are appointed. They are seated outside the pitch at the halfway line on the same side as the substitutes' benches.

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

THE TIMEKEEPER:

- ensures that the duration of the match complies with the provisions of Law 8 by:
 - starting his clock (chronometer) when the match kicks off;
 - stopping the clock (chronometer) only during time-outs, referees' time-outs, when a player is being treated for injury, substitutions and when a penalty or double penalty is being taken.

LAST TWO MINUTES:

During the last two minutes of both halves of the game, the timekeeper shall also stop the clock (chronometer) in the following circumstances:

- free kick;
- kick-in;
- goal clearance;
- corner kick.

He shall restart the clock (chronometer) when the ball is in play.

- checks the one-minute time-out;
- checks the five-minute time punishment period when a player has been sent off;
- indicates the end of the first half, the end of the match, the end of the periods of extra time and the end of time-outs with a whistle or another acoustic signal distinct from those used by the referees;
- keeps a record of all time-outs left to each team, keeps the referees and teams informed accordingly and indicates permission for a time-out when requested by the coach of either team (Law 8);
- keeps a record of the first 3 (three) accumulated fouls committed by each team, registered by the referees, in each half of the match and indicates when the third accumulated foul is committed by either team by placing a visible sign on the timekeeper's table;
- keeps a record of the first 3 (three) accumulated fouls committed by each team, registered by the referees, in each half of the match

- and signals when the third accumulated foul is committed by either team by placing a visible sign on the timekeeper's table;
- keeps a record of personal fouls committed by each player during the match;
 - takes note of the numbers of the players who score goals;
 - records the names and numbers of the players, guides and team officials cautioned or sent off;
 - ensures the public remains silent through the use of the public address system.

In the event of undue interference by the timekeeper, the referee will relieve him of his duties, arrange for his replacement and submit a report to the appropriate authorities in accordance with the manner and timelines set out in the IBSA competition regulations in this respect.

THE THIRD REFEREE

The third referee shall:

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

In the event of undue interference by the third referee, the referee will relieve him of his duties, arrange for his replacement and submit a report to the appropriate authorities in accordance with the manner and timelines set out in the IBSA competition regulations in this respect.

THE PUBLIC ADDRESS SYSTEM

- shall be set up on top of the timekeeper's table;
- shall be used, at all times, to indicate that play is stopped and to inform of all incidents during the match (fouls, substitutions, time-outs and any

other situation that may occur during the match, including substitutions made during time-outs or during half-time. The speaker must use the PA system to announce such incidents.

- shall be used to ask the public to remain silent in accordance with instructions given by the match officials.

DECISIONS

Decision 1:

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

8 THE DURATION OF THE MATCH

PERIODS OF PLAY

The match lasts two equal periods of 25 minutes.

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

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

TIME-OUT

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

- the team coaches are authorised to request the timekeeper for a one-minute time-out;
- a one-minute time-out may be requested at any time but is permitted only when the team requesting the time-out is in possession of the ball;
- the timekeeper indicates permission for a time-out when the ball is out of play using a whistle or another acoustic signal distinct from the ones used by the referees;

- when a time-out is granted, the players must remain on the pitch. If they wish to receive instructions from a team official, this may only be done at the kickboards at the level of the substitutes' bench. The official issuing the instructions may not enter the pitch;
- a team that does not request a time-out in the first half of the match is still entitled to only one time-out during the second half.

HALF-TIME INTERVAL

The half-time interval must not exceed 10 minutes.

DECISIONS

Decision 1:

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

Decision 2:

If the rules of the competition stipulate that extra time is to be played at the end of normal time, there is no time-out during extra time, except if one of the teams has not requested its time-out in the second half, in which case it is entitled to it during extra time.

9 THE START AND RESTART OF PLAY

PRELIMINARIES

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match. The other team takes the kick-off to start the match. The team that wins the toss takes the kick-off to start the second half of the match.

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

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

KICK-OFF

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

- at the start of the match;
- after a goal has been scored;
- at the start of the second half of the match;
- at the start of each period of extra time, where applicable.

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

PROCEDURE

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

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

INFRINGEMENTS/SANCTIONS

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

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred. However, if the infringement occurs in the penalty area of the opposing team the indirect free kick shall be taken from the edge of the penalty area and from the point nearest the place where the infringement was committed.

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

DROPPED BALL

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary while the ball is in play and provided that immediately preceding the stoppage, it has not passed over the kickboards or goal line, for any reason not mentioned elsewhere in the Laws of the Game.

PROCEDURES

The referee drops the ball at the place where it was located when play was stopped, except if it was located inside the penalty area, in which case the ball shall be dropped on the edge of the penalty area at the point nearest the place where it was located when play was stopped.

The ball shall be in play when it makes contact with the ground.

INFRINGEMENTS/SANCTIONS

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground;
- if the ball leaves the pitch after it makes contact with the ground, without a player touching it.

10 THE BALL IN AND OUT OF PLAY

BALL OUT OF PLAY

The ball is out of play when:

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

BALL IN PLAY

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

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

DECISIONS

Decision:

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

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

11 THE METHOD OF SCORING

GOAL SCORED

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

WINNING TEAM

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

COMPETITION REGULATIONS

For matches ending in a draw, competition regulations may state provisions involving extra time or alternative methods to determine the winner of a match.

12 FOULS AND MISCONDUCT

Any player who commits five personal fouls during a match must leave the field of play. He may be substituted immediately by another player but is not permitted to return to the field of play during that match.

Fouls and misconduct are penalised as follows:

ACCUMULATED AND PERSONAL FOULS

DIRECT FREE KICK

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

- kicks or attempts to kick an opponent;
- knocks over an opponent, or attempts to do so, using both legs and when either in front of or behind the opponent;
- pushes an opponent;
- obstructs an opponent deliberately or in a dangerous or violent manner;
- tackles in order to win the ball with both feet in front of the body;
- strikes or attempts to strike an opponent;
- fails to say clearly and audibly the word “voy” or “go”, or any other similar word, when seeking the ball, tackling or searching for the ball;
- plays the ball, tackles or seeks the ball with his head down.

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

- holds an opponent;
- slides in an attempt to play the ball when it is being played or is

attempted to be played by an opponent (sliding tackle), except for the goalkeeper in his own penalty area and provided that he does not play in a careless and reckless way or uses excessive force;

- handles the ball, that is to say controls it, strikes it or throws it with his hand or arm, except for the goalkeeper in his own penalty area;
- utters words or noises with the intention of disorienting or tricking an opponent;
- breaks the silence deliberately during the match;
- commits any other type of offence not previously mentioned in Law 12 and for which play must be stopped to caution or send off a player.

Direct free kicks are taken from the place where the foul was committed.

PENALTY KICK

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

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

PERSONAL FOUL

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

- after releasing the ball from his possession, he receives it back from a team-mate without the ball first having passed beyond the halfway line or without it having been played or touched by an opponent;
- he touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate;
- he touches or controls the ball with his hands after passed to him deliberately from a kick-in taken by a team-mate;
- he touches or controls the ball with his hands or feet for more than four seconds.

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

- plays in a dangerous manner;
- prevents the goalkeeper from releasing the ball from his hands;
- holds on to the kickboards when playing or attempting to play the ball;
- stops the ball dead with one or both feet for more than four seconds when the ball can be played.

The indirect free kick is taken from the place where the infringement occurred, except if the ball was in the penalty area when the offence was committed, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

If, when the goalkeeper releases the ball or kicks the ball, it does not touch, bounce or strike in the first instance the half of the field of play his team is defending:

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

DISCIPLINARY SANCTIONS

Cautionable offences

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

- he is guilty of unsporting behaviour;
- he shows dissent by word or action;
- he persistently infringes the Laws of the Game;
- he delays the restart of play;
- he fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick or goal clearance;
- he enters or re-enters the pitch without the referees' permission or infringes the substitution procedure;
- he deliberately leaves the pitch without the referees' permission.

If any of these offences is committed the referee awards an indirect free kick to the opposing team, to be taken from the position where the offence occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped. The referee cautions the player unless a more serious infringement of the Laws of the Game has occurred.

Sending-off offences

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

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

If play is stopped due to the sending-off of a player who has committed any of the abovementioned offences, the referee shall award an indirect free-kick to the opposing team, to be taken from the position where the offence occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped. The referee sends off the player unless a more serious infringement of the Laws of the Game has occurred.

OFFENCES COMMITTED BY TEAM OFFICIALS, GUIDES OR SUBSTITUTES

An indirect free-kick is awarded and an accumulated foul is given against the team if a team official, guide or substitute commits any of the following offences:

- he fails to respect the guides' areas reserved for the coach or guide;
- he shows dissent by word or action;
- he breaks the silence;
- he behaves irresponsibly;

If play is stopped due to any of the offences mentioned above, the referee awards an indirect free-kick to the opposing team, to be taken from the position where the offence occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

DECISIONS

Decision:

A player who has been sent off may not re-enter the game in progress, nor may he sit on the substitutes' bench. A player sent off as a result of two cautions or a direct red card may not be substituted immediately. A substitute player may enter the pitch five complete minutes after a team-mate has been sent off, unless a goal is scored before the five minutes have elapsed, in which case the following applies:

- if there are five players against four and the team with the greater number of players scores a goal, the team with only four players may be completed by a fifth player;
- if both teams are playing with four players and a goal is scored, both teams remain with the same number of players;
- if there are five players playing against three, or four against three and the team with the greater number of players scores a goal, the team with three players may be increased by one more player only;
- if both teams are playing with three players and a goal is scored, both teams remain with the same number of players;
- if the team scoring the goal is the one with fewer players, the

game continues without changing the number of players.

13 FREE KICKS

TYPES OF FREE KICKS

Free kicks are either direct or indirect.

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

Direct free kick

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

Indirect free kick

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

Position of free kick

- All opponents must be at least five metres from the ball until it is in play.
- The ball is in play after it has been touched or kicked.

INFRINGEMENTS/SANCTIONS

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

- the kick is retaken.

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

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

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

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

Signals

Indirect free kick:

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

14 ACCUMULATED FOULS

ACCUMULATED FOULS

- Are those punished by a direct free kick mentioned in Law 12.
- The first 3 (three) accumulated fouls committed by each team during each half are recorded in the summary of the match.

POSITION OF FREE KICK

For the first 3 (three) accumulated fouls recorded for either team in each half:

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

Beginning with the 4th (fourth) accumulated foul recorded for either team in each half, and regardless of the type of infringement committed (personal or accumulated foul), the following procedure shall be applied:

- the players of the opposing team may not form a wall to defend a free kick;
- the player taking the kick has to be identified properly;
- the goalkeeper must remain in his penalty area and be at least five metres from the ball;
- all the other players on the pitch must remain behind an imaginary line that is level with the ball and parallel to the goal line, and outside the penalty area. They must be five metres from the ball and may not obstruct the player taking the free kick. No player may cross this imaginary line until the ball has been touched or played.

PROCEDURE FOR THE 4TH AND ANY SUBSEQUENT ACCUMULATED FOULS

- the player taking the free kick must kick the ball with the intention of scoring a goal and may not pass the ball to another player;
- once the free kick has been taken, no player may touch the ball until it has been touched by the defending goalkeeper, or has rebounded from one of the goalposts or the crossbar, or has left the pitch;
- if a player commits the fourth foul of his team in the opposing team's half or in his own half in the area between the halfway line and an imaginary line passing through the second penalty mark 8 metres from the goal line, the free kick is taken from this second penalty mark. The second penalty mark is described in Law 1. The free kick is to be taken in compliance with the provisions stipulated under "Position of free kick";
- if a player commits the fourth foul of his team in his own half of the pitch between the 8-metre line and the goal line, the team awarded the free kick may choose whether to take it from the second penalty mark or from the place where the infringement occurred;
- if there is extra time, all accumulated fouls committed during the second half of the match shall be carried over to extra time.

Additional time must be allowed for a direct free kick to be taken after the fourth accumulated foul at the end of each half or at the end of each period of extra time.

INFRINGEMENTS/SANCTIONS

If a player of the defending team infringes this Law:

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

If a player of the same team as the player taking the kick infringes this Law:

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

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

- an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

15 THE PENALTY KICK

A penalty kick is awarded against a team that commits any of the offences for which a direct free kick is awarded, regardless of whether it be accumulative or personal, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

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

POSITION OF THE BALL AND THE PLAYERS

The ball:

- is placed on the penalty spot.

The player taking the penalty kick:

- is properly identified.

The defending goalkeeper:

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

The players other than the kicker are located:

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

Procedure

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

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

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

INFRINGEMENTS/SANCTIONS

If a player of the defending team infringes this Law:

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

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

If a team-mate of the player taking the kick infringes this Law:

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

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

- An indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

16 THE KICK-IN

A kick-in is a method of restarting play.

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

A KICK-IN IS AWARDED:

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

POSITION OF THE BALL AND THE PLAYERS

The ball:

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

The players of the defending team:

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

taken.

PROCEDURE

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

INFRINGEMENTS/SANCTIONS

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

- The player taking the kick-in plays the ball a second time before it has touched another player. The indirect free kick is taken from the place where the infringement occurred, except if the offence occurs in the penalty area, in which case the ball shall be placed on the edge of the penalty area at the nearest point to the place where the ball was located when play was stopped.

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

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

17 THE GOAL CLEARANCE

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

A goal may not be scored directly from a goal clearance.

A goal clearance is awarded when:

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

PROCEDURES

- The ball is thrown from any point within the penalty area by the goalkeeper of the defending team.
- Opponents must remain outside the penalty area until the ball is in play.
- The goalkeeper may not handle the ball a second time until it has been played by an opponent. If the ball is played by a team-mate and returned to him he must kick it.
- The ball is in play when it is thrown directly beyond the penalty area.

INFRINGEMENTS/SANCTIONS

If the ball is not thrown directly beyond the penalty area:

- The goal clearance is retaken.

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

- An indirect free kick is awarded to the opposing team, to be taken from the penalty area line from the place nearest to where the infringement occurred.

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

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

18 THE CORNER KICK

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick, but only against the opposing team.

A CORNER KICK IS AWARDED WHEN:

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

PROCEDURE

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

INFRINGEMENTS/SANCTIONS

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

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

For any other infringement:

- The corner kick is retaken.

PROCEDURES TO DETERMINE THE WINNER OF A MATCH

KICKS FROM THE PENALTY SPOT

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

PROCEDURE

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss shall take the first kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take 3 (three) kicks.
- The kicks are taken alternately by the teams.
- The captains or the coaches shall inform the referee of the names and numbers of the 3 (three) players who shall take the penalty kicks. These names and numbers must be on the eight-player team sheet handed over prior to the match.
- When a team finishes the match with a greater number of players than its opponents, it shall reduce its numbers to equate with those of its opponents and inform the referee of the name and number of each player excluded.
- If, before both teams have taken their 3 (three) penalty kicks, one has scored more goals than the other could score, even if it were to complete its 3 (three) kicks, no more kicks are taken.
- If both teams score the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- Additional penalty kicks must be taken by players who did not take one of the first 3 (three) kicks. After all players have taken a kick, the first players to take penalty kicks shall continue to take them in the same order.

- A player who has been sent off or disqualified as a result of the accumulation of personal fouls shall not be entitled to take a penalty kick.
 - The goalkeeper may not be substituted, except in the case of injury and when checked by the referee and confirmed by the tournament doctor, or team doctor or physiotherapist should the former not be available.
 - All players and guides shall remain on the field of play when kicks from the penalty mark are being taken, in the opposite half of the pitch to that being used for the penalty kicks. The second referee shall ensure they remain in that half of the pitch.
 - The goalkeeper whose team-mate is taking the penalty and the guide of the opposing team must remain on the field of play, behind the penalty spot and close to one of the kickboards.
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APPENDIX 1

GENERAL REMARKS AND ADAPTATIONS TO THE FIFA LAWS OF THE GAME

All international championships shall be inspected and sanctioned (approved) by IBSA

1 Function of the public address/sound system

1.1 The public address system must be placed on or close to the timekeeper's table. It shall be used to give information constantly, provided play is stopped, on all incidents, occurrences and changes that take place during the match. In addition, it shall be used to give the referee's decisions verbally.

1.2 It shall be used to ask the public to remain silent, in accordance with instructions given by the match officials.

2 The Field of Play

The field of play must have a safety zone, of no less than 3 metres wide, around all four sides of the field, free of all architectural or structural obstacles. Where this zone is smaller than stipulated above, safety measures must be taken in order to protect the players.

3 Duties of the Guides

The guides shall perform their duties in a DISCREET and RESPONSIBLE manner, without adversely affecting the performance of the players.

3.1 Coach

The coach shall be positioned at his team's substitutes' bench. From this position he can direct his players. The area used for this purpose - the most appropriate - is the central third of the Field of Play.

3.2 Guide behind the opponent's goal

He shall remain behind the opponents' goal in order to guide the attacking players of his team. The area used for this purpose - the most appropriate - is the final third of the Field of Play, that is to say the third of the field of play closest to the goal his team is attacking.

He must not enter the field of play when performing his duties and is, under no circumstances, authorised to address the referee to protest against his decisions.

He may indicate audibly the position of the goalposts before a shot is taken with the ball stationary.

3.3 Goalkeeper Guide

The Goalkeeper Guide shall guide his team in the first third of the Field of Play, that is to say the third of the field of play closest to the goal is team is defending.

At the discretion of the referees, he may, whenever the ball is stationary, guide and orientate his colleagues when free kicks, penalties or double penalties are being taken, as well as organise the wall and situate the players when a shot is to be taken at his goal. He may only do this in the first third of the field of play.

4 The Referees

The principal duty of the referees is to provide the participating teams with the possibility to play FUTSAL FOR THE BLIND in a manner that proves worth watching, while ensuring the players obey the laws of the game.

4.1 Referees officiating at official IBSA-sanctioned competitions must belong to the IBSA Futsal International Referees Pool.

5 Cautions and sending-offs

The use of coloured cards to indicate punishment (yellow – caution, red – sending-off) is an effective preventative measure in the field of sport and is aimed at avoiding violent behaviour, both individually and collectively.

APPENDIX 2

BLIND FUTSAL BLINDFOLDS OVERVIEW

EXTERIOR



INTERIOR



OVERVIEW



INTERNATIONAL BLIND SPORTS FEDERATION
FUTSAL SUBCOMMITTEE

FREQUENTLY ASKED QUESTIONS AND IBSA RESPONSES

LAW 1: THE FIELD OF PLAY

- Can a match be placed on a grass pitch or an artificial grass pitch?

Yes, as long as the playing surface has been approved by the IBSA Technical Delegate.

- Where should the substitutes' bench be?

The substitutes' bench should be placed off the field of play and on the same side of the pitch as the timekeeper's table. Substitutes and team officials will always use the bench nearer the half of the pitch their team is defending at the time.

- How big should the safety zone behind the goal lines be?

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

LAW 2: THE BALL

- What should the referee do if the ball stops completely and none of the players can find it?

Play doesn't have to be stopped; the referee should move the ball a little so that it begins to make a noise again and the players can find it.

LAW 3: THE NUMBER OF PLAYERS

- If a goalkeeper is sent off, does that team have to play for five minutes without a goalkeeper?

No. An outfield player has to leave the match for five minutes (except for the conditions laid out in law 12) so that the substitute goalkeeper can enter. When the period is over the team can get back to its full strength and even the player who was taken off to let the substitute goalkeeper play can come back on.

- If a team's two goalkeepers are injured or sent off, what should the referee do?

He should allow any of the team officials to play as goalkeeper, provided that official was on the squad list handed in before the match.

- What is the maximum number of players and officials a team can include in its squad list?

Thirteen people is the maximum, broken down in the following categories: four outfield players and one goalkeeper in the starting line-up, four outfield substitutes and one substitute goalkeeper, a coach, an assistant coach and one doctor or physiotherapist.

LAW 4: THE PLAYERS' EQUIPMENT

- Do goalkeepers have to wear shinguards?

Yes.

LAW 5: THE REFEREE

- What should the referee wear normally?

A jersey or shirt, shorts, socks and shoes.

LAW 6: THE SECOND REFEREE

- What should the second referee wear normally?

A jersey or shirt, shorts, socks and shoes.

LAW 12: FOULS AND MISCONDUCT

- Is it a foul if the goalkeeper leaves his area?

No, it's only considered a foul if he participates actively in the match, either physically or verbally, when he is outside his goalkeeper's area. If he guides when play is outside his third of the field of play it's also a foul.

- A goalkeeper takes a goal clearance and the ball goes over the half-way line without touching his half of the field of play. What should happen?

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

- The goalkeeper picks up the ball when it is in play and throws or kicks it beyond the half-way line without touching his half of the field of play. What is the foul?

It's a personal foul for the goalkeeper and play should be stopped and restarted with an indirect free kick, to be taken from any point on the half-way line.

- If a goalkeeper's hand leaves the goalkeeper's area accidentally during a goal clearance, is it a penalty?

No.

- If a goalkeeper kicks the ball beyond the half-way line and the ball bounces or touches his half of the field of play and then enters the opposing team's goal, what should the referee do?

He should award a goal clearance to the opposing team.

- What should the referee do if, as a result of injuries or sending offs, a team is left without guides?

- a He should allow anyone on the squad list (except B1 players and the team doctor or physiotherapist) to perform the duties of a guide.
- b He should allow a team to play without guides.

- If a guide, goalkeeper or coach gives his players instructions outside his third when the ball is out of play, is it a foul?

No, but as soon as the referee indicates play should restart none of them can give instructions to his players outside his third.

- What should the referee do if a substitute, a team official or a guide breaks the laws of the game?

If the referee stops play because of this, he should show the person breaking the laws of the game a yellow or red card. This is also an accumulated team foul. Play should be restarted with an indirect free kick (Law 12).

If the referee decides to play the advantage, once the ball is out of play he should show the person breaking the laws of the game a yellow or red card. This is also an accumulated team foul. Play should restart according to the laws of the game.

If this happens when the ball is out of play, the referee will only show a yellow or red card to the person breaking the laws of the game and play will be restarted according to the laws of the game.

LAW 13: FREE KICKS

- Can a goalkeeper take free kicks?

No.

LAW 14: ACCUMULATED FOULS

- If, after the third accumulated team foul, the referee awards a free kick closer to the goal than the second penalty spot and the kicker and

coach do not agree where it should be taken from, what should the referee do?

He will allow the kicker to decide.

- A penalty is about to be taken from the second penalty spot and one of the kicker's team-mates breaks the silence. What should the referee do?

Play continues. If the infringement is committed by a player, team official or guide from the opposing team and a goal is scored, it stands. If it goes wide or the goalkeeper saves, it should be taken again.

LAW 15: THE PENALTY KICK

- Can a goalkeeper take penalty kicks?

No.

LAW 16: THE KICK-IN

- Can a goalkeeper take a kick-in?

No.

LAW 17: THE GOAL CLEARANCE

- In an official match a goalkeeper leaves the field of play in his run up and takes the goal clearance from inside his area. Is this allowed?

No. The goalkeeper must remain inside his area at all times when taking a goal clearance.

LAW 18: THE CORNER KICK

- Can a goalkeeper take corner kicks?

No.

B2/B3 CATEGORY – LAWS OF THE GAME

The Laws of the Game for the B2/B3 category are those of FIFA with the following IBSA adaptations.

- 1 All efforts should be made to avoid reflections caused by sunlight or artificial light on the field of play as these reflections may adversely affect or limit the match and the players' movement.
- 2 Light must be of an equal intensity on all parts of the field of play and during the entire match. Variations in light intensity are prohibited in all circumstances.
- 3 The ball used in this category may be white, green or orange, or any other colour that might facilitate locating it.
- 4 Referees must belong to the IBSA Futsal International Referees Pool.
- 5 Any player who commits 5 (five) personal fouls during the game in progress shall be disqualified and must leave the field of play. He may be substituted immediately by another player.
- 6 Players classed as B3 shall wear a red armband on their right arm.
- 7 At all times during the match, each team must have at least 2 (two) B2 players on the field of play.
- 8 Should a B2 player suffer an injury, he must be substituted by another B2 player. If the team has no B2 players to make this substitution, it shall continue the match with 3 (three) outfield players.
- 9 Goalkeepers may be fully sighted or partially sighted (B2 or B3).
- 10 The goalkeeper may not leave his penalty area under any circumstances. If the goalkeeper kicks the ball while outside his area, he shall be shown a yellow card and the referee shall award a direct free kick (personal and accumulated foul), to be taken from the place the goalkeeper touched the ball or participated in the play, to the opposing team. Should he repeat the infringement, he shall be shown a second yellow card and sent off.

11 If the goalkeeper handles the ball outside his area he shall be shown a red card and sent off, regardless of whether he had previously received a yellow card.

12 The goalkeeper is not allowed to take any type of kick outside his area (penalty kick, etc.) under any circumstances.

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