

# SCSA LAWS OF INDOOR SOCCER

## INTRODUCTION

The 2004/2005 Rules for playing Indoor Soccer in Swift Current are based upon the Saskatchewan Provincial Rules but modified, added to, and edited to suit Swift Current conditions. Most of such amendments are distinguished by being in bold type. The original provincial laws are left in place for the information of coaches, teams, and referees who may play games outside Swift Current where the provincial rules apply. Significant changes to these laws are identified with the initials S.C. and include:

- a) The wall area more than 1.5 meters above the playing surface will not be part of the playing area and balls hitting above the 1.5 meter mark will be out of play
- b) Teams will play 4 aside soccer; minimum 3 aside
- c) A goal may NOT be scored from a kick-off
- d) An experimental halfway line violation '(Law 11)

There are two major differences in presentation but not in content between the Swift Current rules and the provincial rules

(a) A new Law 6 has been inserted to cover the Assistant Referee. In consequence, all subsequent Laws have been renumbered. This also brings these rules into conformity with the outdoor FIFA Laws of Soccer.

(b) Law 12 covering Fouls and Misconduct has been extensively edited and reordered to increase clarity, including how time penalties are handled when more than 2 players are in the penalty box.

Please send any comments or questions, or requests for clarification and interpretation of these laws to:

AJ.(John) Leyshon Rules Committee Swift Current Soccer Association

## INTRODUCTION TO THE PROVINCIAL RULES

The new SSA Laws for indoor soccer have been drawn up in such a way as to best interpret the intent and spirit of the outdoor FIFA laws, while taking into account the obvious limitations of different facilities. To this end, as many FIFA Laws as possible have been adapted to the indoor situation, including for example, the indirect and direct free kick. In the interpretation of the said laws an intent letter and spirit of the FIFA outdoor rules should be used.

There are many different forms of soccer played in Saskatchewan and it is desirable that the Laws of the Game be standardized as far as possible. FIFA Laws are recognized for outdoor soccer. Otherwise there is no standardization, even within Canada, for outdoor mini-soccer and all forms of indoor soccer.

The SSA Law's will be similar for all types of facility, so that the situation is simplified for everyone especially the young. Out-of-province teams will find it easier to adapt to SSA laws and Saskatchewan teams will be able to adapt more easily to the laws when visiting other jurisdictions. Summary of recommendations:

For soccer in facilities such as the Field House (hereinafter referred to as an indoor field) where boundary lines are used, FIFA outdoor Laws shall be adopted, with the following adaptations: - smaller dimensions and fewer players.

For a dedicated facility, i.e. one with recessed goals and secure ceiling fittings (hereinafter referred to as an indoor arena), full FIFA outdoor soccer Laws shall be adopted with the following adaptations: a) smaller dimensions: b) fewer players: c) unlimited substitution: d) "live" boards: e) no off-side: 0 2 minute penalties.

For all other indoor facilities including gymnasiums and hockey rinks (hereinafter referred to as Gym/rink facilities), the Laws of Indoor Soccer shall apply.

Swift Current Soccer Association 2004/2005

## **SCSA LAWS OF INDOOR SOCCER**

### **LAW 1 - THE PLAYING AREA**

1. The playing area shall be adequate in size and free from hazard.
2. Walls immediately surrounding the playing area shall be regarded as part of the playing area except under the crossbar and between the goal posts. S.C. - Walls immediately surrounding the playing area to a maximum height of 1.5 meters shall be regarded as part of the playing area except under the crossbar and between the goal posts. The referee shall be the sole judge as to whether the wall height has been exceeded.
3. The playing area shall be marked with clearly visible lines which measure from 2.5 cm to 10 cm in width. Whichever is used, all shall have the same dimensions. The lines are part of the area which they encompass.
4. Goals: Goals shall be placed on the centre of each goal line. The width of the goals shall be minimum 3 meters and maximum 4 meters, measured from the inside of each goal post. The height shall be minimum 1.5 meters and maximum 2 meters, measured from the floor to the underside of the crossbar. The thickness of the goal posts and crossbars shall be identical. Nets shall be attached to the goal posts and crossbars and the floor behind the goals. The goal line should be defined. S.C. - The goals shall be as provided. Junior

and Intermediate Youth playing at Fairview will use smaller goals than those used by Senior Youth and Adults playing at Irwin

5. The Goal Area: At each end of the field of play two lines shall be drawn at right angles to the end wall, 3,5 meters on each side of the midpoint of the goal-line. These shall extend, into the field of play and shall be joined by line drawn parallel with and 3.5 meters from the goal line. Each of the spaces enclosed by these lines and the end wall shall be called a goal-area. S.C. The goal area will not be marked. (See Law 9.1 (c))

6. The Penalty Area: At each end of the field of play two lines shall be drawn at right angles to the end wall, a maximum of 8 meters from the centre of the goal-line and a minimum of 3 meters from the side wall. These shall extend into the field of play and shall be joined by line parallel with and 8 meters from the goal line. Each of the spaces enclosed by these lines and the end wall shall be called a penalty area, S.C. The penalty area shall be defined by pre-existing markings on the floor and identified to the teams by the referee prior to the start of the game.

## **LAW 2 - THE BALL**

The ball shall be spherical. The outer casing shall be constructed of material, which is not dangerous to the players. An officially approved indoor soccer ball should be used.

The ball shall be size 5 for under 15 year old teams and older. The ball shall be size 4 for all under 13 year old teams and younger. A size 3 ball may be used by under 6 year-old players.

S.C. Junior Youth and Intermediate Youth shall use size 4 balls; Senior Youth and Adults shall use size 5 balls.

The recommended pressure for indoor soccer balls is 50 kilopascals (6 lbs).

Should the ball become defective, the game shall be stopped. Play shall be restarted by the referee dropping the ball in accordance with Law 8.7

## **LAW 3 - NUMBER OF PLAYERS**

1. The game shall be played by two teams, each consisting of not more than six (6) players, one of whom shall be the goalkeeper. Five (5)-aside play will be in effect for any facility that is under 50 m x 23 m (160' x 75\*)\* The number of players in competition will be determined by the minimum floor size to be used within the district hosting the competition. A game shall not commence or continue if either team has less than three (3) players.

S.C In the 1998/99 season, teams shall consist of not more than four (4) players, one of whom shall be the goalkeeper.

2. If a team does not have the minimum number (3 players) required after 5 minutes of the scheduled start, that team shall forfeit the game and the opposing team shall have the option of using the balance of the time for practice. If a team arrives late but before the forfeit time has expired, the game will be shortened in accordance with Law 7.2.

3. Teams may dress a maximum of sixteen (16) registered playing members and may have a maximum of three (3) registered non-playing members on the team bench: a Coach, a Manager and a Trainer. All team members who are dressed to play and the non-playing members shall be under the jurisdiction of the referee.

4. All team members shall be registered with Swift Current Soccer Association, or with an Association recognized by Saskatchewan Soccer.

5. A team member who is sent off the playing area or its vicinity in accordance with Law 12 may not re-enter the game. The team member may, subject to the time penalty regulations in Law 12, be replaced by a team member whose name is on the team sheet\*

6. Should a player enter or re-enter the playing area for any reason other than permitted in Section 9 of this Law, that player shall be cautioned and if play is stopped to administer the caution, an indirect free kick shall be awarded to the opposing team, to be taken in accordance with Law 13.

7. Should a team be found to have more than the permitted number of players on the playing field and the offending player cannot be identified, the offending team shall be assessed a four (4) minute time penalty to be served by a player on the field of play at the time of the incident. The player shall not be cautioned nor shown a Yellow card. Play shall be restarted by an indirect free kick from the place where the ball was when play stopped.

8. Should a team having too many players on the playing area score a goal, the goal shall be disallowed. The play shall be restarted by an indirect free kick taken from inside the goal area.

S.C. - the free kick shall be taken from a point 3.5 metres perpendicular to the centre of the goal-line.

## 9. SUBSTITUTION

- a) Unlimited substitution shall be allowed on the fly at any time during the game.
- b) Players must be within one (1) meter of the bench area before a substitute may enter the field of play.
- c) The substitution is completed when the substitute enters the field of play, from which moment the substitute becomes a player and the player who is being substituted ceases to be a player and becomes a substitute.
- d) The substitutes shall not interfere with the play or enable their team to gain a direct advantage. If the player leaving the field, having become a substitute in accordance with 30 above, interferes with play or opponents, play shall be stopped\* An indirect free-kick shall be awarded to the opposing team. No time penalty will be assessed.
- e) Players are to exit and substitutes enter the playing area only at their team bench. An exception may be made in case of serious injury.
- f) The taking of a free kick shall not be delayed to allow a substitution to be made.
- g) Substitutions shall not be allowed to interfere with the flow of the game.
- h) At the referee's discretion and with the permission of the referee, restart of play may be delayed to allow the completion of substitutions only at kick-offs, goal kicks, when the game is stopped for a time penalty, and when the game is stopped for injury,

## LAW 4 - PLAYERS' EQUIPMENT

1. Players shall not wear equipment or anything which endangers themselves or other players (including any kind of jewelry).

S.C. - Coaches will be responsible for ensuring players comply with this rule (be advised of section 3 of this Law!)\* Referees will have no time between games to inspect players.

2. Equipment shall consist of a numbered shirt, shorts, socks, shin pads and footwear designed for indoor use. Goalkeepers are permitted to wear track-suit type pants. The shirts have to be tucked in, the socks have to cover the shin pads. Visible undergarments such as thermal under shorts are permitted, however, they must be the same colour as the shorts. The number on the back of the shin shall measure not less than 15 cm in height. All players on the same team shall wear the same coloured shins and shall not have identical numbers. Goalkeepers shall wear colours which are distinguishable from all other players and referees. Team colours shall not conflict with those of the official uniform for referees f black with white trim)

3. A player who is sent of for any infringement of Law 4, section 1 and 2, may not be substituted and may not re-enter the play without the referees permission, who shall be satisfied that the player's equipment is in order. Upon permission from the referee, the player shall only re-enter the game when the ball has ceased to be in play.

#### **LAW 5 - THE REFEREE**

1. A referee shall be appointed to officiate each game. The referee's authority shall commence as soon as the referee enters the playing facility, and shall extend to offences committed prior to the game, when the game is in progress, when the game is stopped, and after the game has ended. The referee's decision on points of fact connected with play shall be final.

2. The referee shall:

- a) Enforce these Laws and the regulations of the competition.
- b) Refrain from penalizing in cases where the referee is satisfied that, by doing so, an advantage would be given to the offending team or withheld from the team offended against;
- c) Keep a record of the game;
- d) Have discretionary power to stop, suspend, or terminate the game for any infringement of the laws, interference by spectators, or any other cause;
- e) Caution any player or team official guilty of misconduct or ungentlemanly behavior, and, if the offender persists, suspend such person from further participation in the game;
- f) Send from the playing area and its vicinity any player or team official who, in the opinion of the referee, is guilty of violent conduct or serious foul play, or the use of foul or abusive language;
- g) Report, in writing, to the appropriate authority, any misconduct by players, officials, spectators or other persons which takes place on the playing area or within its facility at any time prior to, during, or after the game;
- h) Control who may enter or leave the playing area;
- j) Stop the game if, in the opinion of the referee, a player is seriously injured;
- k) Signal the start of the game and the restart after a stoppage;

- l) Decide if the ball, the playing area, and other equipment are suitable.

#### **LAW 6 - ASSISTANT REFEREE**

1. An assistant referee may be appointed to assist the referee. The assistant referee shall not enter the playing area and shall be under the jurisdiction of the referee.
2. At the discretion of the referee, the assistant referee shall:
  - a) Act as the official timekeeper and start and stop the time when signaled to do so by the referee.
  - b) keep a record of goals scored and, upon the advice of the referee, record the number of the player scoring the goal;
  - c) Record the name and number of any team member or team official who receives a 'blue card' time penalty, is cautioned, or dismissed from the playing area or its vicinity;
  - d) Advise the referee of any team member receiving a third blue card or a second yellow card in the game;
  - e) Control time penalties;
  - f) Control both team benches (behavior)
  - g) Watch for misconduct or other incidents that occur out of the view of the referee and bring any such incidents to the referee's attention;
  - h) Assist the referee to control the game in accordance with the Laws.

#### **LAW 7 - DURATION OF THE GAME**

1. 1. The duration of the game shall consist of two twenty-five (25) minute halves with a three (3) minute break at half time.

S.C. - Where time between games permits, a warm-up period prior to the game may be allowed at the discretion of the referee. This period shall not exceed 5 minutes.
2. The referee shall start the clock running at the time scheduled for the start of the game and the start of the second half. Any time wasted between the clock starting and the start of the game shall be deducted from the playing time. Should the previous game continue past the scheduled game time, the referee shall delay starting the clock until after the previous game has been completed. This will allow the following games to begin on time.
3. The referee may, at his discretion, signal for a stoppage of the time for any reason he deems fit.
4. Time shall be extended at the end of each half of play to allow the taking of a penalty kick to be concluded.
5. If, for any reason, a game is not completed, the competition organizers shall decide on the outcome of the game.
6. In all games in which a winner must be declared, two (2) overtime halves of five (5) minutes each shall be played, The overtime shall take place in accordance with the provisions of Law 7 Section 5.

7. If, at the end of overtime, the game is still tied, kicks shall be taken from the penalty spot to determine the winner. All players recorded on the game sheet (except any players ejected from the game) shall be eligible to take part in the taking of the kicks. The following conditions shall apply:

- a) The referee shall choose the goal at which all of the kicks shall be taken. All players except the goalkeeper and the player taking the kick shall remain at the centre line
- b) The referee shall toss a coin, and the team winning the toss shall take the first kick.
- c) Both teams shall take five (5) kicks unless at one point, one team has scored more goals than the other team could in 5 kicks.
- d) The kicks shall be taken alternately.
- e) If, after both teams have taken five (5) kicks, they are still tied, the taking of kicks shall continue until such time as both teams have taken an equal number of kicks and one team has scored one goal more than the other.
- f) Each kick shall be taken by a different player. Not until all eligible players of a team, including the goalkeeper, have taken a kick may a player of the same team take a second kick. Where the two teams have an unequal number of eligible players, the number of players taking a penalty kick before a player may take a second kick shall be the lesser of the two.
- g) Any player who is eligible may change places with the goalkeeper at any time during the taking of the kicks.
- h) The taking of the kicks shall be in accordance with Law 14.

### **LAW 8 - START OF PLAY**

At the beginning of the game, a coin is tossed and the team which wins the toss decides which goal it will attack in the first half of the game. The other team takes the kick-off to start the game. The team which wins (lie coin toss takes the kick-off to start the second half of the game.

At the kick-off, all players shall be in their own half of the playing area. All players opposing the team taking the kick-off shall not be less than 3 metres (10') from the ball until it is kicked off. The game shall be started by the referee giving a signal. The ball is in play when it is kicked and moves forward. For any infringement of this section of the Law, the kick-off shall be retaken. A goal may be scored directly from the kick-off. S.C. - A goal may NOT be scored directly from the kick-off.

Should the player who took the kick-off<sup>1</sup> touch the ball a second time before it has been touched or played by another player, an indirect free kick shall be awarded to the opposing team, to be taken in accordance with law 13.

1. After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.
2. After the end of the First half of play. The teams shall change ENDS and the kick-off shall be taken by a player of the team opposing that, which started the game.
3. For any stoppage against a wall or when the ball is trapped against the wall by play and no offence has occurred, the referee shall stop play and restart the game by dropping the ball 1.5 metres from the boundary in accordance with Section 7 of this Law.

4. For any stoppage not mentioned in these Laws. The referee shall restart the game with a dropped ball. The ball shall be dropped at the place where the ball was, when play was stopped. The ball shall be in play as soon as it touches the floor.

### **LAW 9 - BALL IN AND OUT OF PLAY**

- I. The ball is out of play:
  - a) When play has been stopped by the referee;
  - b) When the ball has wholly crossed the goal line whether on the ground or in the air.
  - c) When the ball crosses the goal line directly from an indirect kick under the crossbar and between the posts. If the kicker was a member of the attacking team, the game shall be restarted with an indirect free kick to the defending team from within the goal area. If the kicker was a member of the defending team, subject to the over-riding provisions of Law 13, the game shall be restarted with drop ball taken from the place where the ball was kicked. S.C." the free kick by the defending team shall be taken from a point 3.5 meters perpendicular to the centre of the goal-line.
  - d) When the ball strikes the walls more than 1.5 meters above the playing surface, any part of the ceiling or fixtures above the playing area. goes out of the playing area or is otherwise rendered unplayable (e.g. trapped behind the goal or in a team bench area). The referee shall restart the game with an indirect free kick to the team opposing the team of the player that last touched or kicked the ball. The free kick shall be taken from the place where the ball was last touched or kicked by the player.
2. The ball is in play at all other times, including:
  - a) When it rebounds into play from the goalpost, a crossbar rebound, boards, or wall;
  - b) When it rebounds from the referee when the referee is within the playing area;
  - c) S.C.- when it rebounds from a substitute within the team bench area, or a spectator within the spectator's area, and, in the opinion of the referee, the ball was not deliberately propelled into these areas, did not exceed the 1.5 meter height restriction, and there was no attempt by the substitute or the spectator to interfere with the free movement of the ball other than for reasons of self-protection.

### **LAW 10 - METHOD OF SCORING**

1. A goal is scored when the whole of the ball has crossed over the goal line, between the goal posts and under the crossbar.
2. The referee shall be the sole judge as to whether a goal has been scored.
3. a) during the course of the game, should an outside agent assist the ball into the goal. or prevent the ball from entering into the goal. play shall be stopped. The referee shall restart the game by dropping the ball in accordance with Section 7 of Law 8,

- b) At the taking of a defensive free kick, subject to the provisions of Law 13, should the defending team put the ball directly into their own net, the referee shall restart the game with a drop ball at the point where the free kick was taken.
4. The team scoring the greater number of goals shall be the winner. If no goals or an equal number of goals are scored, the result of the game shall be a tie.
5. S.C. - Should the ball enter the goal directly, without touching another player, from a kick by a player within his own penalty area into the opposing goal, or, in the case of a goalkeeper, throwing the ball directly into the opposing goal, the goal shall be disallowed and the game restarted with an indirect free kick to the opposing team to be taken on that part of the line of the penalty area from which the kick or throw originated that runs parallel to the goal-line, at the point nearest to where the ball was last kicked or thrown.

### **LAW 11 - HALFWAY LINE VIOLATION**

Note: This Law applies only in Swift Current

1. A player who kicks the ball, or in the case of a goalkeeper, throws the ball from within his own penalty area directly across the halfway line in the air and without the ball touching another player, sideboards, or walls, shall be deemed to have infringed this Law. For this infringement, an indirect free kick shall be awarded to the opposing team, to be taken from the point where the ball crossed the penalty area line.
2. In games with 5 or more players aside, a team playing with two players less than the opposing team shall not be penalized for this offence.

### **LAW 12 - FOULS AND MISCONDUCTS**

1. A player who, in the opinion of the referee, commits any of the following eleven penal offences in a manner considered by the referee to be careless, reckless, or involving disproportionate force:
  - a) Kicks or attempts to kick an opponent:
  - b) Trips or attempts to trip an opponent:
  - c) Jumps at an opponent:
  - d) Charges an opponent (especially against the wall or boards) in any manner;
  - e) Strikes, or attempts to strike an opponent, or spits at an opponent:
  - f) Holds an opponent:
  - g) Slide tackles or, when tackling an opponent, makes contact with the opponent before contact is made with the ball. A goalkeeper is allowed to block a shot while going down on the floor

(falling) with his hands, body, or legs. A goalkeeper is not allowed to slide feet first in an attempt to play the ball, as this is considered a slide tackle;

- h) Pushes an opponent;
- i) Boards an opponent (i.e. contact between players, which forces an opponent into the perimeter wall);
- j) Handles the ball deliberately i.e. carries, strikes or propels the ball with hand or arm (this does not apply to the Goalkeeper within his/her own penalty area);
- k) Tackles an opponent from behind in a manner, which could cause injury

shall be penalized by the awarding of a DIRECT free kick to be taken by the opposing team from the place where the infringement occurred. Should a defending player commit one of the above offences within the penalty area, while the ball is in play, irrespective of the position of the ball, a penalty-kick shall be awarded to the opposing team.

2. A player who, in the opinion of the referee, commits any of the following offences:

- a) Playing in a manner considered by the referee to be dangerous;
- b) Impeding the progress of an opponent;
- c) Using the walls to delay play or to obstruct an opponent;
- d) Preventing the goalkeeper from releasing the ball from his/her hands;
- e) If the goalkeeper, in the opinion of the referee, has attained full possession of the ball and delays the release of the ball from his hands by more than FIVE SECONDS, or otherwise wastes time;
- f) If the goalkeeper, inside his own penalty area, takes more than four (4) steps while controlling the ball with his hands, before releasing it from his possession;
- g) If the goalkeeper, inside his own penalty area, touches the ball with his hands after it has been deliberately kicked to him by a teammate;

shall be penalized by the awarding of an indirect free kick to the opposing team to be taken from where the offence occurred, subject to the overriding conditions of Law 13.2.

3. A player may be warned and shown a Blue card if, in the opinion of the referee, the player has committed one of the 11 penal offenses in a manner that is not within the Spirit of the Game.

4. A player shall be cautioned and shown a Yellow card, if in the opinion of the referee, the player:

- a) Is guilty of unsporting behavior;
- b) Shows, by word or action, dissent from any decision given by the referee;
- c) Persistently infringes the Laws of the Game;
- d) Delays the restart of play;

- e) Fails to respect the required distance when play is restarted with a free kick;
- f) Slide-tackles an opponent;
- g) Without the referee's permission, enters, re-enters or leaves the playing area after the game has commenced, other than as a substitute, except when returning to the team bench after serving a time penalty;
- h) Accumulates three Blue card warnings in the game.

If the game is stopped to administer the caution, and provided that the ball was in play at the time of the offense, the game shall be restarted with an indirect free kick to the opposing team unless the offending player has committed an offence for which a direct free kick is specified in these Laws.

5. A player shall be sent off the field of play and shown a Red card if, in the opinion of the referee, the player:
- a) Is guilty of serious foul play;
  - b) Is guilty of violent conduct;
  - c) Spits at an opponent or any other person;
  - d) Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area);
  - e) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick;
  - f) uses offensive, insulting or abusive language;
  - g) Receives a second caution in the same game;

If the game is stopped to dismiss the player, and provided that the ball was in play at the time of the offense, the game shall be restarted with an indirect free kick to the opposing team unless the offending player has committed an offence for which a direct free kick is specified in these Laws.

6. The following system of time penalties shall be implemented:

- a) A Yellow card time penalty is 4 minutes in duration and is assessed to the offender. The team is reduced in strength by one player for the duration of the penalty time subject to the overriding conditions of Sections 6(g), (h), and (i). Time served shall be running time.
- b) A Red card offence is 6 minutes playing time in duration and is assessed to the offender who is sent off the field of play. A team is obliged to put a player or a substitute in the penalty box to serve the 6 minute time penalty and the team play's shorthanded for the full 6 minutes playing time subject to the overriding conditions of Sections 6(g), (h), and (i). Time served shall be actual playing time.

- c) Any two minute (Blue card) penalty assessed against the goalkeeper shall be served by another member of the team on the floor at the time of the offence.
- d) Times are not added together and time served shall be that of the most severe time penalty (blue/yellow/red).
- e) If when a team has been reduced to a lesser number of players on the playing surface than is its opponent, by virtue of player(s) serving Blue card time penalty(s) and that team is scored upon by an opponent, the player having served the longest unexpired Blue card time penalty shall return to the game subject to the overriding conditions of Sections 6(g), (h), and (i).
- f) No team shall be more than two (2) players short. If a team has two or more players serving time penalties and another player receives a time penalty, the player must go to the penalty' box. The player must, however, be replaced on the playing area by a substitute in accordance with Law 3.1. The time of the penalties for the third player shall not commence until the time penalty of the first player has expired.
  - a) S.C. - When playing 4 aside soccer, no team shall be more than one (1) player short. The numbers in 6(f), 6(g) and 6(h) are adjusted accordingly.
- g) Only those players serving a time penalty shall be allowed to re-enter the game in progress (once the penalty has expired and with the permission of the referee or assistant referee) to make up the permitted numbers of players allowed in accordance with the time penalties being served at the time.
- h) Those players whose time penalty has expired but cannot return to (he game due to time penalties still being served (i.e. two or more players remain in the penalty' box) shall return to their bench without taking part in or interfering with the play.
- i) If the referee has reason to discipline a substitute while the substitute is on the team bench, the referee shall wait for the next stoppage in play to do so. The time penalty shall be served by that substitute. That team shall play one (1) player short for the duration of the time penalty.
- j) If two players, one from each team, receive coincidental lime penalties, both players will be replaced on the field.

### **LAW 13-FREE KICK**

1. Free kicks shall be awarded under two headings: 'Direct' from which a goal can be scored directly and 'Indirect' from which a goal cannot be scored unless the ball has been touched by another player before crossing the goal line.
2. For any infringement of the Laws of the Game when the ball is in play, the referee 'nay award a free kick to the team opposing that of the offending player. The free kick shall be taken from the place where the offence occurred, with the following exceptions:
  - a) Any free kick awarded for an offence committed close to the wall shall be taken 1.5 metres from the wall, at the point nearest to where the offence occurred.
  - b) Any indirect free kick awarded to the attacking team within its opponent's penalty area shall be taken from the part of the penalty area line which runs parallel to the goal-line, at the point nearest to where the offence was committed.

3. At the taking of a free kick, the ball shall be stationary<sup>7</sup> and all opponents shall be not less than 3 metres from the ball until it is in play. The ball is in play when it is kicked and moves subject to the provisions of Section 2 (6)

4. A player taking a free kick shall not touch the ball for a second time until it has been touched by another player. For any infringement of this Law, an indirect free kick shall be awarded to the opposing team.

5. A player who does not retire the required distance, or who dances about or gesticulates in a manner calculated to distract an opponent, or delays the taking of the free kick, shall be cautioned for unsporting behavior.

6. For any free kick to the defending team inside its own penalty area, all opponents shall remain outside the penalty area until the ball is in play and the ball is in play when it is kicked beyond the penalty area.

7. For any offence committed by an attacking player within the goal area, the free kick must be taken from fully within the goal area.

#### **LAW 14 - PENALTY KICK**

1. A penalty kick shall be taken from the penalty-mark. All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the playing-area and not less than 3 meters from the ball until the ball is kicked.

2. The goalkeeper shall remain on his/her goal line between the goal posts and facing the kicker until the ball is kicked.

3. The player taking the penalty kick must be in a standing position throughout the taking of the kick (some part of the non-kicking foot shall remain in contact with the floor. Should the non-kicking foot not remain in contact with the floor and a goal is scored, the goal shall be disallowed and the game shall be restarted with an indirect free kick to the defending team from within their goal area.) The ball must be kicked forward. The player shall not play the ball a second time until it has been touched by another player. The ball is in play when it is kicked and moves. A goal may be scored directly from a penalty kick.

4. Time of play shall be extended at the end of play to allow a penalty kick to be taken, in the event that time is extended, play shall end when:

- a) A goal is scored by the ball going directly into the goal or by the ball rebounding into the goal from the goalkeeper, and/or a goal post or the crossbar.

5. For any infringement of the above Law:

- a) By the defending team, the kick shall be retaken if a goal has not resulted:
- b) By the attacking team other than by the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken:

- c) By the player taking the penalty kick, committed after the ball is in play, a player of the opposing team shall take an indirect free kick from the spot where the infringement occurred, subject to the over-riding conditions imposed in Law 12.