

**SCHOOL SPORT WA**

**SECONDARY AND PRIMARY FUTSAL REGIONAL AND STATE CHAMPIONSHIPS**



**1. INTRODUCTION RULES AND INFORMATION**

1.1 **Welcome to the School Sport WA Secondary Girls and Boys Regional and State Futsal Championships and Primary Futsal Championships Girls and Boys Regional and State Futsal Championships.**

* **The Girls and Boys Regional Secondary Futsal Championships will run on different days due to the large numbers of schools participating.**
* **The Girls and Boys Primary Futsal Championships will be run concurrently at the same venue.**

**SSWA Futsal Coordinator Tony Carvajal will run all the Regional and State Championships.**

**PLEASE NOTE:**

**THE PREVIOUS YEAR’S STATE CHAMPIONS ARE ASKED TO PLEASE TAKE THE STATE CHAMPIONSHIP PERPETUAL CUP/S TO THEIR RESPECTIVE REGIONAL CHAMPIONSHIPS AS THEY WILL BE REQUIRED FOR THE FOLLOWING STATE CHAMPIONSHIPS.**

**IT WOULD BE GREATLY APPRECIATED IF THE SCHOOLS CAN ENGRAVE THE SHIELD AS IT WILL SIMPLIFY THE PREPARATION FOR THE STATE CHAMPIONSHIPS.**

**If you are unable to have the shield engraved, please advise the Coordinator, Tony Carvajal, on**

**0450 742 636, so he is able to do so prior to the State Championships.**

The number of regions will be determined by the number of nominations received.

##### REGIONAL CHAMPIONSHIPS

1. **Venues for the Regional Championships:**

**Northern Region Kingsway Indoor Stadium 130 Kingsway Madeley 9405 5645**

**Southern Region Cockburn ARC 31 Veterans Parade Cockburn Central**

**Peel Region Cumbre Sports facility 18 Saltaire Way Port Kennedy**

**Tony Carvajal SSWA Coordinator will run the REGIONAL and STATE CHAMPIONSHIPS.**

**Please Note: If there aren’t sufficient nominations in the Peel Region, schools will be notified and placed in the Southern Regions as in previous years).**

**PLEASE NOTE: NOT WISHING TO ATTEND STATE CHAMPIONSHIPS IF QUALIFY**

**IF YOU ONLY WANT TO PLAY IN THE REGIONALS (NOT ATTENDING THE STATE CHAMPIONSHIPS), PLEASE LET ME KNOW PRIOR TO THE FIXTURING BY EMAIL (tonylcarvajal@gmail.com) SO I CAN ADVISE THE OTHER TEAMS. IT DOES CAUSE ORGANISATIONAL DIFFICULTIES WHEN I AM GIVEN VERY SHORT NOTICE ON ATTENDANCE AND IT’S NOT FAIR ON THE OTHER SCHOOLS WHO HAVE COMMITTED.**

1. Regions will be structured according to the number of nominations received and the courts available in their respective regions.
* **If a Round Robin:** The team with most points will be named Champions.
* **If the points are the same, head-to-head will be required.**
* **If head-to-head is the same, the greater number of wins.**
* **If the number of wins is the same, goal difference will be required to separate teams.**
* **If the goal difference is the same, the team who scored the most goals will go win.**
* **If teams have scored the same number of goals, penalties will be the final decider. Best of 5.**
* **If a Grand Final:** Winner is the Champion
1. The Regional Champions and Runners up Runners will receive:
* individual School Sport WA medallions to a **maximum of 10 per** **team and**
* Championship Cup for the winning schools to keep. **Sponsor: Elevage Lighting Group**

1. The Regional Runners – up will receive individual medals, to a **maximum of 10 per** **team.**
2. **A Most Valuable Player medal** will be awarded to the MVP Boy and the Girl in their respective Championships. Points are given for each game by the referees.
3. The Dave Whalley Goalkeeping **Golden Gloves medal** will be awarded to the outstanding goalkeeper of the Boys and the Girls Championships. Points are given for each game by the referees.
4. **Fixtures will be sent out to schools one week prior to the Regional Championships.**
5. **A qualified sports trainer will be in attendance at all of the Regional and State Championships**

**STATE CHAMPIONSHIPS**

1. **The Champions of each Region will be invited to attend the State Championships.**
* The Girls and Boys teams will play on the same night at the same venue.
* **If there are 4 regions, the Champions and runner up will attend the finals. (8Teams)**
* **If there are 2 regions, the top 4 teams will be invited to the finals. (8Teams)**
* **The finals structure will be decided by the Coordinator prior to the commencement of the Regional Championships.**

**The State Championships is a Knockout format.**

**.**

**The SECONDARY State Championships Finals times and venue:**

* **Senior Boys and Girls played** at **Cockburn ARC and** commence at approximately **4:00pm** and conclude at approx**. 8:30pm.** at **Cockburn ARC.**
* **Intermediate Boys played** at **Cockburn ARC and** commence at approximately **4:00pm** and conclude at approx. **8:30pm**. at **Cockburn ARC.**
* **Junior Boys and Girls played** at **Cockburn ARC** and commence at **4:00pm** and conclude at approx. **8:30pm**.

**The PRIMARY State Championships times and venue:**

* **Primary Boys and Girls played** at **Cockburn ARC and** commence at approximately **4:00pm** and conclude at approx**. 8:30pm.** at **Cockburn ARC.**
1. **Game times and fixtures will be supplied asap after all the Regionals have been played.**
2. **Presentations will occur immediately after the Grand Finals or final round robin game.**
3. **Experienced referees will officiate in all State Championship games.**
4. **The winners and runners –up of the State Championship Grand Final will receive:**
* individual School Sport WA medallions to **maximum of 10 per** **team;**

a **Futsal Champions Cup** for the winning schools to keep plus the **Perpetual Futsal Champions Cup, all sponsored by Elevage Lighting Group**.

* A **Most Valuable Player Medal** for the Boys and the Girls Championships.
* The **Dave Whalley Goalkeeping Golden Gloves medal** will be awarded to the outstanding goalkeeper of the Boys and the Girls State Championships.
* Grand Final Medals for the coaches.
1. **A qualified trainer will be in attendance at all of the State Championships.**
2. **Everyone is welcome to come and enjoy what will be an exciting evening of Secondary and Primary School Futsal in the inaugural Champions Cups.**

**RULES (PLEASE READ CAREFULLY)**

These rules are written with the intention of creating an environment that not only promotes healthy competition, but also promotes the ideals of fair play and good conduct.

1.2 Please make sure that you read the by-laws carefully, as they will be referred to whenever a dispute or protest is made.

1.3 **The Championships generally follow the FIFA rules.** Some changes have been made to the times to accommodate the Championships.

1.4. All games will be played on a full court.

1.5 GK’s **are not** permitted to throw the ball over the halfway line when the ball has been out on the bye line. **(Goalkeepers Ball to be rolled out).**

These rules are set to encourage passing, improve technique, individual tactics, and team mindset, essential attributes in Futsal. GK’s can pass the ball to a teammate in the D if the ball was out of play.

**If a GK saves or stops the ball in general play, they can pick up the ball and either kick or throw the ball over the halfway line.**

**One back pass is allowed to be made to GK only. To reset, the ball must be either touched by an opponent or the ball has to go over the halfway line. If this occurs another back pass can be made.**

**NOTE: SLIDE TACKLE**

**1.6 Slide tackles are not allowed in these Futsal Championships due to the danger of possible injury on the hard surface. The referee is to play a free kick if this occurs.**

1.6 **Players and coaches** are required to line up **before/after their game** and acknowledge opponents showing courtesy and good sportsmanship. **Please follow COVID protocols.**

**2. INTERPRETATION**

2.1 Interpretation of these by-laws shall be the responsibility of the game officials. Clarification can be sought from the Championships Coordinator.

**3. NOMINATION**

3.1 All schools must complete a team nomination form for each team by visiting the SSWA website. Nomination per team is approximately $150.00, depending on nominations.

3:2 A school may nominate as many teams in a year group as they wish.

**4. PLAYER REGISTRATION**

4.1 **All teams must be made up of the school’s students. If a school has more than 1 team, players must not move between teams once the Championship has commenced. If this occurs, a forfeit is registered and a loss of 5 goals to nil is recorded.**

4.2 **YEAR LEVEL FOR EACH CHAMPIONSHIP**

**SECONDARY CHAMPIONSHIPS:**

Junior Boys (Years 7 & 8) Intermediate Boys (Years 9 & 10) Senior Boys (Years 11&12)

Junior Girls (Years 7, 8 & 9) Senior Girls (Years 10,11,12)

**PRIMARY CHAMPIONSHIPS:**

• The Girls and Boys teams can consist of students from **Years 3 to 6.**

**Please note: Players are allowed to play up from their year level championship only. Players are not allowed to play down from their year level.**

**5. FIXTURES**

5.1 The School Sport WA Coordinator will determine fixtures for the Championships, and reserves the right to make changes (forfeits, withdrawals, etc). if it is required.

5.2 The School Sport WA Coordinator will endeavour to provide an even spread of games amongst the available timeslots. This may not always be achievable.

5.3 Fixtures will be available not less than 1 week prior to the Championships.

5:4 Experienced Futsal referees are supplied for each venue.

**6. SCORE SHEETS**

6.1 Referees will be provided with score sheets before each game.

6.2 **At the end of the games, coaches/teachers are required to sign the score sheet confirming the information is correct.**

**7. PLAYERS**

7.1. A team must have a minimum of 4 players who are ready to take the court at the commencement of the game.

7.2. A maximum of **5** players may be on each team’s bench**. Max. squad size is 10.**

**7.2. Players to hold, not put on, the bibs provided on the benches and pass onto the player they are replacing when crossing the line to enter the court. This prevents more than 5 players on the court at one time.**

**8. PLAYER EQUIPMENT**

8.1. All players are required to wear the team jersey.

8.2. All players **must remove objects such as watches/jewellery** that may be dangerous to other players. A medic alert bracelet may be worn.

8.3. **Appropriate non-marking footwear must be worn to play**. A player may be excluded from playing if they do not have appropriate footwear.

8.4. **Shin pads are compulsory and must be covered by long socks.**

8.5. It is recommended that Goalkeepers wear gloves, knee and elbow pads.

8.6. Coaches and Managers must also look presentable, as they are supposed to be a respected representation of your school.

8.7. **Goalkeepers must wear an appropriate jersey different in colour to team and opposition. Bibs are appropriate.**

**9. TEAM RESPONSIBILITIES**

School teachers/Coaches are responsible for the conduct of their players AND spectators. Teams are expected to participate in accordance with the ethos of fair play. **Please refer to the code of conduct** **for School Sport WA.**

**10. TEAM COACH/TEACHER**

10.1. On game day, the team contact/ coach is responsible for:

a. ensuring the behaviour of both players and spectators is kept in line with the by-laws and ethos School Sport WA;

b. only the team teacher/coach is allowed to sit on the bench to manage the team,

d. only the team teacher/ coach is allowed to communicate with the referee and Championship Coordinator.

**11. REFEREES (supplied by Pro Futsal)**

11.1. Prior to the game, the referee is responsible for:

a. inspecting the condition of the court, balls and equipment.

b. ensuring players are wearing correct uniforms.

c. checking players’ equipment.

d. checking score sheets are completed, with the coaches to ensure scores are correct.

**The referee will start the game on time. If teams are not ready playing time will be lost.**

11.2. During the game, the referee is responsible for:

a. ensuring that the rules of Futsal are adhered to;

b. sanctioning misconduct and delays.

c. **educating players on rules**; and

d. monitoring the court to ensure a safe playing environment.

11.3. After each game, the referee is responsible for completing the score sheet and signing off on the score sheet **with the coaches**.

11.4. The referee’s decision is final. Any discussion about their decision must come at the request of the Team Teacher/ Coach.

**12. GAMES (REGIONAL CHAMPIONSHIPS)**

13.1. Length of games will be determined by the number of nominations for each region**. (eg 2 x 8, 2x 9, 2x10** **2 x 12- or 2x15min minute halves) There are no half-time breaks**. Teams are to change ends immediately after the first half and the game will recommence on referee’s whistle.

13.2. **STOP CLOCK**: The clock will not be stopped for minor injuries. **For lengthy injuries the referee will stop the clock and blatant time wasting in semi finals and grand final.**

13.3. The clock will begin counting down at the allocated match times regardless of teams being ready to play.

13.4. The game will end when the time is up unless exceptional circumstances where there is a serious injury. The Coordinator to be advised to assist with decision making if required. Only penalties can be taken after the time is up.

**14. LATE STARTS**

14.1 Late starts are penalised as follows:

5 minutes late- 1 goal • 5 to 8 minutes late- 2 goals • 8 to 10 minutes late- 3 goals • 10 minutes or longer- forfeit.

**15. COMPETITION POINTS**

15.1 Points are awarded as follows: • Win- 3 points • Draw- 1 point

• Loss- 0 points • Forfeit- -3 points

**16. FORFEITS**

16.1 Results for forfeits will be recorded as a **5-0** score against the forfeiting team.

**17. ABANDONED GAMES**

17.1 If a team is unable to continue playing due to injury of a player that cannot be removed from the court, the game will be ended, and the following results take place:

a. Match stopped before half-time, the score will be a 0-0 draw,

b. Match stopped after half-time, the score at the time will stand as the final result.

17.2 If a game is abandoned due to lack of team cooperation, misconduct, or any other incidents at the referee’s discretion, the game will be ended and called a forfeit by the offending team. A win will be awarded to the opposition team.

**18. PLAYER SUSPENSIONS**

18.1 Players issued a red card are evicted from the game and automatically suspended for the next game. All red cards are up for review by the Championships Coordinator, Centre Management and Referee and can face a partial or complete suspension from the Centre.

18.3 The action, decision or incident will be reviewed by the Championships Coordinator and Centre management, if necessary.

18.3 **2-minute time out for poor behaviour/play**. (At the discretion of the referee, to communicate with coach, as a ‘cooling down’. A replacement player can be used.

**19. PLAYER REPORTS**

19.1 Players and spectators can be reported by any referee or staff member for any form of misconduct.

19.2 Misconduct includes, but is not limited to:

**a**. abusive language **b**. unsporting conduct **c**. undue rough play **d**. resistance to obey a reasonable instruction from a referee or Championship Coordinator **d**. striking **f.** attempted striking.

19.4 Management of the Centre reserves the right to expel or suspend players from the competition.

19.5 If a player has been reported, the team coach/teacher will be notified with the details of the report and the suspension (if any) to be served.

19.6 Parents and spectators are strongly encouraged to support the teams. However, any verbal or physical abuse from parents and spectators towards any player, staff, or spectator will not be tolerated. Management of the Centre reserves the right to expel spectators for the above.

**20. STATE CHAMPIONSHIP FINALS**

20.1 **The State Championship Finals will be played at the COCKBURN ARC**

20.2 Games will consist of 2x15 minute halves with no half time break. In the event of a draw at the end of normal time, the game will be decided by a penalty shoot-out (5 penalties each).

20.3 **STOP CLOCK**: **Time-wasting in semifinals and grand finals. For lengthy injuries the referee will stop the clock and at their discretion, blatant time wasting in semifinals and grand finals.** The clock will not be stopped for minor injuries.

**Tony Carvajal**

**SSWA Secondary Futsal Coordinator**

**The School Sport WA Primary Futsal**

**Regional and State Championships**

**proudly supports the:**

****

**Children’s Cancer Research Foundation**

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**MODIFIED FUTSAL LAWS OF THE GAME**





**THE SECONDARY AND PRIMARY FUTSAL CHAMPIONS CUP**

|  |
| --- |
| **FUTSAL** |
| **#4 ball with reduced bounce** |
| **5 players (Max. 10 Players in squad)** |
| **Unlimited "flying" substitutions** |
| **Kick-in from sides can shoot from side but ball must be touched again for a goal to occur** |
| **Game starts by touching/kicking the ball in any direction from the centre dot. A player can shoot straight at goal from the kickoff.**  |
| **Length of games in Regionals will vary as it depends on nominations per region.****2x15 minute halves for the State Championships** |
| **No time Outs** |
| **Goal clearance if ball goes out from bye line (goalkeeper rolls out to team mate)** |
| **Slide tackles are not allowed in these Futsal Championships due to the danger of possible injury on the hard surface. The referee is to play a direct free kick if this occurs.** |
| **No shoulder charges**  |
| **4-second rule on restarts** |
| **5-foul limit (and "no-wall" free kick)** |
| **GK cannot touch by hand \*any\* ball played back to them by teammate (inc. head and chest)** |
| **GK can only touch the ball once in a phase of play. It must be touched by an opponent or cross the halfway line to reset, for the GK to be able touch the ball again.** |
| **Shin pads must be worn when playing.**  |
| **Goalkeepers can throw the ball over the halfway line in general play and if it is a goalkeeper’s ball if it goes over the BYE line.** |
| **Goalkeepers can kick the ball over the halfway line if they receive the ball in general play only.** |
| **Goalkeeper can roll the ball in the D to his player. Attackers may enter the D once touched by the defensive player.** |
| **MERCY RULE: IN THE SPIRIT OF THE GAME. As per SSWA Policy** **If the score reaches a difference of 8 goals The Mercy Rule IS to be invoked by the referee.****Suggested strategies: Losing team can put on an extra player, coach to reposition players and/or modify game strategies and tactics (eg move players to half way line to allow the other team to play out.**  |
| **All Regional Championships (if they have a GF) Grand Finals require penalties if the game is a draw at the end of normal time. Penalties will be the best of 5.** |
| **All State Championship finals require penalties if the game is a draw at the end of normal time.****Penalties will be the best of 5.** |

**Law I - The Playing Court**

* 1. Dimensions: 25-42 m long x 15-25 m wide
* 2. Marking: 8 cm wide touchlines at the sides, goal lines at the ends, and a halfway line across; 3 m center circle; no walls or dasherboards
* 3. Penalty Area: Arc measuring 6 m from each post
* 4. Penalty Mark: 6 m from the mid-point of goal line
* 5. Second Penalty Mark: 12 m from the mid-point of the goal line
* 6. Substitution Zones: 6 m zone (3 m on each side of halfway-line) on the bench side of the pitch
* 7. The Goals: 2 m high x 3 m wide
* 8. Surface of the Pitch: Smooth, flat and non-abrasive (e.g. wood, synthetic materials; avoid concrete and tarmac; artificial turf not acceptance for international matches)

**Law II - The Ball**

* Size: #4
* Circumference: 62-64 cm
* Weight: 390-430 grams
* Bounce: 55-65 cm on first bounce
* Material: Leather or other suitable material (i.e., not dangerous)

**Law III - Number of Players**

* Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper.
* Minimum Number of Players on the pitch: 3
* Maximum Number of Substitutes: **5**
* **Maximum number in a squad is 10.**
* Substitution Limit: None
* Substitution Method: "Flying substitution" (all players but the goalkeeper can enter and leave as they please; goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent)

**Law IV - Players' Equipment**

* Usual Equipment: Numbered shirts, shorts, socks**, protective shin guards** **(player will not be allowed to play without shin guards)** and footwear with rubber soles.

**Law V - Main Referee**

* Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other improper behaviour, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.
* Position: The side opposite to the player benches
* Power Unique to Main Referee: Can overrule Assistant Referee's calls.

**Law VI: Assistant Referee** (if available)

* Duties: Same as Main Referee, with the addition of keeping a check on the 2-minute punishment period after a player has been sent off, ensuring that substitutions are carried out properly, and keeping a check on the 1-minute time-out.
* Position: The same side as the player benches

**Law VII – Referee is the Timeleeper**

* Duties: Start game clock for the start and end of each half.Position:

**Law VIII - Duration of the Game**

* Duration: **2 x 8,** **2 x 12-minute halves or 2x15 minute halves depending on nominations per** region and 15 minute halves for the State Championships. The clock continues if ball is out of play.
* **In case of deliberate time wasting being an issue the referee can use their discretion in adding time. (eg Kicking the ball away where it takes a lengthy time to retrieve it or a lengthy injury.)**
* Game is prolonged to take a penalty kick.
* No Time-outs:
* Half-time break: Nil (Changeover immediately)

**Law IX - The Start of Play**

Procedure: Coin toss followed by kickoff; opposing team waits outside centre circle; ball deemed in play once it has travelled the distance of its own circumference; kicker shall not touch ball before someone else touches it; ensuing kick-offs taken after goals scored and at start of second half.

**The ball may be kicked in any direction from the centre to commence play.**

**The player taking the kick-off may shoot directly at goal.**

**Law X - Ball in and out of Play**

* Ball out of play: When it has wholly crossed the goal line or touchline; when the game has been stopped by a referee; when the ball hits the ceiling (restart: dropped ball beneath that point).
* Lines: Touchlines and goal lines are considered inside the playing area.

**Law XI - Method of Scoring**

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

**Law XII - Fouls and Misconduct**

**Direct free kick** awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area):

* kicking or attempting to kick an opponent
* tripping an opponent
* jumping at an opponent
* charging an opponent in a violent or dangerous manner
* charging an opponent from behind
* striking, attempting to strike, or spitting at an opponent
* holding an opponent
* pushing an opponent
* charging an opponent with shoulder (i.e., shoulder charge)
* sliding at an opponent (i.e., sliding tackle)
* handling the ball (except goalkeeper)

**Indirect free kick** awarded when any of the following 8 offenses is committed (kick taken from the 6-meter line when infringement takes place in penalty area):

* dangerous play (e.g. attempting to kick ball held by goalkeeper)
* obstruction
* charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
* goalkeeper throws ball directly over the halfway line (without it first touching his own side of the pitch or any player)
* goalkeeper picks up or touches with his hands a backpass
* goalkeeper picks up or touches with his hands a kick-in from a teammate
* goalkeeper controls the ball with any part of his body for more than 4 seconds
* goalkeeper touches with any part of his body a backpass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent

Players shall be **cautioned (i.e., shown yellow card)** when:

* a substituting player enters the pitch from an incorrect position or before the player he is substituting has entirely left the pitch
* he persistently infringes the Laws of the Game
* he shows dissent with any decision of the referee
* he is guilty of improper conduct

These 4 yellow-card offenses are punishable by an **indirect free kick** taken from the point of infringement (or from the 6-meter line when the infringement takes place in penalty area).

Players shall be **sent off (i.e., shown the red card)** for:

* (a) serious foul play
* (b) violent conduct
* (c) foul or abusive language
* (d) second instance of cautionable offense (i.e., second yellow card)
* (e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
* (f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball

Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d) (from the 6-meter line when the infringement takes place in the penalty area).

Rules of Expulsion:

* The player sent off is out for the rest of the game and is not even permitted to sit on the reserves' bench.
* The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores -- whichever comes first.
* The 2-minute punishment shall be checked by the timekeeper (or by the assistant referee, if there is no timekeeper).
* The substitute cannot come on until the ball is out of play and he has a referee's consent.

**Law XIII - Free Kick**

* Types: Direct free kicks and indirect free kicks
* Wall: At least 5 meters away until the ball is in play
* Ball in Play: After it has travelled the distance of its own circumference
* Time Limit: Kick must be taken within 4 seconds
* Restriction: Kicker cannot touch the ball again until it has been touched by another player

**Law XIV - Accumulated Fouls**

Accumulated fouls refer only to all the fouls mentioned in Law XII (a through k(1 to 11).

Once a team has accumulated 5 fouls during a half (those accumulated in the second half continue to accumulate into extra time), from the 6th foul:

* that team shall not be allowed a defensive wall
* all free kicks shall be direct (no indirect free kicks)
* infringements committed within 12 meters of the goal line shall be punished with a direct free kick from the point of infringement; infringements committed from 12 metres or further from the goal line shall be punished with a direct free kick from the Second Penalty Spot

Procedure:

* Until the ball is kicked into play, all players other than the goalkeeper and kicker shall remain behind an imaginary line that is in line with the ball and parallel to the goal line.
* The goalkeeper shall remain in his penalty area at least 5 m away from the ball.
* The kicker must aim at the goal, with the intention of scoring.
* No other player may touch the ball until it has been touched by the pitch, rebounded from the goal post or crossbar, or has left the pitch.
* If the infringement took place in penalty area (and does not merit a penalty kick), the free kick is to be taken from the 6-m-line on the spot nearest to where the infringement occurred.

**Law XV - Penalty Kick**

* To be taken from the penalty mark on the mid-point of the 6-m-line.
* The kicker is to aim at goal, with the intention of scoring.
* All players must be out of the penalty area, and the players of the opposing team must also be at least 5 m from the penalty spot.
* The kicker shall not play the ball a second time until it has been touched by another player.

**Law XVI - Kick-in**

* To be taken in place of the throw-in.
* The ball is placed on the touch line before kicking.
* **The kicker's foot can be behind, on or on the courts when kicking the ball into play**
* The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
* The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entails an indirect free kick to the opposing from the point of infringement.
* Players on opposing team must be at least 5 m away from point of kick-in.
* Cannot score directly from a kick-in.

**Law XVII - Goal Clearance**

* To be taken in place of goal kick.
* From inside the penalty area, the goalkeeper throws the ball into play.
* **The goal clearance can be received inside of the penalty area by the goalkeeper’s player. The attacking players can enter the D once the ball is touched by the defensive player.**
* **Ball can be thrown or picked up and kicked over the halfway line, if saved from general play**

**Law XVIII - Corner Kick**

* Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
* Must be taken within 4 seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
* The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
* Players on opposing team must be at least 5 m away from point of the corner kick.
* Can score goal directly from a corner kick.

**Annex 1 - Penalty Kick Shoot-out**

* Main referee decides goal to be used.
* Coin tossed to decide order.
* Five kicks to be taken by 5 different players selected from 10 suited players. Captain of each team announces these 5 to the main referee before the kicks are taken.
* If two teams are still tied after 5 kicks, the additional kicks will be taken on a sudden-death basis by the rest of the players who have not kicked yet.
* Players sent off during the match are not eligible to take these kicks.
* Any eligible player may change places with his goalkeeper.
* While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch. The assistant referee shall control this area.

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