

POWERCHAIR FOOTBALL

LAWS OF THE GAME

Official Rules & Regulations

Fédération Internationale de Powerchair
Football Association (FIPFA)

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Object of the Game

The game is played by two teams of athletes with physical disabilities using special guards attached to powered wheelchairs as 'feet' to kick a specially designed ball. The objective of the game is to maneuver the ball over the goal line of an opposing team while preventing them from doing the same.

Modifications

Subject to the agreement of the national association concerned and provided the principles of these Laws are maintained, any or all the following modifications are permissible:

- size of the field
- size, weight and material of the ball
- duration of the periods of play
- substitutions

Further modifications may be allowed based upon decisions made between referees, coaches, and tournament directors prior to the start of the match or tournament.

Safety

Players must use lap seatbelts. Leg, feet and chest straps should be used if normally worn. Other authorised equipment may include helmets, headrests, and other assistive or protective technology normally used by the athlete.

Law 1 – The Field of Play

Dimensions

The basic size of the field that the game will be played on is 28 m x 15 m (94 ft x 50 ft) (standard size basketball court):

Length:	maximum	30m	(98-1/2 ft)
	minimum	25m	(82 ft)
Width:	maximum	18m	(59 ft)
	minimum	14m	(46 ft)

Maximum length and width would look to be used for sanctioned international events.

Surface

The surface of the field must be hard, smooth, and level for easy manoeuvrability of the powerchairs. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

Markings

The field is marked with lines which belong to the areas of which are the boundaries. Whenever possible all markings should be a significantly different color to those already there.

- The two longer boundary lines are called touch lines
- The two shorter boundary lines are called goal lines
- All lines are a minimum of 5 cm (2 in) wide
- The field is divided into two halves by a halfway line
- The centre mark is indicated at the midpoint of the halfway line. The mark may consist of a 15 cm (6 in) "X" taped securely onto the floor with contrasting/non-damaging tape

Goal Area

A goal area is marked at the centre of each end of the field, 8 m (26 ft) wide and 5 m (16.5 ft) deep.

Penalty Mark

A penalty mark is placed 3.5 m (11.5 ft) from the goal line and equidistant from each goalpost to indicate the placement of the ball during the taking of penalty kicks.

The mark may consist of a 15 cm (6 in) “X” or line taped securely onto the floor with contrasting/non-damaging tape.

Goals

Goals must be placed on the centre of each goal line.

They consist of two upright posts (pylons or cones) placed equidistant from the corners of the field.

The distance between the posts is 6 m (19 ft 6.8 in).

See FIPFA Technical Supplement for further information.

Corner Kick Encroachment Mark

A mark 1 m from inside each goalpost must be placed perpendicular and behind the goal line for corner kick encroachment positioning inside the goal area.

Officials’ Area

An area at least 1 m (39.4 in) wide is placed or designated around the entire perimeter of the field which allows the manoeuvre of the officials.

The Corner Triangle

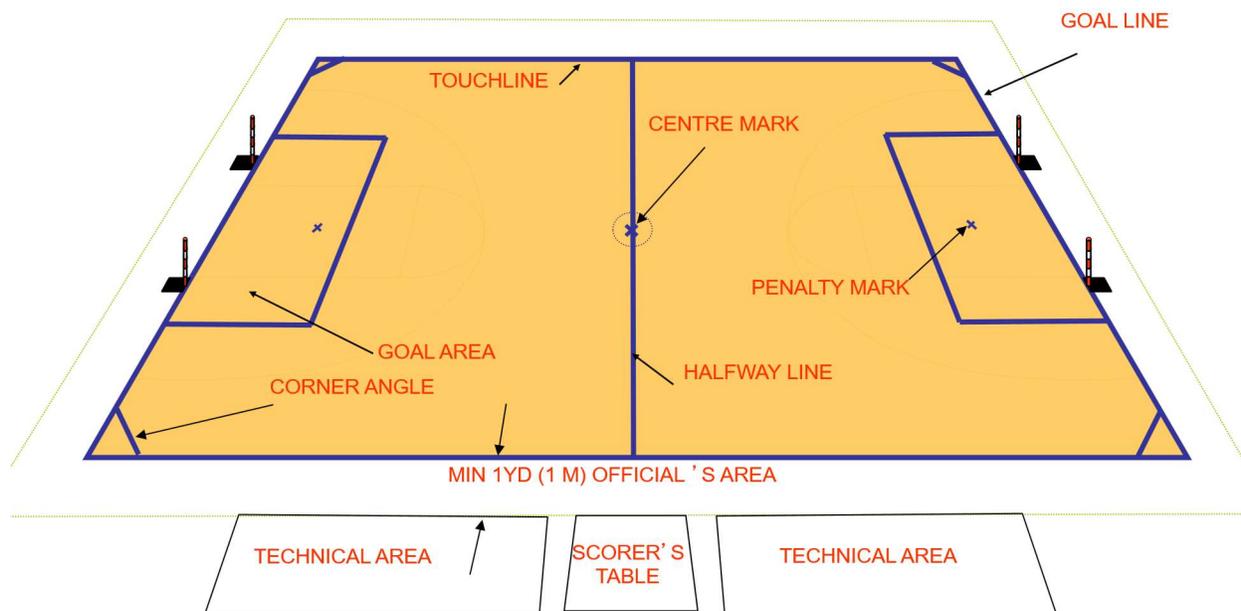
A triangle 1 m (39.4 in) from each corner is marked inside the field of play.

Technical Areas

The technical area lateral limit is from the top of the goal area line to the halfway line or 1 m (39.4 in) from the scorer’s table and extends forward to the edge of the officials’ area.

Additional requirements and restrictions concerning the technical area are described in the administrative notes.

The Field of Play



Law 2 – The Ball

Qualities and Measurements

The ball is:

- Spherical
- Of appropriate pressure as recommended by the manufacturer, so as to minimise bouncing yet prevent powerchairs from riding over it.



See FIPFA Technical Supplement for further information.

Replacement of a Defective Ball

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

- The match is stopped
- The match is restarted by a set ball where the ball first became defective (see Law 8)

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or kick-in:

- The match is restarted accordingly

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

Law 3 – The Number of Players

Players

A match is played by two teams, each consisting of not more than 4 players, one of whom must be a goalkeeper. A match may not start or continue if either team consists of fewer than 2 players.

Players must have adequate control of their powerchairs.

The referee has the authority to stop a player who is not in full control from participating in a match.

Official Competitions

Teams shall consist of 4 players with up to 4 substitutes; however, the regulations of competition may allow a greater number of substitutes.

A greater number of substitutes may be on the team provided that:

- The teams concerned reach agreement on a maximum number
- The referee is informed before the match

If the referee is not informed, or if no agreement is reached before the match, no more than 4 substitutes are allowed on the team sheets.

Teams must provide team sheets to the referee prior to the start of the match. Players and substitutes not so named may not take part in the match.

Substitution Procedure

To replace a player with a substitute, the following conditions must be observed:

- The 4th official or nearest assistant referee must be informed of the substitution request prior to the next stoppage in play
- The assistant referee signals that a substitution has been requested, and the center referee acknowledges that request
- The substitution can only be made with the permission of the center referee at the next appropriate stoppage in play
- The player being substituted leaves the field of play at or close to their technical area at the appropriate stoppage of play
- A substitute only enters the field of play at the half way line once the teammate leaves the field of play at the appropriate stoppage of play
- The substitution is completed when the substituted player is safely positioned in their technical area and the substitute enters the field of play

- All substitutes are subject to the authority and jurisdiction of the referee
- A team may not substitute a goalkeeper for a penalty kick unless there has been an injury or equipment failure

Changing or Substituting the Goalkeeper

Any of the players may change places with the goalkeeper, provided the following conditions are observed:

- The 4th official or nearest assistant referee is informed of the change prior to the next stoppage in play
- The assistant referee signals that a substitution change has been requested, and the center referee acknowledges that request
- The change or substitution can only be made with the permission of the center referee at the next appropriate stoppage
- The change or substitution is complete when the changed goalkeeper has taken up position and the substituted player is either positioned safely in their technical area or on the playing court

Infringements/Sanctions

If a substitute enters the field without the referee's permission:

- The referee stops play (although not immediately if the substitute or substituted player does not interfere with play)
- The referee cautions the substitute for unsporting behaviour and orders the substitute to leave the field of play
- If the referee has stopped play, it is restarted with an indirect free kick for the opposing team from the position of the ball at the time of the stoppage (in accordance with Law 13 – Position of Free Kick)

If a player changes places with the goalkeeper without the referee's permission before the change is requested:

- The referee allows play to continue
- The referee cautions the players concerned when the ball is next out of play

In the event of any other infringements of this Law:

- The players concerned are cautioned
- The match is restarted with an indirect free kick, to be taken by a player of the opposing team from the position of the ball at the time of the stoppage

Restart of Play

If play is stopped by the referee to administer a caution, the match is restarted by an indirect free kick to be taken by a player of the opposing team from the place where the ball was located when play was stopped (in accordance with the requirements of Law 13 - Position of Free Kick)

Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started may not be replaced.

Law 4 – The Players Equipment

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player.

Basic Equipment

The basic compulsory equipment of a player is:

- A jersey or shirt
- All members of a team will wear shirts of the same colour which contrasts those of their opponents
- Shorts or warm-up pants which matches the rest of their team
- A powered wheelchair
- Lap seatbelt
- Frontguard
- A clear and visible number on both the rear of the powerchair and on the front of the powerchair or player



Powerchair



- Powerchair must have 4 or more wheels
- 3 or 4-wheeled scooters or similar equipment are not permitted
- The maximum speed allowable during the match for powerchairs is 10 kph (6.2 mph), forward and reverse.

- Backpacks, bags, etc. are not allowed to be attached to powerchairs during play (essential equipment accepted e.g. Oxygen / feeds / ventilators etc.)
- Chairs must not have any sharp surfaces or items that might become entangled with other powerchairs (inc. essential equipment)
- Chest/shoulder/head restraints are required equipment for those athletes who need them
- Lateral side supports (e.g. armrests) must be in place on both sides of the powerchair
- No part of the chair, seat, headrest or player should overhang the front and rear of the chair base
- No part of the chair shall be constructed to be able to trap or hold the ball
- Additions should be placed on the powerchair which prevent the wheels from trapping, holding, or riding over the ball



Guards

- Must consist of unbreakable material and be securely attached to the powerchair
- Players must be able to maintain eye contact with the ball
- Guard surfaces shall be solid and not angled to hit the ball upwards
- All surfaces must be flat or convex. Concave surfaces are not allowed. No part of the guard shall be constructed so as to be able to trap or hold the ball
- Guards must not have any sharp surfaces or protrusions
- Guards must not be wider than the widest point of the frame or wheelbase of the powerchair
- Front guard must not be narrower than the front casters (or attachments) of the powerchair
- A mark 13" back from the front shall be placed on the front guard to denote the legal playing area with respect to fair tackles. If using tape, then the 13" shall be considered to be the back of the tape used for the mark. Painting the front 13" of the guard would be the best practice

See FIPFA Technical Supplement for further information.

Goalkeepers

Each goalkeeper wears colours that distinguish him from the other players. Distinguishing colours may include shirts, etc. “Bibs” should be avoided.

Infringements/Sanctions

For any infringement of this law:

- Play need not be stopped
- The player at fault is instructed by the referee to leave the field of play to correct his equipment
- The player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
- Any player required to leave the field of play to correct his equipment does not re-enter without the referee’s permission
- The referee checks that the player’s equipment is correct before allowing him to re-enter the field of play
- The player is only allowed to re-enter the field of play when the ball is out of play

A player who has been required to leave the field because of an infringement of this Law and who enters (or re-enters) the field without the referee’s permission is cautioned and shown the yellow card.

Restart of Play

If play is stopped by the referee to administer a caution, the match is restarted by an indirect free kick taken by a player from the opposing team, from the place where the ball was located when the referee stopped the match (in accordance with the requirements of Law 13 – Position of Free Kick).

Law 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 to which appointment has been made.

Powers and Duties

The Referee:

- Enforces the Laws of the Game in accordance with safety and sportsmanship
- Controls the match in co-operation with the assistant referees
- Ensures that the field played on meets the requirements of Law 1
- Ensures that any ball used meets the requirements of Law 2
- Inspects and ensures that the players' equipment meets the requirements of Law 4
- Collects and verifies team sheets prior to the start of play
- Acts as a timekeeper and keeps a record of the match
- Stops, suspends, or abandons the match, at the referee's discretion, for any infringement of the Laws
- Stops, suspends, or abandons the match because of outside interference
- Stops the match if, in the referee's opinion, a player is seriously injured
- Stops the match if, in the referee's opinion, a dangerous situation occurs or is likely to occur
- Stops the match if, in the referee's opinion, a player is in danger of flipping over or if major powerchair components begin falling onto the field
- Allows play to continue until the ball is out of play if a player is, in the referee's opinion, only slightly injured
- Ensures that any player bleeding from a wound leaves the field. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalises the original offense if the anticipated advantage does not ensue at that time
- Punishes the more serious offense when a player commits more than one offense at the same time
- Takes disciplinary action against players guilty of a cautionable or sending-off offense. The referee is not obliged to take this action immediately but must do so when the ball next goes out of play

- Takes disciplinary action against team officials who fail to conduct themselves in a responsible manner and may, at the referee's discretion, expel them from the court and its immediate surroundings
- Acts on the advice of the assistant referee regarding incidents which the referee has not seen
- Ensures that no unauthorised persons enter the field
- Restarts the match after it has been stopped
- Provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team official and any other incidents which occurred before, during or after the match
- Allows play to continue until the ball is out of play if a player's equipment breaks down and there is no danger. When there is a stoppage in play, the referee will allow time for the repair of the equipment. If the repair time is significant, the referee can order a substitution

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final. Facts connected with play shall include whether a goal is scored or not and the result of the match.

The referee may only change a decision on realising that it is incorrect or, at the referee's discretion, on the advice of an assistant referee, provided that play has not restarted.

Clarifications

A referee (or where applicable, an assistant referee) is not held liable for:

- Any kind of injury suffered by a player, official or spectator
- Any damage to property of any kind
- Any other loss suffered by any individual, club, company, association or other body, which is due, or which may be due to any decision made under the terms of the Laws of the Game or in respect of the normal procedures required to hold, play and control a match.
This may include:
 - A decision that the condition of the field or its surroundings are such as to allow or not to allow a match to take place
 - A decision to abandon a match for whatever reason
 - A decision as to the condition of the fixtures or equipment used during a match including the goalposts and the ball
 - A decision as to stop or not to stop a match due to spectator interference or any problem in the spectator area
 - A decision to stop or not to stop play to allow an injured player to be removed from the field for treatment
 - A decision to request or insist that an injured player be removed from the field for treatment
 - A decision to allow or not allow a player to wear certain apparel or equipment

- A decision (in so far as this may be the referee's responsibility) to allow or not allow any persons (including team or venue officials, security officers, photographers or other media representatives) to be present in the vicinity of the field
- Any other decision which the referee may take in accordance with the Laws of the Game or in conformity with any duties under the terms of the association or leagues rules under which the match is played

Law 6 – The Assistant Referees

Duties

Assistant referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball has passed over the touch line or goal line
- Which side is entitled to a corner kick, goal kick, or kick-in
- When a substitution is requested
- When a team may be penalised for having exceeded the number of allowable players in the goal area
- When a team may be penalised for having a player, other than the goalkeeper, completely cross the goal line between the goal posts
- When misconduct or any other incident has occurred out of the view of the referee
- When offenses have been committed whenever the assistant referee is closer to the action than the referee (this includes, in particular circumstances, offenses committed in the goal area)
- Whether, at penalty kicks, the goalkeeper has moved forward before the ball has been kicked and if the ball has completely crossed the line

Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game.

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

Law 7 – The Duration of the Match

Periods of Play

The match consists of two equal periods of 20 minutes, unless otherwise mutually agreed between the referees and the two participating teams. Any agreement to alter the periods of play (for example to reduce each half to 15 minutes) must be made before the start of play and must comply with competition rules.

Half-Time Interval

Players are entitled to an interval at half-time which must not exceed 10 minutes.

Competition rules must state the duration of the half-time interval.

The duration of the half-time interval may be altered only with the consent of the referee.

Allowance for Time Lost

Allowance is made in either period for all time lost through:

- Stoppage to ensure a player's safety such as when a player is in danger of falling over or when major powerchair parts fall onto the field in close proximity to play
- Removal of a non-operable powerchair from the field for repair
 - If the player's equipment breaks down during play, the referee may allow play to continue if the player's safety is not jeopardised
 - At the next stoppage, or if the player's equipment breaks down during a stoppage, the referee will allow for the repair of the equipment. If the repair takes excessive time, the referee will order a mandatory substitution of the player
- Assessment of injury to players
- Removal of injured players from the field for treatment
- Wasting time
- Any other cause

The allowance for time lost is at the discretion of the referee.

Penalty Kick

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

Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

Law 8 – The Start and Restart of Play

Preliminaries

A coin is tossed and the team that wins the toss decides either to kick off or which goal it will attack in the first half of the match. If they choose a goal to attack, the other team takes the kick-off to start the match.

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

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 5 m (16.5 ft) from the ball until it is in play
- The ball is stationary on the centre mark
- The referee gives the signal
- The ball is in play when the ball has been kicked and moves
- The kicker does 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.

If, when a kick-off is taken, an opponent is closer to the ball than the required distance, and touches the ball when it is kicked:

- The ball is moved up to the spot where the infringement occurred, and a direct free kick awarded
- The opponent should be warned or cautioned

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

Set Ball

A set ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

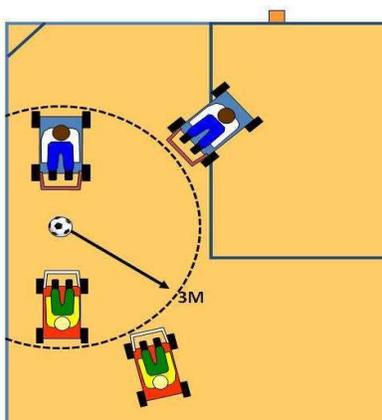
The referee sets the ball at the place where it was located when play was stopped.

One player from each team is positioned equally but no further than 30 cm or 1 ft from the ball; both players must face the ball parallel with the touchline until the ball is touched.

All other players must be at least 3 m (10 ft) from the ball until it is in play.

Play restarts when the referee makes a signal.

Set Ball Procedure



Infringements/Sanctions

The ball is set again:

- If it is touched by a player before the referee's signal
- If the ball rolls before the referee's signal
- If a player not involved in the set ball encroaches within 3 m before the referee's signal

After players are in position, and once the referee makes a signal for the restart, if one of the players turns their chair before the ball is touched, an indirect kick is given to the opponent

Special Circumstances

A set ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

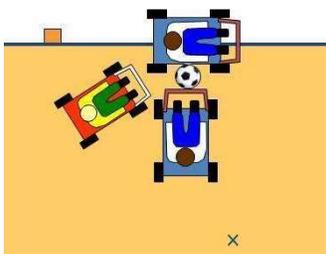
Law 9 – The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line whether on the ground or in the air
- It is held immobile for more than 5 seconds between two or more opponents in active play
- Play has been stopped by the referee
- It elevates above 50.8cm (20in) from the floor and in the opinion of the referee creates a dangerous situation

Immobile Ball



Ball In Play

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

- It rebounds from a goalpost and remains in the field of play
- It rebounds from either the referee or an assistant referee when they are on the field of play
- It elevates above 50.8cm (20) from the floor and in the opinion of the referee does not create a dangerous situation

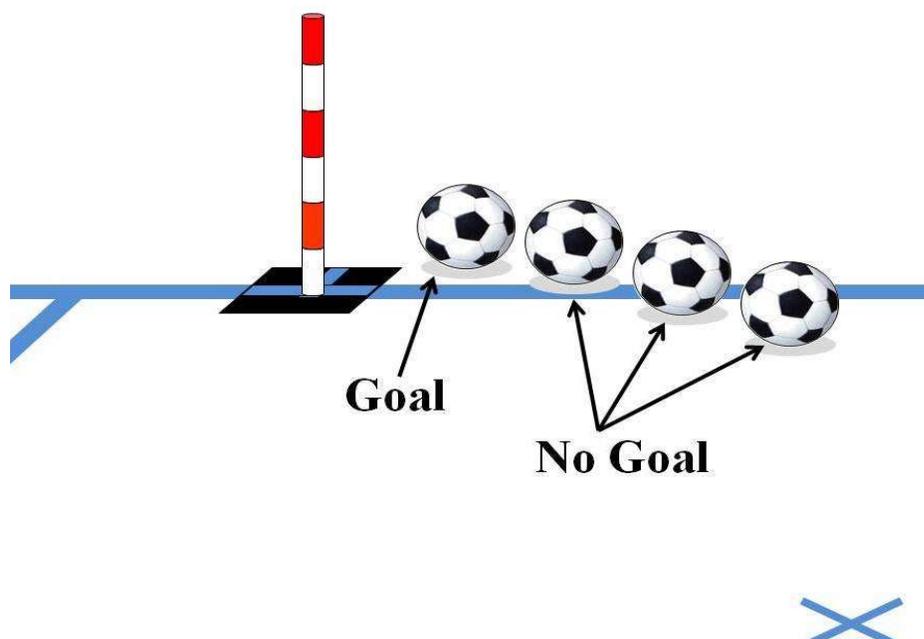
The ball may only be played by the players' powerchairs, it cannot be moved by contact with a player's body (e.g. hand, foot, or head).

Law 10 – The Method of Scoring

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, it must be rolling not carried, between the goal posts, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

A goal is not awarded if it is elevated above 50.8 cm (20 in) above the floor when it crosses the goal line.



In absence of a goal post, a goal is scored when the majority of the ball passes freely, not carried, inside the goal marking and wholly crosses the goal line.

Winning Team

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

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time or kicks from the penalty mark to determine the winner of a match.

Law 11 – Field Position

General

There are two possible offenses based on relative positioning of players and the ball during play. 2 on 1 and 3 in the goal area. Certain criteria must be met before the positioning becomes an offense.

2-on-1 Field Position

Two teammates and an opponent are within 3 m (10 ft) of the ball while it is in play

Offense

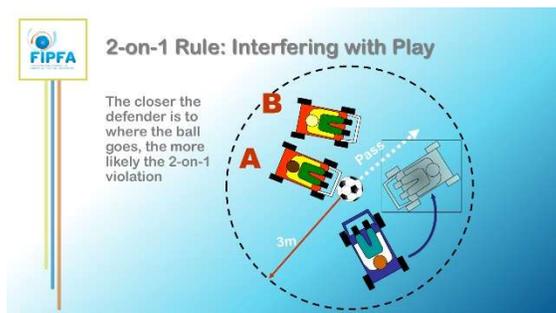
This position is only penalised if, in the opinion of the referee, both of the teammates and the opponent are involved in active play.

Active play is defined as:

- Interfering with play or
- Interfering with an opponent or
- Gaining an advantage by being in that position

The definitions of elements of involvement in active play are as follows:

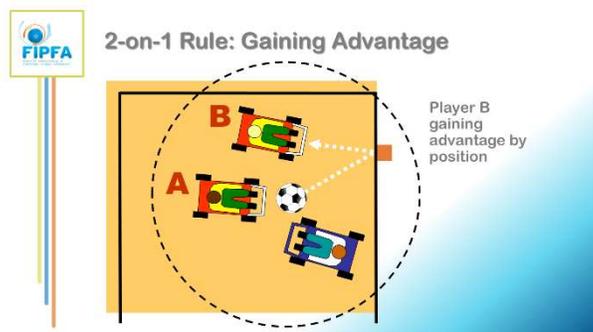
- Interfering with play means playing or touching the ball passed or touched by a teammate



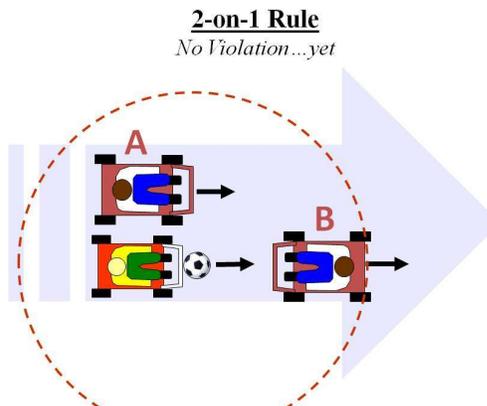
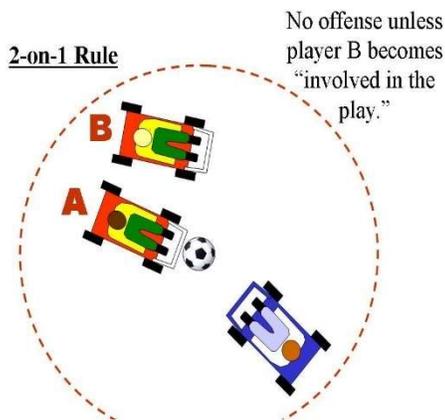
- Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent

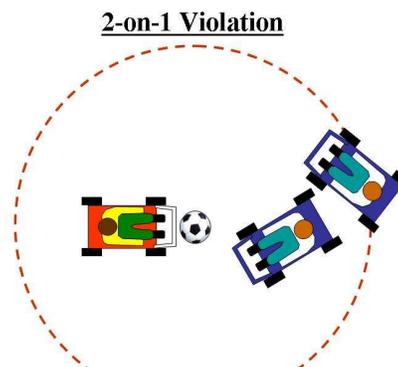
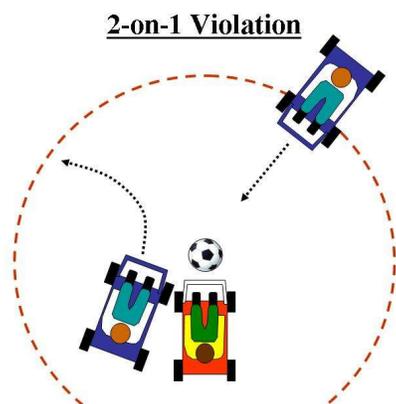


- Gaining an advantage by being in that position means playing a ball that rebounds to him off a post having been in a 2-on-1 position or playing a ball that rebounds to him off an opponent having been in a 2-on-1 position



Having 2 teammates within 3 m of the ball and an opponent is, in and of itself, not an offense until or unless the 2nd of the teammates becomes involved in active play.





There is no 2-on-1 offense if one of the two teammates is a goalkeeper in his own goal area

There is no 2-on-1 offense if there is no opponent within 3 m (10 ft) of the ball

If a player leaves the field of play to avoid a 2 on 1 violation, play should continue as long as, in the opinion of the referee:

- They do so to allow for the free flow of play
- They do not re-enter the field until the phase of play has changed
- Re-entry occurs near where they originally left the field of play (without gaining a tactical advantage by repositioning for an attack or defensive play)
- Space allows for leaving the field in a manner that does not endanger the safety of themselves or others (athletes or team staff within the technical areas, fans, scorekeeper, referees etc.)
- The avoidance is not habitual or a deliberate strategy to manipulate positioning

Infringements/Sanctions

If a player leaves the field of play to avoid a 2 on 1, and in the opinion of the referee does not follow the above conditions (e.g. re-entering before the phase of play changes, doing so repeatedly, or gaining a tactical advantage the player is to be cautioned for unsporting behavior.

For a 2 on 1 violation, the referee awards an indirect kick to the opposing team to be taken from the place where the infringement occurred (in accordance with the requirements of Law 13 – Position of Free Kick)

A 2 on 1 violation is to be called if before exiting the field, the player is in a 2 on 1 position and involved with active play (e.g. restricting the opponents' ability to play the ball)

3 In the Goal Area/Offense

Defined as 3 or more teammates within their own goal area at one time, while the ball is in play in their half of the field

Infringements/Sanctions

For a 3 in the Goal Area violation, the referee awards an indirect kick to the opposing team to be taken from the place where the infringement occurred (in accordance with the requirements of Law 13 – Position of Free Kick)

If this violation denies a goal scoring opportunity, follow Law 12.

Law 12 – Fouls and Misconduct

Fouls and misconduct are penalised as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player rams or attempts to ram an opponent in a manner considered by the referee to be careless, reckless or using excessive force.

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

- Holds an opponent with the players powerchair
- Handles the ball deliberately
- Uses the players arms to push, hold, or strike an opponent, or attempts to do so
- Spits at an opponent
- Denies a goal scoring opportunity

A direct free kick is taken from where the offense occurred.

Penalty Kick

A penalty kick is awarded if any of the above offenses is committed by a player inside their own goal area, irrespective of the position of the ball, provided it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a player other than the goalkeeper wholly crosses their own goal line, between the goal posts, during play (without being pushed by an opponent).

An indirect free kick is awarded to the opposing team if a 3rd player enters their own goal area while the ball is in play, in their half of the field.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Deliberately moves or pushes-over a goal post
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player

The indirect free kick is taken from where the offense occurred (subject to the requirements of Law 13 – Position of Free Kick).

Disciplinary Sanctions

A player, substitute player or any team official in the technical area may be shown the red or yellow card.

Where an offence is committed and the offender cannot be identified, the senior team coach present in the technical area will receive the sanction.

The referee has the authority to take disciplinary sanctions; from the moment he enters the venue of the match until he leaves the venue after the final whistle.

Cautionable Offenses

A player is cautioned and shown a yellow card if the player commits any of the following seven offenses:

1. Is guilty of unsporting behaviour
2. Shows dissent by word or action
3. Persistently infringes the Laws of the Game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick, goal kick, or set ball
6. Enters or re-enters the field of play without the referee's permission
7. Deliberately leaves the field of play without the referee's permission

Sending-Off Offenses

A player is sent off and shown a red card if the player commits any of the following eight offenses:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick
6. Denies the opposing team a goal by completely crossing over the goal line (goalkeepers excepted)
7. Uses offensive or insulting or abusive language and/or gestures
8. Receives a second caution in the same match

A player or team official who has been sent off must leave the vicinity (sight and sound) of the field of play and the technical area

The elements of Law 12 are defined as follows:

Tackling and fair charges are allowed as long as they are front guard to front guard. Contact with any other part of the chairs or ramming is a foul and is NOT allowed.

Ramming is defined as when a player deliberately drives into an opponent, with or without the ball, at a high rate of speed or with excessive force. The opponent may be moving or standing still.

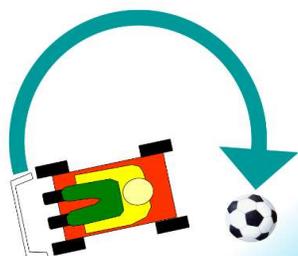
Holding is defined as when a player deliberately and physically restricts the movement of an opponent's powerchair. Clipping is a variation of holding.

Clipping is when a player deliberately contacts the side or back of an opponent's powerchair in order to impede the progress of the opponent.

Spin kicks are a method of propelling the ball farther and faster than is possible when running straight at the ball. It is an exciting and breathtaking action which makes the sport of powerchair football a wonderful spectator sport. Nonetheless, if the spin kick is performed during play it can also create a dangerous situation because for a portion of the move, the kicker is unable to see the ball or if anyone is approaching within the vicinity of where the ball is.



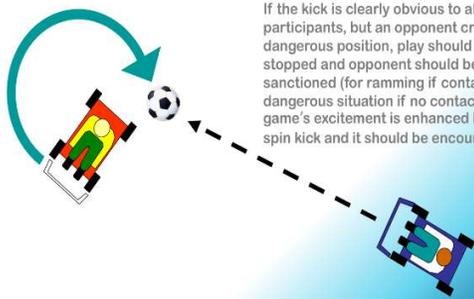
The Spin Kick



If the kicker begins his spin on the ball and there is clearly no opponent in the vicinity who might be endangered by the move, there is no reason to stop the match.



Spin Kick – Opponent Creates Dangerous Situation



If the kick is clearly obvious to all participants, but an opponent creates dangerous position, play should be stopped and opponent should be sanctioned (for ramming if contact or dangerous situation if no contact). The game's excitement is enhanced by the spin kick and it should be encouraged.

Law 13 – Free Kicks

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 must not touch the ball again 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
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising an arm straight above the referee's head, and maintains the arm in that position until the kick has been taken and the ball has been touched by another player or goes out of play.

Ball Enters the Goal

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

- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Position of Free Kick

Free Kick Inside the Goal Area

Direct or indirect free kick for the defending team:

- All opponents are at least 5 m (16.5 ft) away from the ball
- All opponents remain outside the goal area until the ball is in play
- The ball is in play when it is kicked directly out of the goal area
- A free kick awarded in the goal area is taken from any point inside that area

Indirect free kick to the attacking team:

- All opponents are at least 5 m (16.5 ft) away from the ball until it is in play, (unless goalkeepers are behind their own goal line between the goal posts).
- The ball is in play when it is kicked and moves
- An indirect free kick awarded inside the opponent's goal area is taken from a point along the goal area line parallel to the goal line, at the point nearest to where the infringement occurred
- Defenders have priority for position in their own goal area prior to the kick

Direct Free Kick for the attacking team Outside the Goal Area

- All opponents are at least 5 m (16.5 ft) from the ball until it is in play, (unless goalkeepers are behind their own goal line between the goal posts)
- The ball is in play when it is kicked and moves
- The free kick is taken from the place where the infringement occurred
- Defenders have priority for position in their own goal area prior to the kick

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.

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

- The ball is moved up to the spot where the infringement occurred, and the kick is retaken (in accordance with the requirements of Law 13 – Position of Free Kicks)
- If the infringement happens inside the goal area, the kick is taken from a point along the goal area line parallel to the goal line, at the point nearest to where the infringement occurred
- The opponent should be warned or cautioned

If, when a free kick is taken by the defending team from inside its own goal area, the ball is not kicked directly into play, the kick is retaken.

Law 14 – The Penalty Kick

General

A penalty kick is awarded against a team that commits a major foul for which a direct free kick is awarded, inside its own goal area 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 periods of extra time.

Position of the Ball and the Players

The ball:

- Must be placed on the penalty mark

The player taking the penalty kicks:

- Must be properly identified

The defending goalkeeper:

- At the time the kick was awarded must defend the penalty kick (no substitution allowed)
- Can face in any direction, but must remain stationary, with whole of the powerchair behind the goal line, until the ball has been kicked

The players other than the kicker are located:

- Inside the field of play
- Outside the goal area
- Behind the penalty mark
- At least 5 m (16.5 ft) from the penalty mark

The Referee

- Does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- Decides when a penalty kick has been completed

Procedure

- The referee identifies who will be taking the kick
- The referee makes sure the goalkeeper has taken up the correct position
- The referee signals for the kick to be taken

- The kicker has 15 seconds to kick the ball
- The ball is in play when it is kicked and moves.

When a penalty kick is taken during the normal course of play, or 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 between the goalposts:

- The ball touches either or both of the goalposts and/or the goalkeeper

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following infringements occurs:

The player taking the penalty kick or a teammate of the player taking the kick infringes the Laws of the Game:

- The referee allows the kick to proceed
- If the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the opposing team from the place where the infringement occurred.

If after the referee gives the signal for the penalty kick to be taken, and the kicker does not take the kick within 15 seconds, an indirect kick is to be awarded to the defending team and the ball placed at the top of the goal line in line with the penalty spot.

If the situation is a penalty shootout, the infraction would be recorded as a miss.

The goalkeeper or teammate of the goalkeeper infringes the Laws of the Game:

- The referee allows the kick to proceed
- If the ball enters the goal, a goal is awarded
- If the ball does not enter the goal, the kick is retaken
- If the goalkeeper moves and in the opinion of the referee, the movement interferes with the kick, or the goalkeeper makes a save, the kick is retaken, and the goalkeeper is warned
- If the goalkeeper moves a second time after receiving a warning and interferes with the kick or makes a save, the goalkeeper may receive a caution and be shown the yellow card

A player of both the defending team and the attacking team infringes the Laws of the Game:

- The kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- An indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

The kicker deliberately handles the ball before it has touched another player:

- A direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred

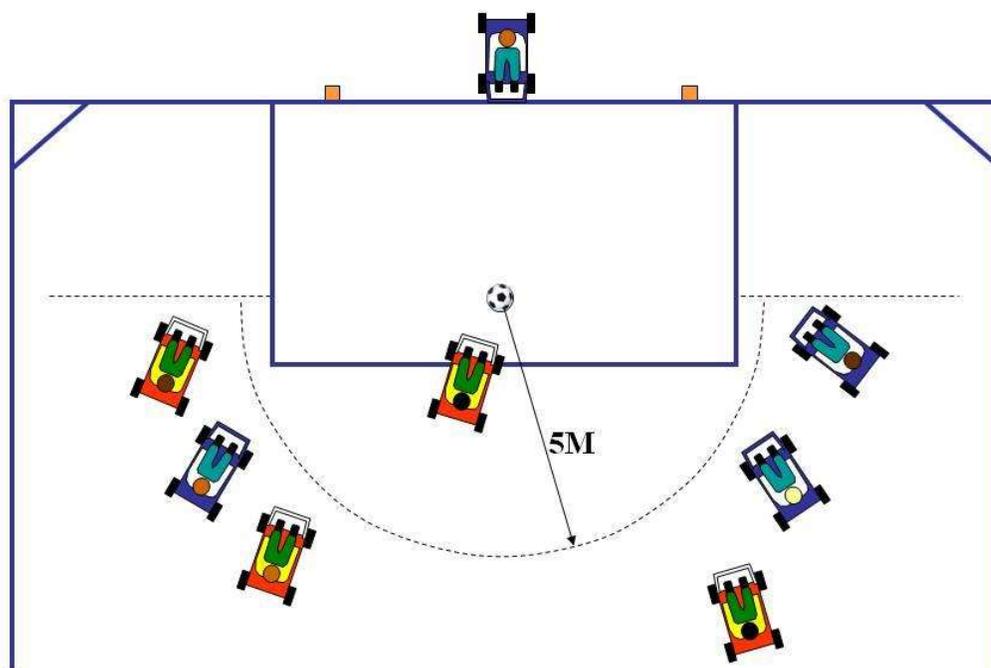
The ball is touched by an outside agent as it moves forward:

- The kick is retaken

The ball rebounds into the field of play from the goalkeeper or the goalposts, and is then touched by an outside agent:

- The referee stops play
- Play is restarted with a set ball at the place where it touched the outside agent, unless it touched the outside agent inside the goal area, in which case the referee sets the ball on the goal area line at the point nearest to where the ball was located when play was stopped.

POSITIONING FOR A PENALTY KICK



Goal keeper can face any direction.

Law 15 – The Kick-In

General

A kick-in is a method of restarting play.

A goal can be scored directly from a kick-in.

A kick-in is awarded:

- When the whole of the ball passes over the touchline, either on the ground or in the air
- To the opponents of the player who last touched the ball
- To the player that is positioned on the outside trying to keep the ball in play when two opponents are simultaneously touching the ball driving along the touch line

Procedure

- The ball is placed on the touchline at the spot where it left the field
- Opponents must remain at least 5 m (16.5 ft) away until the ball has been put into play
- The ball is in play when it is kicked and moves
- The kicker must not touch the ball again until it has touched another player
- Defenders have priority for position in their own goal area prior to the kick

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.

If, when a kick in is taken, an opponent is closer to the ball than the required distance, and touches the ball when it is kicked:

- The ball is moved up to the spot where the infringement occurred, and a direct free kick is awarded
- The opponent should be warned or cautioned

For any other infringement of this Law, the kick-in is taken by a player of the opposing team.

Law 16 – The Goal Kick

General

A goal kick is a method of restarting play.

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

A goal kick is awarded when the whole of the ball passes over the goal line, either in the air or on the ground, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain at least 5 m (16.5 ft) away until the ball is in play
- The kicker must not touch the ball again until it has touched another player
- The ball is in play when it is kicked directly out of the goal area

Infringements/Sanctions

If the ball is not kicked directly out of the goal area from a goal kick, 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.

If, when a goal kick is taken, an opponent is closer to the ball than the required distance, and touches the ball when it is kicked:

- The ball is moved up to the spot where the infringement occurred, and a direct free kick awarded
- The opponent should be warned or cautioned

For any other infringement of this Law, the kick is retaken.

Law 17 – The Corner Kick

General

A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick.

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is placed inside the corner triangle closest to where the ball crossed the goal line
- Opponents outside the goal area must remain 5 m (16.5 ft) away from the corner triangle until the ball is in play
- Opponents inside the goal area must be positioned past the 1m corner positioning mark (unless the goalkeeper is behind the goal line between the goal posts)
- The ball is kicked by a player of the attacking team
- The ball is in play when it is touched and moves
- The kicker must not touch the ball again until it has touched another player
- Defenders have priority for position in their own goal area prior to the kick

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.

If, when a corner kick is taken, an opponent is closer to the ball than the required distance, and touches the ball when it is kicked:

- The ball is moved up to the spot where the infringement occurred, and a direct free kick awarded
- The opponent should be warned or cautioned

For any other infringement of this Law, the kick is retaken.

Law 18 – Classification

The Role of Classification

The FIPFA classification system intends to place all participating athletes into sport classes according to how much their impairment affects core determinants of performance in Powerchair Football. Overall, the classification system provides a framework for competition and ensures that the strategies, skills and talents of athletes and teams determine competitive success.

More specifically, this system has a dual purpose:

- (1) Determine Eligibility to Compete
- (2) Group Athletes for Competition

Eligibility Criteria

Powerchair Football is played only by those with a diagnosed, severe physical impairment that leads to a verifiable, permanent * activity limitation, consequently the athlete needs the use of powered mobility in order to play a sport.

*Some variable, fluctuating impairments may imply classification at every competition, (for example, multiple sclerosis)

- The FIPFA eligibility criterion does not question the presence of a genuine impairment; it refers only to the eligibility of the athlete to competitively play Powerchair Football
- Levels of fitness, age, cognition, gender or skill are not factors in classification. The assessment needs to focus on the functional performance of the presenting athlete in relation to Powerchair Football, and their ability to play the sport safely
- If an athlete fails to meet the eligibility criteria for Powerchair Football the athlete will be declared ineligible for competition

Sport Class and Sport Class Status

Every athlete eligible to take part in a competition must be allocated a Sport Class and Sport Class Status in accordance with the rules of FIPFA or they cannot compete.

To minimise the impact that impairment has on the outcome of athletic competition, all participating athletes are placed into sport classes according to how much their impairment affects their athletic performance.

Once athletes have been assessed as meeting the minimal eligibility criteria they are allocated one of 2 Sports classes;

- PF1: This denotes a player who has highly significant levels of physical difficulty which affects their overall performance.
- PF2: This denotes a player who has moderate to mild levels of physical difficulty which affects their overall performance, but who still meets the minimal eligibility criteria.

Each team cannot field more than two PF2 sport class players during a match for all FIPFA sanctioned competitions.

There is no restriction in the combination of sport classes within the playing squad of a team.

Infringements / Sanctions

If a team has more than two PF2 classified players on the field of play during a match, the referee must stop the match as soon as it is noticed, have the player removed, issue a yellow card to the player and the coach, and restart the match with an indirect kick to the opposing team at the place where the ball was when play was stopped (in accordance with the requirements of Law 13 – Position of Free Kicks).

If unable to make the team compliant, then they must play on with one player less.

Sport Class Status indicates the extent to which an athlete is required to undergo further evaluation and opportunities for protest of an athlete's Sport Class. This is designated as;

New (N) *

Sport Class Status New (N) is assigned to an athlete who has not been previously evaluated by an FIPFA Classification Panel and has not had an entry Sport Class verified by FIPFA .

Review (R)*

Sport Class Status (R) is assigned to an athlete who has been previously evaluated by an international classification panel but is still subject to further re-evaluation. The athlete's current Sport Class is valid, but the athlete is subject to re-evaluation and the Sport Class may be changed before or during competition.

Confirmed (C)*

Sport Class Status Confirmed (C) is assigned to athletes who have been previously evaluated by an FIPFA Classification Panel and the panel has determined that their Sport Class will not change.

Changes in Sport Class Following Observation in Performance

If any changes to an Athlete's sport class are determined by the Classification Panel as a result of observation during competition, all relevant parties should be informed as soon as is logistically possible.

Protests

The term “protest” refers to the procedure by which a formal objection to an athlete’s sport class is made and subsequently resolved.

Instructions about the management of protests are clearly identified in the FIPFA Classification Rules document.

Appeals

The term “appeal” refers to the procedure by which a formal objection to the manner in which Classification procedures have been conducted is made and subsequently resolved.

Instructions about the management of appeals are clearly identified in the FIPFA Classification Rules document.

Classifier Training and Certification

To be certified as a classifier an individual must complete the FIPFA formal Training, which includes theoretical and practical education, as well as practical training and mentorship.

Athlete Presentation

All athletes must be prepared to be fully assessed by the classification panel and be present at the evaluation location at the assigned time, in the appropriate uniform as if ready to begin a match, and with all documentation, equipment and devices as required by the FIPFA Classification Rules.

The athlete may be accompanied by an interpreter, and not more than one representative of the Athlete’s NPC/National Federation.

Athlete Evaluation Process

The athlete evaluation process may include, but is not limited to:

- Physical Assessment
- Technical Assessment
- Observation of Performance Assessment

Kicks from the Penalty Mark

General

Kicks from the penalty mark is the method of determining the winning team where competition rules require there to be a winning team when the score is still tied after finishing both regulation time and two extra time periods.

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 decides whether to kick first or second
- The referee keeps a record of the kicks being taken
- Subject to the conditions explained below, both teams take four kicks
- Only those players who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take kicks from the penalty mark
- Only the designated goalkeepers who are on the field of play at the end of the match, which includes extra time where appropriate, are allowed to defend the kicks from the penalty mark
- The ball is in play when it is kicked and moves
- The kicks are taken alternately by the teams
- If a team has a greater number of players at the end of the match than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- If, after both teams have taken four kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks
- If, before both teams have taken 4 kicks, one has scored more goals than the other could score, even if it were to complete its 4 kicks, no more kicks are taken
- The goalkeeper who is the team-mate of the kicker must remain outside the field in which the kicks are being taken, along the touchline
- A goalkeeper who is injured or suffers complete technical failure while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute and the substitute must participate in the kicks and is the only player allowed to defend all subsequent kicks by the opposing team

- If a player is injured or sent off during the taking of kicks from the penalty mark the referee should not reduce the number of players taking kicks for the other team
- An equal number of players from each team is required only at the start of the taking of kicks from the penalty mark
- Unless otherwise stated, the relevant Laws of the Game apply when kicks from the penalty mark are being taken

Administrative Notes

Technical Area

Technical areas may vary between venues, for example in size or location, and the following notes are issued for general guidance:

- The technical area lateral limits are from the top of the goal area line to the halfway line or 1 m from the scorer's table and extends forward to the edge of the officials' area
- It is recommended that markings are used to define this area
- The number of people permitted to occupy the technical area is defined by the competition rules
- The occupants of the technical area are identified before the beginning of the match in accordance with the competition rules
- Only one person at a time is authorised to convey tactical instructions
- Team personnel may enter the field only after receiving permission from a referee (safety/imminent danger situations excluded)
- Personnel seeking permission to enter the field must first ask the nearest assistant referee or 4th official to signal the referee
- The coach and other occupants of the technical area must behave in a responsible manner

Coaches

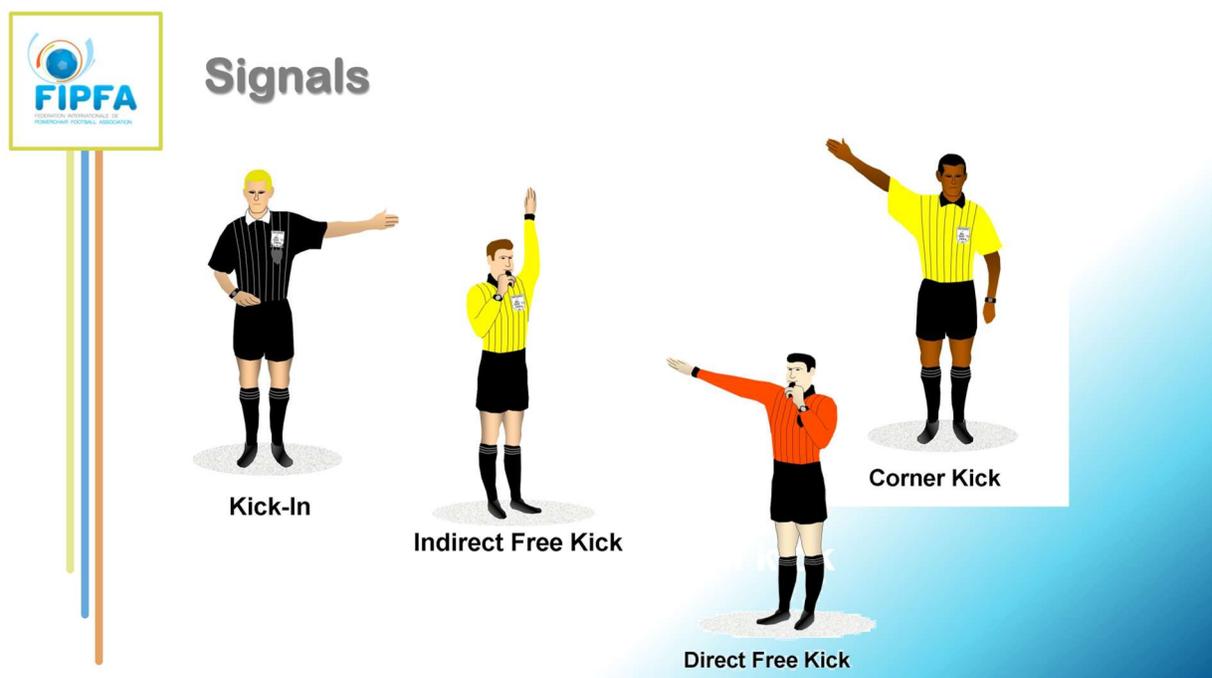
- Coaches are responsible for all persons associated with their teams and said persons conduct and compliance with the Laws of the Game.
- Coaches may also play but must be listed on the team sheet in both roles.

The Fourth Official

- The fourth official may be appointed under the competition rules and officiates if any of the three match officials is unable to continue
- The 4th official assists the referee at all times
- Prior to the start of the competition, the organiser states clearly whether, if the referee is unable to continue, the fourth official takes over as the match referee or whether the assistant referee takes over as referee with the fourth official becoming an assistant referee
- The fourth official assists with any administrative duties before, during and after the match, as required by the referee
- The 4th official is responsible for assisting with substitution procedures during the match
- The 4th official supervises the replacement footballs, where required. If the match ball has to be replaced during a match, the 4th official provides another ball, on the instruction of the referee, thus keeping the delay to a minimum

- The 4th official has the authority to check the equipment of substitutes before they enter the field of play. If their equipment does not comply with the Laws of the Game, the referee is informed
- The 4th official must indicate to the referee when the wrong player is cautioned because of mistaken identity or when a player is not sent off having been seen to be given a second caution or when serious misconduct occurs out of the view of the referee and assistant referee. The referee, however, retains the authority to decide on all points connected with play
- After the match, the fourth official must submit a report to the appropriate authorities on any misconduct or other incident that has occurred out of the view of the referee and the assistant referee. The fourth official must advise the referee and his assistant of any report being made
- The 4th official has the authority to inform the referee of irresponsible behaviour by any occupant of the technical area

Referee Signals

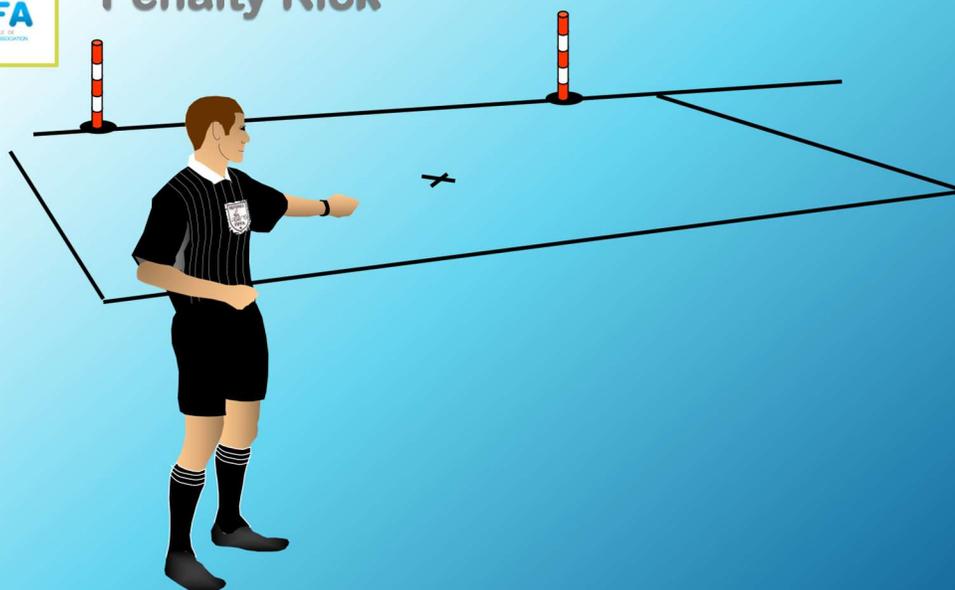




Advantage



Penalty Kick

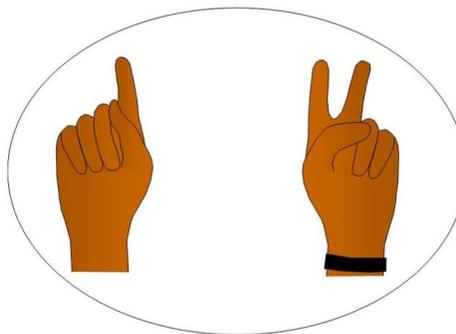




“Additional” (optional) Referee Signals



Set Ball



2-on-1 Violation

Assistant Referee Signals



Assistant Referee Signal – GOAL!





Assistant Referee Signals



Kick-In



Assistant Referee Signals



Corner Kick

Substitution

Foul

Goal Kick