



REGULATION

NATIONAL

FOOTBALL 8

football sector

National 8-a-side Football Technical Referent: Mauro Micheli

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RULE 1

THE PLAYGROUND

Dimensions

Playing field must be rectangular. The length of the lateral lines must, in any case, be greater than the length of the goal lines. Length: minimum m. 55 maximum 68 Width: minimum m. 35 maximum m. 45

Soil signature

The playing field must be marked with lines that form an integral part of the surfaces they delimit. The longer sides of the terrain are called "side lines"; the shorter ones "goal lines". All lines must be clearly visible and have a maximum width of cm. 10. The playing court is divided into two halves by the "midline". The center of the pitch is marked in the middle of the median line with a point with a diameter of cm. 25. Around this point a circumference of m. 4.40 in radius.

The penalty area

A "penalty area" is defined at each end of the terrain and meets the following requirements:

- two lines are drawn perpendicular to the goal line, at m. 7.50 from the inside of each pole;
- these two lines have a length of m. 8,90 towards the inside of the pitch and are joined by a line drawn parallel to the goal line;
- the area bounded by these lines and the goal line is called the penalty area; • The point of the penalty kick is marked at m. 8.00 from the goal line and equidistant from the goalposts;

The flags

At each corner of the ground a non-pointed rod with a flag, having a height of not less than m. 1.50 from the ground.

The corner area

An arc of a circle of m can be drawn from each corner flag. 0.40 radius within the field of play. **The doors**

The doors are placed in the center of each goal line.

They consist of two vertical poles fixed at equal distance from the corner flags and joined at the top by a transverse bar. The distance that separates the two poles is m. 6.00 and the lower edge of the crossbar is located at m. 2.15 above the ground. The two poles must have the same width and thickness, not exceeding cm. 12. The goal line must be the same width as the goal posts and crossbar. Nets are attached to the posts, the crossbar and to the ground behind the goals provided they are adequately supported so as not to disturb the goalkeeper. The goal posts and crossbar must be white.

Safety

The doors must be securely fastened to the ground. The movable doors cannot be used if they do not meet these needs.

Special cases

If the crossbar is moved or broken, play must be suspended until the crossbar is repaired and returned to its position.

If the repair is impossible, the race will have to be permanently suspended. The use of a rope to replace the crossbar is not permitted.

If the crossbar is repairable, the game will be resumed with a throw-in by the referee at the spot where the ball was at the time the game was stopped. Goal posts and cross bars must be made of wood, metal or other approved material. Their shape can be square, rectangular, circular or elliptical.

In any case, they must not pose any danger to the players.

It is possible to draw a line segment outside the playing field at m. 7 from the arc of the corner area, perpendicular to the goal line, to show the distance, which the opponents must observe when taking a corner kick.

RULE 2

THE BALL

Definition and dimensions

Characteristics of the balloon:

- spherical shape measure 5
- material: leather or other approved
- maximum circumference of cm. 70 and minimum of cm. 68 • maximum weight at the start of the race of 450 gr and minimum 410 gr • pressure between 0,6 and 1,1 atmospheres (equal to 600 - 1100 gr / cm²).

Replacement of a defective balloon

If the ball bursts or is damaged during the match:

- the competition must be suspended
- the match will resume, with a new ball, with a throw-in by the referee in the place where the ball was when it became unusable.

If the ball bursts or is damaged when not in play, before a kick-off, goal kick, corner kick, free kick, penalty kick or a throw-in from the touchline:

- the match must be resumed accordingly. The ball cannot be replaced during the match without the referee's authorization.

During official competitions, only balls that meet the minimum technical requirements established in Rule 2 are permitted.

RULE 3

NUMBER OF PLAYERS

Soccer players

Each match is played by two teams each consisting of a maximum of eight players, one of whom will play as goalkeeper. No match can take place if either team has fewer than six players.

Substitutions can only be made when the game is stopped (free kick, corner kick, throw-in, etc ...) prior notice to the referee. The replaced player may resume the match at any time.

In each match the names of the players must be communicated to the referee before the start of the match.

Replacement procedure

The replacement of a player with a substitute must comply with the following procedure:

- the substitute will enter the pitch only after the substituted player has left
- the substitute must enter the pitch at the sideline. • the substitution procedure takes place when the substitute enters the pitch
- the substitute becomes the player and the substitute ceases to be
- the player who has been substituted will continue to be part of the match
- each substitute is subject to the authority and jurisdiction of the referee whether or not he participates in the game.**Replacement of the goalkeeper.**

Each player participating in the game can switch roles with the goalkeeper provided that:

- the referee is informed before the substitution takes place
- the role swapping takes place during an interruption of the game.

Infringements and sanctions

If a substitute enters the field of play without his team mate leaving:

- the game must be stopped
- the substitute in question must be cautioned (yellow card) and must leave the field of play
- The game must be resumed with a throw-in by the referee at the spot where the ball was at the time the game was stopped.

A player may not switch roles with the goalkeeper without notifying the referee, if:

- the game will be stopped
- the players in question will be cautioned (yellow card).

For all other offenses, the player in question must be cautioned (yellow card).

Resumption of the game

If the game was stopped by the referee to issue a warning:

- The game will be restarted with an indirect free kick taken by a player of the opposing team where the ball was at the time of the interruption. During the match, the coach can give his tactical instructions to the players. Like the other managers, he must remain within the limits of the technical area, where he exists; where he does not exist, the coach may in no case enter the pitch (under penalty of removal from the pitch), and however, he must not cross the median line of the court.

Everyone is required to behave in a sporting and responsible manner.

The table commissioner has the right to dismiss technicians, managers and players who engage in offensive behavior towards the referee or the opponents.

RULE 4

EQUIPMENT OF PLAYERS

Safety

Players' equipment or clothing must in no case be dangerous to themselves or others. This also applies to jewelry of any kind.

Basic equipment

The complete equipment of a football player includes:

- sweater
- shorts (if the player is wearing leg or leg warmers these must be of the same color as the dominant one of the shorts)
- socks
- shin guards
- shoes (it is forbidden to play with metal studs)

Shin guards

- must be completely covered by the socks
- they must be of suitable material (rubber, plastic or similar) • they must offer an adequate degree of protection.

Goalkeepers

- the goalkeeper must wear a shirt of a different color from that of all the other players, the referee and the assistant referees.

Infringements and sanctions

For any infringement of this rule:

- the game does not necessarily have to be interrupted
- the player not in good standing must be obliged by the referee to leave the field of play to adapt his equipment
- the player not in good standing must leave the pitch at the first stoppage of play, unless he has already put his equipment in order
- any player who has left the pitch to put his equipment in order will not be able to re-enter until after the referee's prior consent
- the referee is required to check the correctness of the player's equipment before authorizing him to return to the pitch
- the player may only return to the field of play in the event of a stoppage of play. A player, invited to leave the pitch for breaking this rule and who enters (or re-enters) the pitch without the referee's prior authorization, must be sanctioned with a warning (yellow card).

Resumption of the game

If the game was interrupted by the referee to sanction a warning:

- the match will be resumed with an indirect free kick taken by a player of the opposing team in the place where the ball was at the time the game was stopped

RULE 5

THE REFEREE

The authority of the referee

Each match is played under the control of a referee who is given all the authority necessary to ensure compliance with the Laws of the Game in the context of the match he is called upon to direct.

Skills and obligations

The referee must ensure compliance with the Laws of the Game

- ensure control of the game in collaboration with the referee's assistants and the table commissioner.
- ensure that any ball used complies with the requirements of Rule 2
- ensure that players' equipment complies with the requirements of Law 4
- act as a timekeeper and compile a race report
- temporarily interrupt the match, suspend it or permanently interrupt it, at its discretion, upon the occurrence of any infringement of the rules
- temporarily interrupt the race, suspend it or permanently interrupt it as a result of interference from external events, whatever they may be
- stop the game if, in your opinion, a player is seriously injured and have him transported off the pitch
- allow play to continue until the ball ceases to be in play if, in your opinion, a player is only slightly injured
- have any player with a bleeding wound leave the pitch. The player may only re-enter it with the referee's consent after the referee (or the table commissioner) has made sure that the bleeding has been stopped • let the game continue when the team that has been fouled can

take advantage of it and punish the foul initially committed if the advantage granted has not materialized

- punish the most serious foul when a player commits several fouls simultaneously
- adopt disciplinary measures against players who have committed a foul that is liable to be booked or sent off. The referee is not required to intervene immediately, but must do so at the first stoppage of play
- take measures against team managers who do not behave responsibly and, at its discretion, remove them from the pitch • ensure that no unauthorized person enters the pitch
- give the signal to resume the match after an interruption of the game.
- send to the competent authorities a report with information relating to all disciplinary measures adopted against the

players and / or managers, and to all other incidents that occurred before, during and after the match.

Arbitrator's decisions

The referee's decisions on facts relating to the game are final.

The arbiter can only revert to his decision if he believes it to be the sameerroneous or, at its discretion, following a report by an assistant referee, provided that play has not been restarted.

The referee (or in the case an assistant referee or the table commissioner) cannot be held responsible for:

- any injury suffered by a player, manager or spectator
- any material damage, whatever it may be
- any damage caused to an individual, company, company, association or any other body which is involved or may be involved in a decision made in accordance with the Laws of the Game or the normal procedures for organizing a match, dispute or direct it.

The above may refer to:

- the decision to allow or prohibit the running of the match as a result of the state of the pitch and its accesses, or the weather conditions • the decision to permanently suspend a match whatever the reasons
- to all decisions relating to the state of the equipment and equipment used during the match, including goal posts, cross bars, corner flags and the ball
- the decision to interrupt the race or not for reasons attributable to interference by spectators or to problems created in the area reserved for them
- the decision to interrupt the game or not to allow the transport of an injured player off the pitch to be rescued
- the decision to request or insistently require the transport of an injured player off the pitch to receive the necessary treatment.
- the decision to allow or prohibit a player from wearing certain accessories or equipment
- the decision (to the extent that it falls within its competence) to allow or prevent any person (including club managers or field, club or stadium managers, law enforcement officers, photographers or other representatives of the media) to settle near the pitch
- to all other decisions that the referee may take in accordance with the Laws of the Game or with his duties as defined in the regulations and prescriptions of the Organizing Company under whose responsibility the match is held.

RULE 6

THE FIELD COMMISSIONER

The authority of the field commissioner

The field commissioner can:

- take measures against accompanying managers who do not behave responsibly and, if deemed appropriate, remove them from the game enclosure
- ensure that no unauthorized person enters the pitch
- make sure that no one introduces dangerous objects for the safety of the participants in the race
- make sure that the smoking ban is respected
- he may replace the match official who is unable to carry out his task.
- The court commissioner has the task of assisting the referee, at the request of the same, in all the bureaucratic functions before, during and after the match.
- if necessary, check the reserve balls. If the ball is to be replaced during the match, he shall provide another ball at the referee's request, ensuring that the loss of time is reduced to a minimum.
- has the task of checking the equipment of substitutes before they enter the pitch. If their equipment does not conform to the Laws of the Game, he will inform the referee of this.
- has the task of informing the referee in case of incorrect behavior of one or more occupants of the technical area.
- the commissioner must at all times assist the referee.

RULE 7

DURATION OF THE RACE

The match is made up of two playing periods of 25 minutes each, unless a different duration has been set by mutual agreement between the organizers and the referee. All agreements relating to a variation of the duration of the match (for example: a reduction of each period to 20 minutes due to insufficient visibility) must necessarily occur before kick-off and comply with the competition regulations.

Interval

The players are entitled to a break between the two periods of play.

The duration of the interval must not exceed 5 minutes.

Competition regulations must clearly define the length of the interval between the two periods.

The length of the interval can only be changed with the referee's consent.

Time-out

The use of the time-out is not foreseen. Any special and / or extraordinary needs will be assessed from time to time and left at the discretion of the Referee and Organizers.

Recovery of game interruptions

Each period must be extended to make up for all the time lost for:

- the assessment of the injuries of the players
- transport of injured players off the pitch • maneuvers tending to deliberately waste time
- any other cause.

The duration of recovery for stoppages is at the discretion of the referee.

Penalty

If a penalty kick is to be taken or repeated, the duration of each period must be extended to allow for it to be taken.

Extension.

The competition rules may provide for an extension of two equal periods (overtime). In this case, the conditions established by Rule 8 apply.

Final suspension of the tender

A game that is permanently suspended before its end must be replayed, except that the interruption was caused by violent behavior. In this case, the disciplinary commission will decide the penalty to be imposed on one or both teams.

RULE 8

Kick-off and restart of the game

Preliminaries

The choice of land is determined by drawing lots using a coin. The team favored by chance chooses the goal against which it will attack in the first period of play. The other team will be awarded the kick-off of the match. The team that has chosen the ground will kick off the second period.

At the start of the second match period, the teams reverse their respective halves of the ground and attack in the direction of the opposite goal.

Kick off

Kick-off is a way of starting the game or restarting the game:

- at the start of the race
- after a goal has been scored
- at the beginning of the second period of play
- at the start of each overtime, where applicable. A goal can be scored directly from kick-off.

Procedure

- all the players must be positioned within their own half of the pitch • the players of the team not taking the kick-off must be positioned at no less than m. 7.00 from the ball, until the ball is in play.
- the ball is placed on the ground at the center point of the pitch

- the referee blows the whistle authorizing the kick-off
- the ball to be considered in play can also be kicked directly backwards
- the kick-off performer cannot play the ball a second time before it has been touched by another player.

When a team has scored a goal, it is up to the team that suffered the same goal to resume play with a new kick-off.

Infringements and sanctions

If the kick-off player plays the ball a second time before it has been touched by another player:

- an indirect free kick is awarded to the opposing team at the point where the offense was committed.

For all other offenses in the kick-off procedure:

- the kick-off must be repeated.

Throw-in by the referee

After a temporary stoppage of play caused by a cause not provided for in the Laws of the Game, the game must be resumed with a throw-in from the referee. **Procedure**

The referee drops the ball on the ground where it was at the time the game was stopped. The game resumes as soon as the ball touches the playground.

Infringements and sanctions

The referee's throw-in must be repeated if:

- the ball is touched by a player before making contact with the pitch.
- the ball leaves the field of play, after bouncing on it, without any player having touched it.

Special cases

A free kick awarded to the defending team in their own goal crease can be taken from any point in the goal area. An indirect free kick awarded to the attacking team in the opponent's goal area must be taken on the goal area line parallel to the goal line, at the point closest to where the offense was committed. A throw-in by the referee to resume the game after a temporary stoppage of play while the ball was in the goal area must be taken on the goal area line parallel to the goal line at the nearest point to the one in which the ball was at the moment the game was stopped.

RULE 9

BALL IN PLAY AND NOT IN PLAY

Ball not in play

The ball is out of play when:

- has entirely cleared the goal line or touchline, both on the ground and in the air
- the game was stopped by the referee. **Ball in play**

The ball is in play in all other cases, including when:

- bounces off the pitch after touching a goal post, crossbar or corner flag
- bounces on the floor after touching the referee or an assistant referee, when they are on the floor.

RULE 10

SCORING A NETWORK

Scoring of a network.

A goal is scored when the ball has completely crossed the goal line between the goalposts and under the crossbar, provided that no infraction of the rules has previously been committed by the team in favor of which the goal is awarded.

Competition regulations

For matches ending in a tie, the competition regulations may include provisions relating to overtime or other procedures, which make it possible to determine the winner of the match. **Winning team**

The team that scored the most goals during the match is the winner. When the two teams have scored the same number of goals, or have not scored any, the game is tied.

RULE 11

FOULS AND MISTAKES

The regulatory distance at which the barrier must be positioned in free kicks is mt. 7.

Fouls and unsportsmanlike conduct must be punished as follows:

Direct free kick

A direct free kick is awarded to a player's opposing team who, in the referee's judgment, commits one of the following six fouls through negligence, recklessness or disproportionate vigor:

- kicking or attempting to kick an opponent • tripping or attempting to trip an opponent
- jump on an opponent.
- charge an opponent
- hitting or attempting to hit an opponent
- push an opponent

A direct free kick is also awarded to the opposing team of the player committing one of the following four fouls:

- tackle an opponent for possession of the ball, making contact with him before reaching the ball to play it
- hold back an opponent
- spit at an opponent
- voluntarily play the ball with their hands (with the exception of the goalkeeper when he is in his own penalty area).

The direct free kick must be taken at the spot where the foul was committed.

Penalty

A penalty kick is awarded when one of these ten fouls is committed by a player within his own penalty area, regardless of the position of the ball, as long as the ball is in play. **Indirect free kick**

An indirect free kick is awarded to the opposing team of the goalkeeper who, being in his own penalty area, commits one of the following five fouls: • take more than four steps while controlling the ball with his hands, before dispossessing it • touch the ball again with his hands, after dispossessing it, before it has been touched by an opposing player

- touching the ball with the hands deliberately passed to him with the foot by a player of his own team
- touch the ball with the hands passed to him directly by a team-mate on a throw-in from the sideline
- perform maneuvers which, in the referee's judgment, are dictated solely by the intention of wasting time.

An indirect free kick will also be awarded to the opponent's team who, according to the referee:

- play in a dangerous way
- prevents progression to an opponent (without physical contact).
- hinders the goalkeeper in the act of getting rid of the ball in his hands
- commits other fouls not previously mentioned in Law 12, for which the game was stopped to caution or disqualify a player.

The indirect free kick must be taken at the point where the offense was shop assistant

Disciplinary sanctions

Fouls liable to be booked

A player must be cautioned (yellow card) when he commits one of the following seven fouls:

- being guilty of unsportsmanlike conduct
- express disapproval with words or gestures
- repeatedly transgress the Laws of the Game
- delaying the resumption of the game
- not respecting the prescribed distance in corner kicks and free kicks
- enter or re-enter the pitch without the referee's prior consent
- deliberately leave the pitch without the referee's prior consent.

Fouls liable to expulsion

A player must be sent off (red card) from the playing court when he commits one of the following seven fouls:

- be guilty of a violent game foul
- be guilty of violent conduct
- spitting at an opponent or any other person
- prevent the opposing team from scoring a goal or deprive it of a clear goal opportunity by voluntarily touching the ball with the hands (this does not apply to the goalkeeper inside his own penalty area) **
- cancel a clear goal chance to a player who goes towards the opponent's goal by committing a foul on him punishable by a direct free kick or penalty **
- use offensive, abusive or threatening language.
- receive a second caution during the same match.

** grossly unfair conduct **Special**

cases

- A penalty kick must be awarded when, with the ball in play, the goalkeeper, in his penalty area, hits or attempts to hit an opponent by throwing the ball at him.
- The player who is on or off the field of play and commits a foul liable to be cautioned or disqualified against an opponent, teammate, referee, assistant referee or any other person, must be punished. in accordance with the infringement committed.
- The goalkeeper will be considered in possession of the ball if he has touched it with any part of his hands or arms. He is also in possession of the ball when he intentionally bounces it on his hands or arms.
- However, he is not considered to be in possession of the ball when, in the referee's judgment, the ball accidentally bounces off the goalkeeper.
- The goalkeeper is considered guilty of wasting time if he holds the ball in his hands or arms for more than five seconds.
- In accordance with the provisions of Rule 12, a player may pass the ball to the goalkeeper of his team using only the head, chest, knee, etc. However, if in the judgment of the referee, a player deliberately uses an illegal way to circumvent the Law (e.g. if the goalkeeper passes the ball over the head of the teammate who returns it, deliberately lifts the ball to hit him with his head, chest or knee), is guilty of unsportsmanlike behavior. Therefore he will have to be cautioned (yellow card). An indirect free kick will be awarded to the opposing team at the spot where the foul was committed. If a player deliberately uses an illegal way to circumvent the rule when taking a free kick,
- A tackle from behind which endangers the physical integrity of an opponent shall be punished as a violent playing foul.
- Any simulation, committed on the pitch with the aim of deceiving the referee, must be punished as unsportsmanlike conduct.

LAW 12

PENALTY KICK

Free kicks are divided into:

«Direct»: by means of which a goal can be scored directly against the team that committed the foul;

"Indirect": by which a goal cannot be scored if the ball, before crossing the goal line, has not been played or touched by a player other than the one who took the penalty.

When a player takes a direct or indirect free kick from inside his own penalty area, all the players of the opposing team must be at a distance of not less than m. 7 from the ball and stay outside the penalty area until the ball has been kicked out of the penalty area.

The ball will be considered in play immediately after it has traveled a distance equal to its circumference and exited the penalty area.

The goalkeeper will not be able to receive the ball in his hands in order to throw it back into the game later.

If the ball was not kicked directly into play, the free kick must be repeated outside the penalty area.

If a player takes a direct or indirect free kick from outside his own penalty area, all the players of the opposing team must be at a distance of not less than m. 7 from the ball until it is in play, unless they are on their own goal line, between the goalposts of the same.

The ball will be considered in play after it has traveled a distance equal to its circumference.

If a player of the opposing team enters the penalty area or approaches within m. 7 from the ball, as appropriate and in any case before the free kick has been taken, the referee must delay its execution until the Rule is not respected. When the free kick is taken, the ball must be stationary and the player who kicked it cannot play it a second time until the ball has been played or touched by another player.

Unless there are other clarifications in the rules regarding the place from which a free kick is to be taken:

- any free kick awarded to the defending team inside its own goal area may be taken from any point in the same goal area.
- Any indirect free kick awarded to the attacking team inside the opponent's goal area must be taken from the goal area line parallel to the goal line, from the spot closest to where the foul was committed.

Punishment

If the player who has taken a free kick touches the ball a second time before it has been touched or played by another player, an indirect free kick must be awarded to the opposing team from the place where it was committed. infringement, unless the latter was committed by a player inside the opponent's goal area, in which case the free kick will be taken from anywhere in the goal area.

- To differentiate an indirect free kick from a direct free kick, the referee - when awarding an indirect free kick - must signal it by raising one arm and placing the hand above the head. He will keep his arm in that position until the ball has been played or touched by another player or has ceased to be in play.
- Players who are not at a regular distance from the ball when a free kick is taken must be cautioned and, in the event of a repeat offense, sent off. Referees are required in particular to consider misconduct any attempt to delay the execution of a free kick, even by advancing to reduce the regulation distance.
- If, when a free kick is about to be taken, one or more defending players jump sideways or gesticulate to distract the opponent, this behavior must be considered misconduct and the guilty players must be cautioned.

Decisions

- In the execution of a direct or indirect free kick, the ball must be stationary and placed on the point provided for by the regulations. The free kick, taken with the ball in motion or placed in a point other than that provided for by the regulations, must not be considered regular and therefore must be repeated. The free kick can be taken in any direction.
- With a direct free kick, a goal can only be scored against the team that takes it.
- If in the execution of a free kick (direct or indirect), taken from outside the penalty area, a player kicks the ball directly into his own goal, the referee will restart play with a corner kick.
- If in the execution of an indirect free kick the ball is kicked directly into the opponent's goal, the referee will restart play with a goal kick. 5. With the same whistle, at the same instant he comes awarded a free kick, the referee authorizes its execution, except when the game is interrupted for a period longer than normal or when the player who is to take the penalty requests the referee's intervention to make so that the opponents respect the prescribed distance. In these cases, a free kick taken before the second whistle is not considered to be legal and therefore must be repeated.
- The signal with the raised arm, prescribed by the Decisions, must be given at the moment when the referee blows the whistle to award an indirect free kick. He will keep his arm in that position until the ball has been played or touched by another player or has ceased to be in play.
- A player who takes a direct or indirect free kick can renounce, if he deems it appropriate, the respect by the opponents of the distance prescribed by the Law.

RULE 13

PENALTY

A penalty kick is awarded against a team that commits, in its own penalty area and with the ball in play, one of ten fouls

punishable by a direct free kick.

A goal can be scored directly from a penalty kick.

The match must be extended to allow for the penalty kick awarded at the end of each regular or extra time. **Position of the ball and the players**The ball:

- must be placed at the point of the penalty kick.

The player responsible for taking the penalty kick:

- must be clearly identified.

The goalkeeper of the defending team:

- must remain on his own goal line (can move sideways), between the goal posts, until the ball has been kicked.

All players (other than the kick taker) must position themselves:

- within the pitch
- outside the penalty area
- behind the penalty-kick mark line • at least m. 7 from the point of the penalty kick.

The referee:

- must blow the whistle for execution only after the players have taken a position in accordance with the rule
- decides when the penalty kick is considered to have been duly taken.

Execution

- the player in charge of taking the penalty kick must kick the ball in the direction of the opponent's goal with the intention of scoring a goal
- he may not play or touch the ball a second time before it has been played or touched by another player
- the ball is in play as soon as it is touched and moves forward.

When a penalty kick is taken at the end of the playing periods or it is necessary to extend them to allow the execution or repetition of the penalty kick itself, the goal is awarded if, before crossing the goal line, between the goalposts and under the crossbar:

- the ball touches one or both of the poles and / or the crossbar and / or the goalkeeper.

Infringements and sanctions

If the referee blows the whistle to take the penalty kick and, before the ball is in play, the following situations occur: The player responsible for the penalty kick infringes the Laws of the Game:

- the referee allows the shot to be taken
- if the ball enters the goal, the penalty kick must be repeated
- if the ball does not enter the goal, the penalty kick must not be repeated the goalkeeper infringes the Laws of the Game: • the referee allows the shot to be taken
- if the ball enters the goal, the goal must be awarded
- if the ball does not enter the goal, the penalty kick must be repeated. 7:
- the referee allows the shot to be taken
- if the ball enters the goal, the penalty kick must be repeated
- if the ball does not enter the goal, the penalty kick must not be repeated
- if the ball is rejected by the goalkeeper, the goalposts or the crossbar and is touched by the teammate of the kicker, the referee must stop the game, restarting it with an indirect free kick in favor of the defending team a teammate of the goalkeeper enters in the penalty area either goes to position himself in front of the penalty-point line or approaches the ball within m. 7:
- the referee allows the shot to be taken
- if the ball enters the goal, the goal must be awarded
- if the ball does not enter the goal, the penalty kick must be repeated one or more players of the two teams break the Laws of the Game: • the penalty kick must be repeated If after the ball has been kicked: the kicker Penalty touches the ball a second time (but not with his hands) before it has been touched by another player:
- an indirect free kick is awarded to the opposing team at the place where the foul was committed. the penalty kicker deliberately touches the ball with his hands before it has been touched by another player:
- a direct free kick will be awarded to the opposing team at the place where the foul was committed. The ball comes into contact with a foreign body during its trajectory:

- the penalty kick must be repeated after being rejected by the goalkeeper or by the goalposts or by the crossbar, the ball falls back onto the pitch and therefore comes into contact with a foreign body:
- the referee stops the game •

the game will resume with a throw-in from the referee where the ball was at the moment of contact.

Penalty shots

Penalty shots are a way to determine the winner when the competition rules require that there must be a winning team at the end of a tied match.

Mode

- The referee chooses the goal against which the penalty shots are to be taken.
- The referee proceeds with the captains to toss the team to perform the first penalty shot.
- The referee notes in writing the sequence of each shot on goal.
- The two teams each take five shots on goal, in accordance with the provisions mentioned below.
- If a team submits a higher number of players to the match list than the opposing team, before the start of the penalty shootout, it must equalize the number of possible shooters, excluding any excess.
- Penalty shots are taken alternately by each team.
- If, before the two teams have taken their five penalty throws, one of them scores a number of goals that the other will never be able to score even though the series of penalties has ended, the execution will be stopped.
- If after the teams have taken their five penalty throws, both have scored the same number of goals or have not scored any, it will continue until one team has scored one more goal than the other, at the end of the same number of shots.
- Each penalty shot is taken by a different player and all players must have taken one before any player takes a second.
- All the players in charge may at any time substitute the goalkeeper during the execution of the penalty shots.
- Only the players in charge and the match officials (including the table commissioner) are allowed to remain on the pitch while the penalty shots are taken.
- All players, except the shooter and the goalkeeper, must remain inside the center circle when taking the penalty shot.
- The goalkeeper whose teammate takes the penalty shot must remain on the playing court, outside the penalty area where the shot is taken, where the penalty-area line intersects the goal line.
- Unless otherwise specified, these are those corresponding to the game rules that must be applied in the sequence of penalty shots.

RULE 14

REMITTANCE FROM THE SIDE LINE

The throw-in from the sideline is a way of resuming the game.

A goal cannot be scored directly on a throw-in from the sideline.

The sideline throw-in is awarded:

- when the ball has completely cleared the sideline both on the ground and in the air
- at the point where the ball has crossed the sideline
- to the opposing team of the player who last touched the ball. **Execution**

At the time of the throw-in from the sideline, the player responsible for taking the throw-in must:

- cope with the pitch
- have, at least partially, both feet on the sideline (not crossing it) or on the court for destination
- hold the ball with your hands
- throw the ball from behind the neck and over the head.

The player who took the throw-in from the sideline must not play the ball again before it has been touched by another player.

The ball is in play the instant it enters the pitch.

Infringements and sanctions

Throw-in from the sideline by a player other than the goalkeeper: if the ball is in play and the person who took the sideline throw-in plays the ball a second time before it has been touched by another player: an indirect free kick it will

be awarded to the opposing team at the point where the foul was committed. if the ball is in play and the player who took the throw-in deliberately plays the ball with his hands before it has been touched by another player:

- a direct free kick will be awarded to the opposing team at the spot where the foul was committed.
- a penalty kick will be awarded if the foul was committed within the penalty area of the player taking the throw-in from the sideline.

Throw-in from the sideline by the goalkeeper: if the ball is in play and the goalkeeper plays the ball (not with his hands) a second time before it has been touched by another player:

- an indirect free kick will be awarded to the opposing team at the point where the foul was committed if the ball is in play and the goalkeeper deliberately plays the ball with his hands before it has been touched by another player:
- a direct free kick will be awarded to the opposing team if the foul was committed outside the goalkeeper's penalty area. This free kick must be taken at the place where the foul was committed
- an indirect free kick will be awarded to the opposing team if, on the other hand, the foul was committed in the goalkeeper's penalty area.

This free kick will be taken at the place where the foul was committed if the player taking a throw-in from the sideline is disturbed or harassed by an opponent:

- the player who committed the offense must be cautioned (yellow card) for unsportsmanlike conduct.

For all other infractions of this rule:

- the throw-in from the sideline must be repeated by a player of the opposing team.

RULE 15 GOAL

THROW

The goal kick is a way of resuming the game.

A goal cannot be scored directly on a goal kick.

A goal kick is awarded when:

- the ball, last played by a player of the attacking team, has entirely crossed the goal line, both on the ground and in the air, without a goal being scored in accordance with Rule 10.

Execution

- the ball is thrown with the feet from anywhere in the goal area from goalkeeper of the defending team
- the opposing players must remain outside the penalty area until the ball is in play
- the goalkeeper who took the goal kick must not play the ball a second time before it has been touched by another player
- the ball is in play when it is kicked directly outside the penalty area.

Infringements and sanctions

If the ball was not put back into play directly outside the penalty area:

- the drop-out must be repeated. If the ball is in play and the goalkeeper plays the ball (not with his hands) a second time before it has been touched by another player:
- an indirect free kick will be awarded to the opposing team at the spot where the foul was committed.

If the ball is in play and the goalkeeper deliberately plays the ball with his hands before it has been touched by another player:

- a direct free kick will be awarded to the opposing team if the foul is committed outside the goalkeeper's penalty area. This direct free kick must be taken at the spot where the foul was committed
- an indirect free kick will be awarded to the opposing team if the foul is committed in the goalkeeper's penalty area and will be taken at the place where the foul was committed.

For all other infractions of this rule:

- the drop-out must be repeated.

LAW 16

CORNER KICK

The corner kick is a way of resuming the game.

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

A corner is awarded when:

- the ball, last played by a player of the defending team, has entirely crossed the goal line, both on the ground and in the air, without a goal being scored in accordance with Rule 10.

Execution

- the ball is placed at the intersection of the goal line and the sideline or, if present, within the arc of the corner circles closest to where it exited. the corner flag, if present, cannot be removed.
- the players of the opposing team must position themselves at least at m. 7 from the ball until it is in play.
- the ball must be kicked by a player of the attacking team.
- the ball is in play after it is touched and moves.
- the player who took the corner kick must not play the ball a second time before it has been touched by another player.

Infringements and sanctions

Corner kick taken by a player other than the goalkeeper: if the ball is in play and the player who took the shot plays the ball (except intentionally with his hands) a second time before it has been touched by another player:

- an indirect free kick will be awarded to the opposing team at the place where the foul was committed.

If the ball is in play and the kicker deliberately plays the ball with his hands before it has been touched by another player:

- a direct free kick will be awarded to the opposing team which must be taken at the spot where the foul was committed.
- a penalty kick will be awarded if the foul was committed in the penalty area of the player who took the corner kick.

Corner kick taken by the goalkeeper: If the ball is in play and the goalkeeper plays the ball (except with his hands) a second time before it has been touched by another player:

- an indirect free kick will be awarded to the opposing team at the spot where the foul was committed. if the ball is in play and the goalkeeper deliberately plays the ball with his hands before it has been touched by another player:
- a direct free kick will be awarded to the opposing team if the foul was committed outside the goalkeeper's penalty area. This direct free kick must be taken at the place where the foul was committed
- an indirect free kick will be awarded to the opposing team if the foul was committed in the goalkeeper's penalty area. This indirect free kick must be taken at the spot where the foul was committed.

For all other infractions of this rule:

- the corner kick must be repeated.
- after the match, the table commissioner sends to the competent authority a report on all reprehensible behavior or other incidents that have occurred outside the field of vision of the referee and assistant referees, informing both the referee and his assistants of the content of the report drawn up.

The technical area

The technical area, as mentioned in Law 3, particularly concerns the matches that are played in stadiums that have benches for the technical staff and substitutes, as described below.

The technical areas can be different from one field to another and have, for example, different sizes or positions.

The following data provide a general indication:

- The technical area extends laterally one meter on each side beyond the benches and, forward, up to one meter from the sideline.
- It is recommended that the technical area be signed.
- The number of people authorized to take places in the technical area is defined in the competition regulations.
- Persons authorized to take places in the technical area must be identified prior to the match, in accordance with the competition rules.
- Only one person is authorized to give technical instructions. This person must return to your place immediately after giving your suggestions.
- The coach and the other managers must not leave the technical area except in special cases such as, for example, the intervention with the authorization of the referee, the masseur or the doctor on the pitch to help an injured player.

- The coach and the other people present in the technical area must maintain correct, sporting and loyal behavior.