

USPSA ADVICE TO REFEREES ON THE LAWS OF THE GAME OF POWER SOCCER 2017



Updated 30 March 2017

"The problem with referees is that they just don't care which side wins."

- Tom Canterbury, US college basketball player

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Acknowledgements

The game of Power Soccer was designed to resemble the able-bodied version of the world's most popular sport, football (known also as futsal, futball, and soccer) as closely as possible. Therefore, many of the interpretations, nuances, and applications of the Laws of the Game, are closely related – if not identical. Extensive research and reference was conducted using the various laws, manuals, guidebooks, and other documents of the Fédération Internationale de Powerchair Football Association (FIPFA), the Fédération Internationale de Football Association (FIFA), the United States Power Soccer Association (USPSA), the United States Soccer Federation (USSF), the United States Futsal Federation (USFF), and Major Indoor Soccer League (MISL). If portions of this Advice resemble any portions of these documents, it is because no better method was found to express the interpretation of the applicable law.

This Advice does not create another set of laws but only expounds on and delineates how the current laws of the game should be applied in game scenarios. It was developed in response to numerous questions and cries for help from the referee community. All of the scenarios in this document are from actual game occurrences and the law applications were developed from lengthy discussions with senior powerchair football referees.

Each game is unique and likely to expose another question about how the laws of the game are to be applied in a specific scenario. Therefore, this document is updated constantly so as to help those who have to apply the laws under heavy pressure and scrutiny, the referees.

I want to thank the many powerchair football referees whose guidance, interpretations, and friendships have helped me with the development of this document. I cannot begin to list all the referees but I would be remiss if I did not specifically mention Junichi Saito of Japan, Anthony Morchoisne of France, Ken Cunningham of Canada, Martin Mills of England, and Mark Jones, Andy Green, Doug Wolff, Dan Chafey, Shane Butler, and Mike McCoy of the United States.

I am extremely grateful to the assistance from two of able-bodied football's most knowledgeable experts on the able-bodied Laws of the Game, Jim Allen and Dan Heldman, as well as MISL's Vice President of Officials, Herb Silva, without whose support, mentorship, and suggestions, this Advice to Powerchair Football Referees would not have been possible.

Lastly, I need to acknowledge the mentorship and guidance I have received over the years from some very notable soccer "gurus". People like Martin Hooker, Arn Manella, Esse Baharmast, Sandy Hunt, Don Torrenti, and Paul Tamberino.

Questions, recommendations, and suggested revisions to this document from referees, players and coaches around the globe are encouraged and welcomed.



Chris Mulholland
30 March 2017

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Foreword

In July 2006, the Fédération International of Powerchair Football Associations (FIPFA) formally adopted the Laws of the Game for Powerchair Football. In October 2010, FIPFA's Rule Committee met in Vancouver, Canada to approve several modifications to – as well as applications of – the Laws of the Game.

This Advice to Referees on the Laws of the Game is specifically intended to give USPSA referees, assistant referees and fourth officials a reliable compilation of the laws and the interpretation behind them. It is not a replacement for the Laws of the Game but is only intended to assist with the application of the laws.

The Advice provides insight into aspects of the Laws that are not always clear to the casual reader and gives referees a solid foundation for making the correct decision at the correct time. It answers questions whose solutions are not always clear to even the most experienced referees. The Advice is also an ideal resource for coaches and players, to help them understand the decisions made by referees, assistant referees, and fourth officials.

The primary purposes of the referee are to ensure the safety of the players, to enforce the laws of the game, and to provide an atmosphere of fair play and sportsmanship (the 'Spirit of the Game'.)

The Advice to Referees presents interpretations of the Laws of the Game as determined by senior power soccer referees. Participants in affiliated matches must not impose personal or unofficial interpretations of any provisions of the Laws of the Game. If a point is not made in this document, look first to the relevant Law or the Laws of the Game for the answer.

While every effort will be made to keep this Advice up to date through new editions, changes in the Law may result in an item becoming inaccurate or outdated. The plan is to issue this Advice on an annual basis, reflecting changes to the previous issue.

Entries or portions of entries are *italicized* if they discuss matters which are less well known or less commonly understood.

Updates from what was previously known as FIPFA's "Referee Supplement to the Laws of the Game" are highlighted in **gold**.

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History of the Game

Power soccer has been played around the world in various forms for about 30 years. During the 1970's, some imaginative teachers in France created a particular form of power soccer that severely physically disabled students at a residential school could play. This form of the game involved an old basketball and 'boards' along the sides of the court. They adapted and adjusted their sport until it grew into a highly competitive conference of about 30 teams in 3 divisions with many tournaments leading up to National Competitions.

Meanwhile, in 1982 some energetic Canadian power wheelchair users in British Columbia developed another form of power soccer. In 1988, the first game of power soccer was played in United States in Berkeley, California, however, this form of power soccer allowed blocking and was more reminiscent of rugby. The Japanese were also concurrently developing the sport to fit their needs and their version of the sport was subsequently adopted in England.

During the next 20 years, the various forms of power soccer were played without the different countries being aware of each other's endeavors – each style of play being very different from the others. In 2004, a US power soccer coach, David Ruelas, visited Belgium on vacation and discovered the European form of the game. He then made contact with Herve Delattre, the Director of Powerchair Football in France. Through their discussions, the first possibility was raised about developing power soccer into an international sport. In January 2005, 24 representatives from seven countries (France, US, Canada, Japan, England, Belgium, and Portugal) met in Le Chesnay, France, to discuss the possibility of internationalizing power soccer. They laid the groundwork for the formation of the International Powerchair Football Association (IPFA). The object of IPFA was to provide general support and the administrative body for the regulation and promotion of power soccer. At the same time, plans were made to merge the 3 main styles of the game into one standardized international format.

In October 2005, representatives from the same seven countries met in Coimbra, Portugal. Teams from France, Japan, England, and the USA demonstrated their rules and styles of play to the rest of the delegations. Long discussions resulted in a decision to use the English set of rules as the initial basis for a standardized set of international Laws of the Game.

During the next 9 months, points of law were discussed, debated, and changed. In July 2006, teams from Canada, Denmark, England, France, Japan, and the US, as well as delegates from Portugal, Turkey, and South Korea, met in Atlanta, Georgia, USA, and approved a standardized Laws of the Game and formally established an international governing body, the Federation International of Power soccer Association (FIPFA).

FIPFA is a legal organization headquartered in Paris, France, and the first annual Congress was held there in April 2007.

In October 2007, the inaugural World Cup of Power soccer was played in Tokyo, Japan. The championship game was played through two overtimes and six rounds of kicks from the penalty mark before the United States upset France to win the first World Cup.

In November 2008, the European Power soccer Association (EPFA) held the first European Powerchampions League Cup in Douai, France. Teams from France, England, and Denmark competed for this first-ever European Championship.

In October 2009, the Powerchair Football Conference of the Americas (PFCA) held the first Americas Championship Cup (ACC) in Atlanta, Georgia. The ACC is played by the top club teams in the Americas Zone.

In November 2011, the US again won the FIPFA World Cup, this time in Paris, France, beating England in the final. In June 2014, PFCA hosted the first national powersoccer team tournament in the American hemisphere, the Copa Americas, also known as the Mundialito. The US national team traveled to Rio de Janeiro, Brasil, where they won this inaugural event.

In 2015, the first ever Copa Libertadores (South American Club Championship) was held in Buenos Aires and won by Novo Ser of Rio de Janeiro, Brasil.

Object of the Game

The game is played by two teams of differently-abled athletes using special footguards attached to powered wheelchairs as ‘feet’ to kick a large ball. The object 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 of the following modifications are permissible:

- *size of the court*
- *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.

Male and Female

References to the male gender in the Laws of the Game in respect of referees, assistant referees, players and officials are for simplification and apply to both males and females.

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.

1

Law 1 – The Field of Play

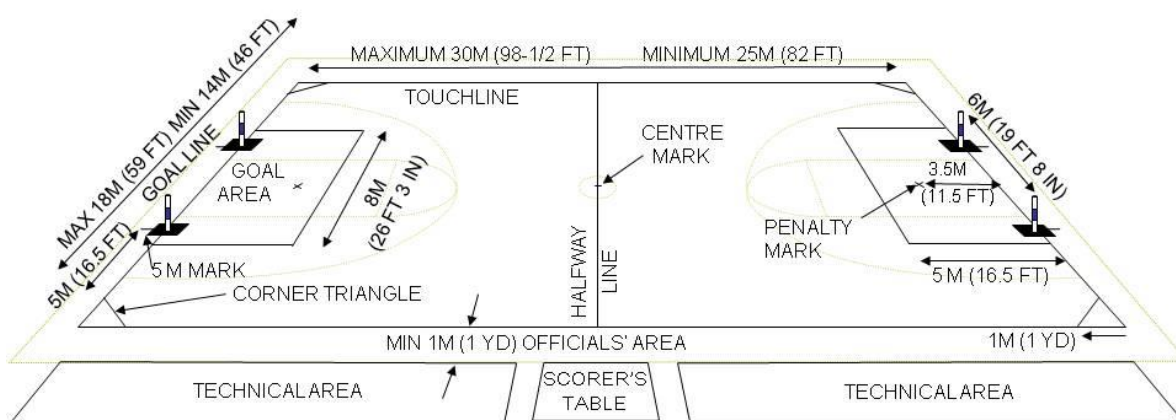
1.1 SAFETY

The referees should arrive early enough to inspect the field, goals, and markings for accuracy and safety. No part of the field surface, surroundings, or goals may be dangerous to the players. If the field conditions are dangerous or unsuitable for play, the referee must refuse to officiate the game and, unless there is a possibility that the problem can be corrected, should leave immediately after announcing his or her decision to both sides. Unresolved problems with the field that do not involve safety should be reported to the competition authority, even if the game is played.

1.2 DIMENSIONS

The basic size of the field that the game will be played on is that of a standard sized basketball court. The general field dimensions may vary according to the venue but the goals and goal areas should always be the required size.

THE FIELD OF PLAY



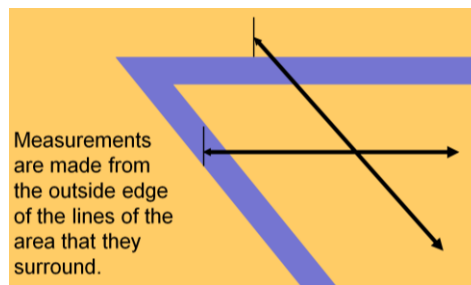
1.3 MARKINGS

The outside edges and halfway line of the field should be marked with the lines of the basketball court. The goal area, corner triangles, kick-off spot, penalty spots, and 5M marks should be marked with non-damaging tape.

The markings should not be dangerous and should be easily visible.

If the lines are not marked properly, the referee should try to have proper markings installed by the home team before starting the game, time permitting.

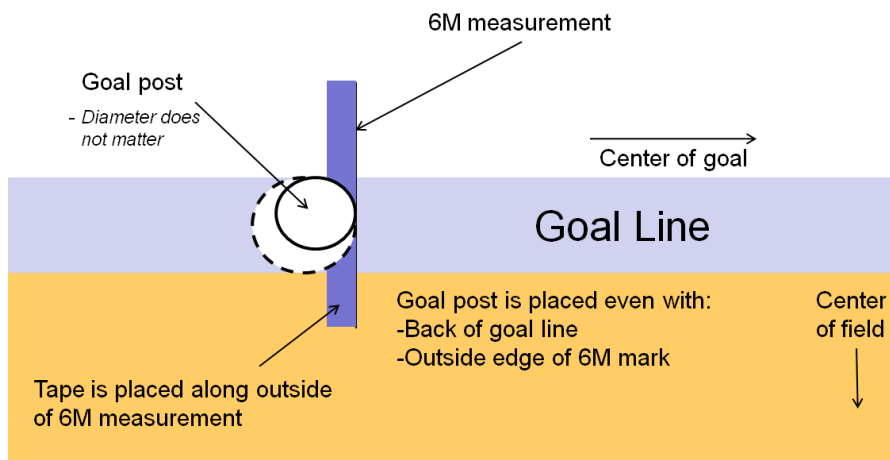
All markings are measured from the outside edge of the lines which surround the area they encompass.



1.4 GOAL POSTS

Referees should ensure that a mark is placed on the goal line, marking the center of the goal post. This mark will assist the referees with determining whether a goal has been scored or not if the goal post **has been moved**.

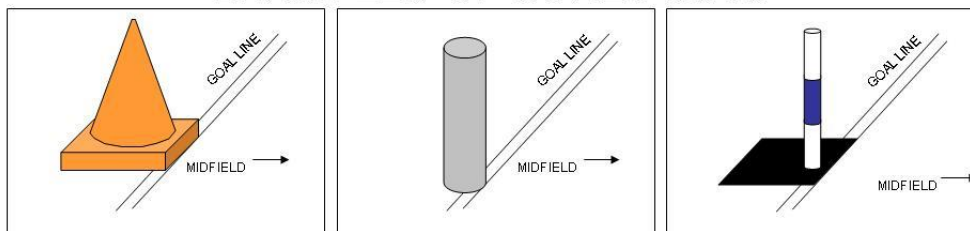
Goal Post Mark & Location



The tape should be placed on the outside edge of the **6M** width of the goal. The goal post is placed so that the back edge of the goal is along the back edge of the goal line, and the inside edge of the goal post should be aligned with the **6M** mark of the actual goal itself.

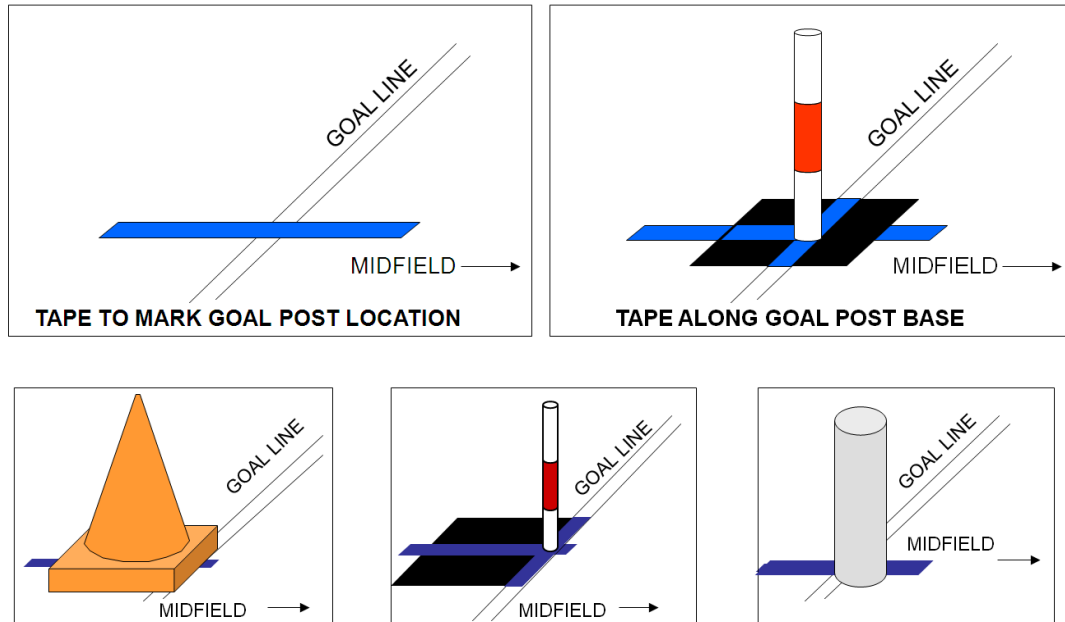
Goal posts may or may not be taped down in place.

EXAMPLES OF GOAL POSTS



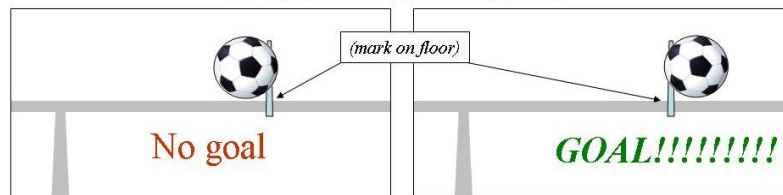
A useful technique is to tape a line on the court, perpendicular to the goal line, which extends beyond the bottom of the goal post on both sides. In addition, tape can be applied to the goal post to help line up the post with its proper location on the goal line in the event it is moved (see figure 1-3).

TAPE TO HELP GOAL POST PLACEMENT



If a goal post is deliberately or unintentionally moved by a player (or an outside agent), the referee will allow play to continue. If one of the officials has an opportunity to replace the goal, he or she will attempt to do so. If the ball crosses the goal line in the vicinity of where the goal post was, the referee will make a determination as to whether or not a goal was scored by observing if the majority of the ball crossed inside or outside of the mark on the floor. If a determination absolutely cannot be made, a set ball will take place in accordance with the requirements of Law 8 (ball is set opposite the goal post, along the goal area line parallel to the goal line).

If Goal Post Moved



1.5 HEIGHT OF GOAL

No crossbar is used in power soccer due to safety considerations. However, there is a height restriction on the scoring of a legal goal. In accordance with Law 9, the bottom of the ball cannot be more than 50.8cm (20in) above the surface of the field in order to score a legal goal. Referees are encouraged to place two pieces of tape around the goal posts at 20 and 33 inches above the floor that will provide visual aids in determining if a goal has been legally scored or not (top and bottom of airborne ball). (See also sections 9.5 and 10.9.)

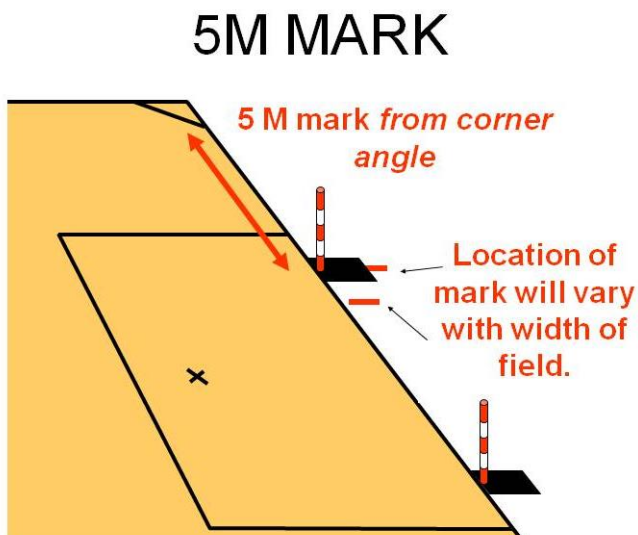
1.6 OUTSIDE AGENT

An “outside agent” (under any portion of the Laws of the Game) is anyone or anything that enters the field without the permission of the referee and plays or misdirects the ball or otherwise interferes with the game. This means that outside agents can be substitutes, dogs,

coaches, spectators, or even a ball from an adjoining field. Interference by an outside agent with the ball or with players will result in the referee stopping the game and restarting with a set ball where the ball was when play was stopped (subject to the special circumstances mentioned in Law 8 (particularly the goal area)). [See also advice on outside interference in sections 10 and 14.]

1.7 5M MARK

A mark outside the goal line will be placed to indicate 5 M from the corner angle (not the corner of the field.) This mark is used only during the taking of corner kicks. Depending on the width of the field, the mark may be outside the goal post or inside the goal. In the case of the latter, refer to section 13.10 of this Advice regarding the exception to a defender's requirement to be 5 M away from the ball.



Note: Referees should note all deviations from Law 1 during their pregame inspection of the field, include them specifically in their pregame conference, and, where advisable, inform the teams as to how they will be handled in accordance with this guidance.

2

Law 2 – The Ball

Law 2 does not require balls to be of a particular color or material. However, given a choice between a ball with a “sticky” surface with a strong grip and one with a smooth surface, the referee should select the smooth ball (even if it is provided by the visiting team.) The smooth ball is less likely to catch under any portion of the chair and minimizes the chance of the chair riding up and over the ball (and tipping over.)

Every ball has a natural balance point. The smooth surface of the power soccer field may cause the ball to roll when placed for a restart. The referee crew should check the ball before the match and test the ball for its balance point. Once found, the top of the ball may be marked to facilitate easier placement of the ball during the match by the referees.

When placing the ball for a restart, it is better to take the extra second or two to find the mark showing the top balance point of the ball, than just placing the ball down and having it roll around, delaying the restart of the match.

The home team should supply the game ball, with one or more suitable balls in reserve. When more than one game ball is provided for a match, the referee must inspect all balls to be used to ensure that they meet the requirements of Law 2.

The ball must properly inflated so that it is not too soft causing a hazard to powerchairs that might run over it, nor too hard so that it bounces up in the air too much during a game. A simple test is to hold the ball at waist height and drop it. It should bounce up to about knee height.



3

Law 3 – The Number of Players

3.1 TEAM SHEETS

The names of all the players and nominated substitutes must be provided to the referee (or, if the referee permits it, to the scorekeeper) *before* the start of the match on a team sheet. The practice of obtaining team sheets at halftime, after the game, or not at all, is not permissible. If, however, the rules of competition do not require team sheets, the referee will consider anyone in the vicinity of the field wearing an identifiable uniform and subject to being called on to play to be a player or substitute and subject to the referee's authority.

3.2 ALLOWABLE NUMBER OF PLAYERS

At any given time, the actual number of players on the field may be smaller than the maximum if one or more players has:

- been sent off for misconduct,
- requested and received permission from the referee to be temporarily off the field (e.g. to have an injury tended to or equipment fixed), or
- been ordered from the field to repair equipment or to correct a problem with bleeding or blood on the uniform.

Except for players sent off (with the result that their team is required to play with a lower maximum number), all other players temporarily off the field with the referee's permission or by the referee's order may return to the field only with the express permission of the referee.

If, while the game is in progress, the referee finds that a team has more than the allowable number of persons on the field, play must be stopped and the extra person identified.

If the extra person is neither a player nor a substitute (as determined by the team sheet), that person is considered an "outside agent" and must be removed. That person, as an outside agent, has not committed misconduct and so no card may be displayed. In the special case of a player who has already been sent off and shown the red card but who returns to the field, no further action can be taken following removal other than to include full details in the match report. Play is restarted with a set ball where the ball was when play was stopped (subject to the special circumstances of Law 8.)

If the extra person is a named substitute who has entered the field without the permission of the referee (whether as part of a substitution or not), the substitute must be removed and cautioned. If the illegal entry of the substitute was part of a substitution in which a player left the field, the player who left must return to the field. Play is restarted with a set ball where the ball was when play was stopped (subject to the special circumstances of Law 8.)

If the referee is unable to determine which player is the "extra" person, he/she should ask the team captain to designate which player will be removed and cautioned for the misconduct.

If the extra person is a player who was off the field temporarily under circumstances which required the permission of the referee in order to return, the player must be cautioned and play is restarted with an indirect free kick where the ball was when play was stopped.

Note: This restart differs from the usual requirement that free kicks are taken where the offense was committed and is a special exception set forth in Law 3.

A player who returns to the field illegally is nevertheless still a player and can be charged with committing a foul. For example, if a player has been ordered from the field to correct equipment but re-enters the field without the permission of the referee and then violently rams an opponent during play, the restart would be a direct free kick for the ramming foul (or a penalty kick if committed inside the player's own goal area) along with a yellow card for the illegal entry. The player can, of course, also be sent directly off and shown the red card for the misconduct.

In all competitions, the officials must be extremely vigilant in counting the number of players who leave and substitutes who enter to prevent problems of this nature. Similarly, players off the field temporarily who require the permission of the referee to reenter must be monitored to ensure that they do not participate in play until this requirement and any others (e.g. inspection to confirm the correction of the equipment or bleeding problem) are met.

3.4 SUBSTITUTION PROCEDURE

After the player being replaced has left the field, the referee must signal permission for the substitute to enter. A substitute is not complete and the substitute may not take part in the game until he or she has entered the field of play. Referees who deviate from the formal process by which a substitute becomes a player – whether in the interest of saving time or because the steps are thought to be too complex and cumbersome – do so at their own peril and will eventually discover that the Laws of the Game specify the procedure for very good reasons.

For example, a substitute might commit a violent act after being allowed to enter the field before the player being replaced has left – or vice versa, the player leaving the field commits a violent act before leaving the field. Then the referee must decide whether the act was misconduct and, if the guilty party is dismissed, whether the team plays short. That is why it is important to ensure a clear delineation of whether the substitution has been completed or not.

Upon receiving permission from the referee, a player leaving the field is allowed to exit from the closest point on the perimeter of the field. Referees should not permit exiting players to waste time by unnecessarily selecting a more distant exit point. Substitutes entering the field with the permission of the referee must do so from their team's technical area.

Note: The Laws of the Game do not require that a player agree to be substituted even when the substitution has been requested by a team official or team captain. If the player refuses to leave the field, the substitution request must be denied.

3.5 PREVENTING DELAY DURING SUBSTITUTION

Referees should prevent unnecessary delays due to the substitution process. One source of delay is a request for a substitution that occurs just as a player starts to put the ball back into play. This often (incorrectly) results in the restart being called back and retaken. Another

common source of delay is a substitute player who is not prepared to take the field when the substitution request is made. In each case, the referee should order play to be restarted despite the request and inform the coach that the substitution can be made at the next opportunity.

The referee shall not prevent a team from restarting play if the substitute had not reported to the appropriate official before play stopped.

3.6 ALLOWING SUBSTITUTIONS AND ADDING TIME

With the above exception, referees may not ignore or deny permission for a legal substitution that is properly requested. Although Law 3 requires that the referee be “informed before any proposed substitution is made,” this does not mean that the referee can deny permission for any reason other than to ensure that the substitution conforms to the Law. Even if it seems that the purpose is to waste time, the referee cannot deny the request, but should exercise the power granted in Law 7 to add time lost through “any other cause.”

3.7 LEAVING THE FIELD WITHOUT PERMISSION

A referee may caution a player who leaves the field without waiting for the permission of the referee when the substitution is requested.

3.8 LEAVING THE FIELD IN THE COURSE OF PLAY

If a player accidentally passes over one of the boundary lines of the field of play or if a player in possession of or contesting for the ball passes over the touch line or the goal line without the ball in order to go around an opponent or to keep the ball in the field of play, he or she is not considered to have left the field of play without the permission of the referee. This player does not need the referee’s permission to return to the field.

The exceptions of Law 12 apply. A defender not the goalkeeper who completely crosses the goal line, between the goal posts, while the ball is in play is in violation of Law 12, whether he or she left the field intentionally or accidentally.

An opponent may exploit a situation in which the goalkeeper has temporarily left the field in the course of play by quickly and correctly taking a kick-in or corner kick. Even though the goalkeeper may still be returning to the field, a goal scored under these circumstances is valid. No offense has been committed.

3.9 ILLEGALLY ENTERING THE GAME

If a person who is not listed on the team sheet enters the game as a substitute, that person will be considered “illegal” and must be removed from the game. Such a person cannot be cautioned, as he or she is neither a player nor a substitute. If the referee stops the game to deal with this person, the restart is a set ball at the place where the ball was, subject to the special circumstances imposed in Law 8. The referee must:

- remove the illegal person at the earliest opportunity,
- bring back the former player,
- restart the match (with a setball or as appropriate to the reason the ball was out of play), and
- file a complete report after the match is concluded.

3.10 DEPARTING PLAYER MUST NOT INTERFERE WITH PLAY

If a player has received permission to leave the field, he or she must do so. If the player interrupts the exit to play the ball as play continues, the player should be cautioned for unsporting behavior. The game must be restarted with an indirect free kick taken by a player of the opposing team (for the misconduct), from the place where the infringement occurred (subject to the special circumstances outline in Law 8.)

3.11 APPLYING DISCIPLINE TO SUBSTITUTES

The referee's authority extends to all substitutes, in the technical area or not, whether called upon to play or not. While it is not possible for a substitute to commit or to be penalized for a foul, substitutes can be shown the appropriate card and cautioned or sent off for misconduct. (See Law 5 for dealing with coaches and other team personnel.)

3.12 DISCIPLINARY PROCEDURES BEFORE, DURING, AND AFTER THE GAME

Misconduct committed by a player or a substitute prior to the start of the match, during the match, or during breaks between playing periods, is subject to a formal caution or send-off, as appropriate. Yellow and red cards, which are mandatory indications of cautions and send-offs, may be shown only for misconduct committed by players, or substitutes during a match. "During a match" includes:

- (a) the period of time immediately prior to the start of play during which players and substitutes are physically on the field warming up, stretching, or otherwise preparing for the match;
- (b) any periods in which the play is temporarily stopped;
- (c) half time or similar breaks in play;
- (d) required overtime periods; and
- (e) kicks from the penalty mark if this procedure is used in case a winner must be determined.

"During a match" does not include any misconduct that follows the final whistle of a game. In the case of misconduct after the final whistle, the referee must follow the normal procedures for a caution or send-off, but does not show a card. The referee must include all pertinent information in the match report.

Cautions issued prior to the start of the game or during breaks between periods are recorded and they are counted for purposes of sending a player from the field for receiving a second caution during the match. To prevent misunderstandings, the referee should inform officials of both teams before the first period of play begins of any cautions or send-offs occurring prior to the start of the match.

If a player or substitute is cautioned or dismissed for misconduct which has occurred during a break or suspension of play, the card must be shown on the field before play resumes.

If a player is dismissed before the match begins, during the halftime break, during the break between the end of the game and the start of any overtime periods, or during the break between overtime periods, the player may be replaced by a named substitute, but the team is not allowed to add any names to its roster.

Players or substitutes who have been sent off the field for misconduct remain under the authority of the referee as long as they are in the vicinity of their team or the venue. Any

further misconduct or violation of the LOTG by said player(s) must be fully reported by the referee in the match report.

Players or substitutes who have been sent-off may not remain in the team (technical) area, but must be removed from the environs of the field (out of sight and sound). If this is not practical because of the age or condition of the player, the team authorities are responsible for the behavior of the player or substitute.

There are no “temporary expulsions” of players who have been cautioned, nor may teams be forced to substitute for a player who has been cautioned (with the notable exception of a player who plays in a reckless or dangerous manner. See section 5.8.)

Postgame: Any misconduct committed by players or substitutes after the field has been cleared must be described in the game report and reported to the competition authority. Since such misconduct cannot result in formal caution or send-off, no card may be displayed.

3.13 RESTARTING PLAY FOR INFRINGEMENTS OF LAW 3

If the game is stopped to deal with infringements of Law 3 (except for interference by persons who are not players), play is restarted with an indirect free kick taken by a player of the opposing team from the place where the ball was when play was stopped (subject to the special circumstances of Law 8.)

3.14 NUMBER OF PLAYERS DURING KICKS FROM THE PENALTY MARK

Only the players who were on the field at the end of the game (or temporarily off the field for treatment of injury or repair of equipment) may participate in kicks from the penalty mark. The goalkeepers who were on the field at the end of the game must defend all the kicks of the opposing team. The kicks from the mark phase of the match begins at the moment regulation play ends (including any overtime periods of play.) All players who are not injured must take a kick before anyone on the same team takes a second kick.

The goalkeeper for kicks from the penalty mark:

- A goalkeeper who becomes injured or suffers complete equipment failure and is unable to continue in the kicks, may be replaced by a named substitute. If that occurs:
 - The new goalkeeper must defend all subsequent kicks by the opponent.
 - The new goalkeeper must participate in the kicks from the mark part of the rotation of players for his team.
 - The original goalkeeper cannot return.
 - If the new goalkeeper becomes injured or suffers complete equipment failure, he may be replaced by another named substitute using the same restrictions as listed above.

If a team has only 3 or 2 eligible players on the field at the end of the game, the captain of the opposing team will reduce the number of his players to equal that of the other team and inform the referee of which player(s) he has excluded from the kicks.

If a player is sent off, seriously injured, or has a complete equipment failure and is thus removed from the field during the taking of the kicks, the contest continues without him or

her. The opposing team continues with the players it had at the beginning of the kicks from the mark phase.

Even in the situation where the teams have reduced the number of eligible players, each team will still take 4 kicks to determine a winner, subject to the provisions of the Laws of the Game.

3.15 MINIMUM NUMBER OF PLAYERS

Although Law 3 specifies a minimum of two players in order to start and continue a match, it is not always necessary for both to be physically on the field. A match may be continued if a team drops to one player as a result of the second player requesting and receiving permission from the referee to leave the field temporarily for treatment of an injury, repair of equipment, or if instructed by the referee to leave the field to correct bleeding, blood on the uniform, or illegal equipment. In such cases, the referee should be satisfied that the team will be able to field the minimum number within a reasonable period of time. If this is not the case, the referee must abandon the match and describe the circumstances fully in his or her report.

3.16 RETURN OF A PLAYER TEMPORARILY OFF THE FIELD

If a player has received permission from the referee to leave the field during play for treatment of an injury or repair of equipment, that player must have the referee's permission to return to the field. If the ball is in play, such a player may only re-enter the field across either of the touch lines. When the ball is out of play, the player may re-enter across any of the boundary lines. Only the referee is authorized to allow a player to re-enter the field whether the ball is in play or not. If the player has not been replaced, the referee must be aware of when the player is able to return and should give permission to do so at the earliest opportunity in order to bring the player's team up to its permitted number of players.

If a player has been instructed to leave the field to correct bleeding, blood on the uniform, or illegal equipment, the procedure for permitting that player to return to the field is described in Section 5 of this Advice to Referees.

3.17 PLAYER ELIGIBILITY AND THE REFEREE

The criteria for registering players in a league and/or for determining if a player is permitted to participate in any given match are set by the competition authority and may not be modified by the referee. The competition authority may require that the referee check team sheets, player passes, and similar documentation as a prerequisite for allowing a player to participate in a match. Where the validity of any player's documentation or right to participate in the match is or becomes a matter of dispute between the two sides, with no resolution, the referee must allow the player to participate and to include all details in the match report. (An example would be the case where one team says that the opposing player has been suspended and is not eligible to play in this game, but the player's team disputes this.)

If there is an obvious discrepancy between the player documentation and the player in question, and the referee can verify that the player and the documentation do not match one another, the player will not play. The referee will retain the documentation and forward it to the competition authority with the match report. In the absence of an obvious discrepancy

or fabrication of player credentials, the issue must be decided in favor of allowing the player to participate in the match, with full details included in the match report.

3.18 WHEN A TEAM MAY SUBSTITUTE OR MAKE AN EXCHANGE OF PLAYERS

Under the Laws of the Game, and unless the rules of the competition specify otherwise, teams may substitute at any stoppage of play. An exchange of a field player for the goalkeeper is not a substitution and is permitted at any stoppage. The referee must be informed of the change.

4

Law 4 – The Players Equipment

4.1 SAFETY

The referee must inspect the players and their equipment to ensure that there is nothing dangerous to any player. Players may not wear anything or have anything on their powerchairs that the referee considers dangerous to themselves or to their teammates or opponents. The referee may delegate all or part of this responsibility to one or both of the assistant referees.

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

As of 2011, “side protection must be added to the power chair to prevent the ball from becoming trapped between the front and rear wheels if the design of a chair allows this to occur.” (See diagram in section 4.11).

4.2 WEARING UNIFORMS

The details of the uniform are governed by the competition authority and can vary widely from one match to another (location and size of players’ numbers, requirements, etc.) The laws do not specify the sleeve length of jerseys (one teammate may have long sleeves while another wears short ones as long as the colors of the shirt match), or the length of the lower garments (shorts or warm-up pants), but the color(s) of each item for all the teammates must be the same. The referee must know and enforce the rules of each competition worked.

If a team wears hats as an item of their uniform that is authorized but only if all the members of the team wear the same hat. Personal hats are not authorized for wear by individual players during games.

4.3 PLAYER NUMBER

The laws require that a player have “a clear and visible number”. This can be on the jersey (chest or sleeve), the powerchair, and/or the footguard. If a player has more than one number visible they should match. If there is a discrepancy, the player should be asked to declare which number is correct and, if possible, the incorrect number should be covered. No two players on the same team may have the same number.

4.4 JEWELRY

Although power soccer is a contact sport, the contact usually involves the powerchair and not the athlete. Therefore, small items of jewelry around the neck or in the ears are allowable (such as stud earrings, or necklaces which are tucked inside the jersey). However, items worn around the wrist or on the hand (such as bracelets or rings) are not allowed as they can be caught up in another powerchair. A medical alert bracelet may be worn on the wrist provided it is taped down, leaving the medical information visible.

Players may not tape, cover up, or otherwise hide prohibited items. The player must still be prevented from participating in the match if the prohibited item continues to be worn.

The willful refusal by a player to remove illegal equipment (including items of jewelry, backpacks from powerchairs, etc.), having been previously warned that such equipment cannot be worn on the field, may be considered cautionable behavior (dissent), and the player will not be allowed to play until the problem is corrected.

4.5 GOALKEEPER UNIFORMS AND EQUIPMENT

Under Law 4, goalkeepers must wear a colored item of clothing (bib, shirt, etc.) distinctly different from the players of both teams. The referee should prevent any player other than the goalkeeper from wearing an item of clothing or equipment that is permitted to the goalkeeper under these criteria.

If the two goalkeepers' shirts are the same color and neither has another shirt to change into, the referee shall allow the match to proceed.

4.6 POWERCHAIRS

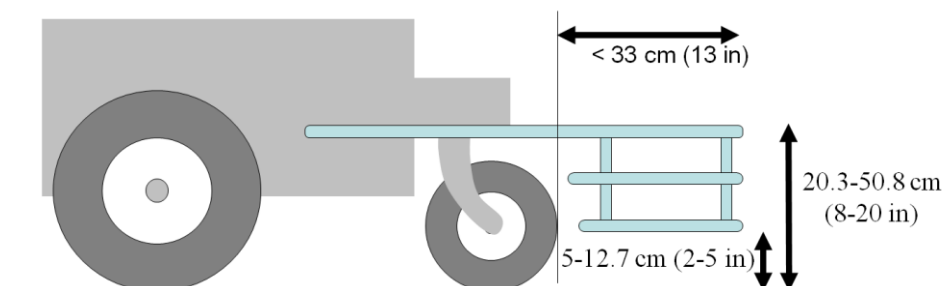
No part of the powerchair, footguard, or the combination thereof, shall have the ability to trap or hold the ball. There shall be no hollows, protuberances, or angles which give the player an unfair advantage in trapping, maneuvering, protecting, or holding the ball. A player who is discovered to have this condition on their chair will be removed from the field and ordered to correct their equipment before being allowed to return to the field. FIPFA's Technical Supplement to the Laws of the Game of 2010 added a new requirement to powerchairs: That "*lateral side supports (armrests) must be in place on both sides of the powerchair.*"

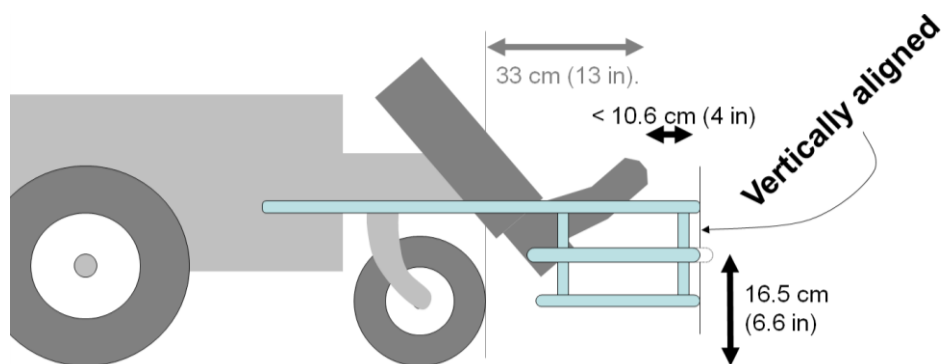
4.7 FOOTGUARDS

There is a wide variety in designs, materials, designs, colors, and shapes of footguards. However, the size requirements and the fact that they must be made of unbreakable material must be enforced.

4.8 FOOTGUARD LENGTH

Footguards should not extend more than 33 cm (13 in) from the front of the forward wheels of the powerchair, when reversed. If a player's feet are too close to the guard or would extend beyond the footguard, up to 10.6 additional cm (4 in) will be allowed beyond the furthest extension of the toes/feet.



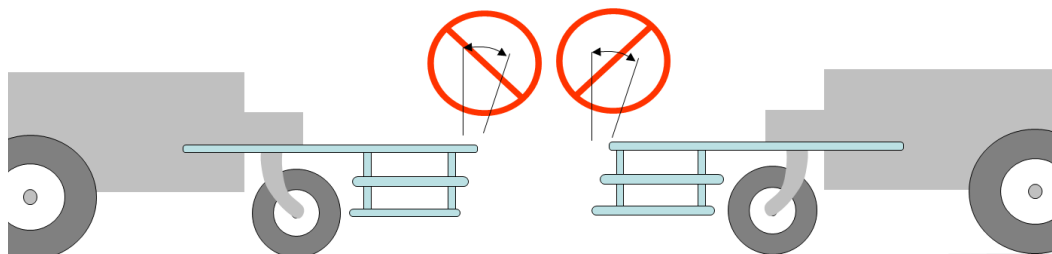


4.9 OTHER FOOTGUARD REQUIREMENTS

The footguard “faces” (front and sides) must be vertical and perpendicular to the floor (if there are bars, the bars should be aligned directly above one another – however, if one bar is slightly extended beyond the others, it should be at or near the same height as the center point of the ball (6-1/2” above the floor) (figure 4-1.b)).

Referees are reminded to apply the 19th law, “common sense”, when enforcing the footguard requirements. For example, if a footguard is less than 2” above the floor, it is not a safety issue and does not offer a distinct advantage in controlling the ball. However, when a footguard provides a possible advantage to a player (e.g., concave surface, non-vertical face, more than 13” long or 4” beyond a player’s feet, etc.) that footguard *should not be allowed in the match*.

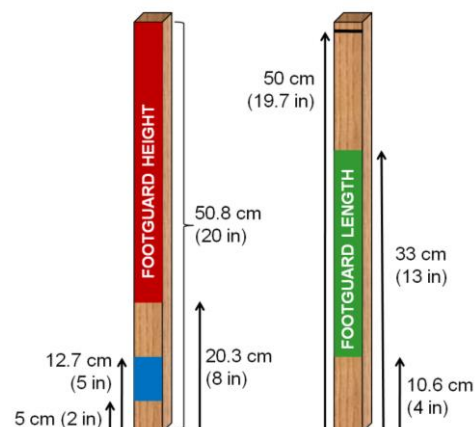
Front of Footguard must be vertical (Perpendicular to floor)



4.10 REFEREE “YARDSTICK”

Credit for this tool must go to the power soccer members of Singapore who were the first to develop it. Referees can make these out of small pieces of wood, 50.8 cm (20 in) long (see example on right). One side is marked with the maximum and minimum allowable heights of the bottoms and tops of footguards. The other side indicates the maximum allowable length of the footguard with an allowance for an extension, if required, for the athletes’ feet.

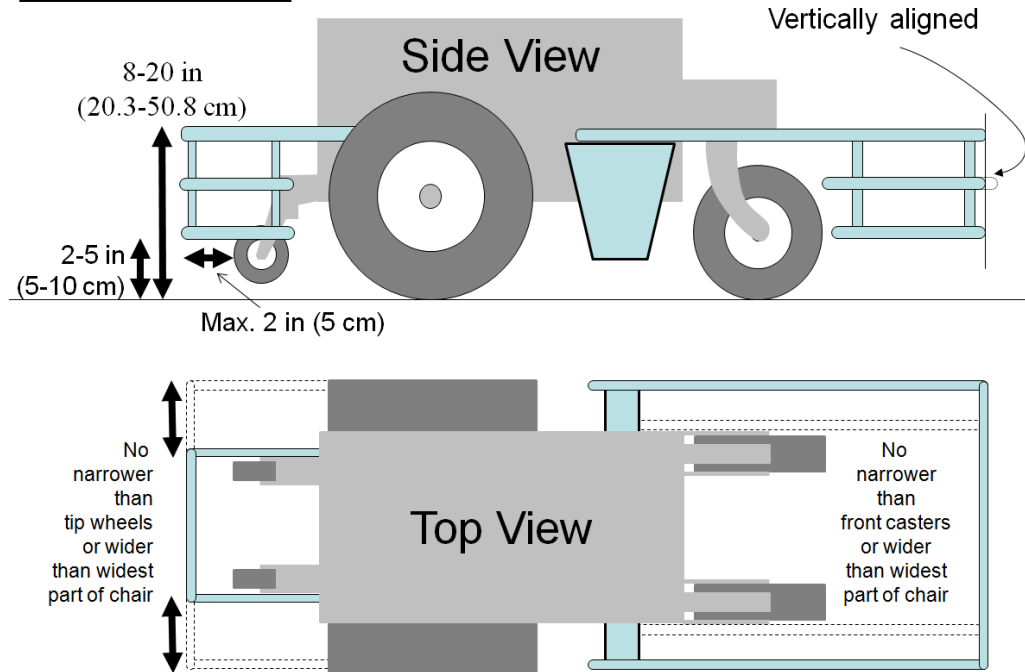
Referee “yardstick”



4.11 REAR GUARD

The height, width, and construction standards for the size of an – optional – rear guard on a powerchair is very similar to those for the footguard. The rear guard is not allowed to extend more than 2 inches (5 cm) from the rear tip wheels (or furthest extension of the back of the wheelchair). The rear of the guard may be no narrower than the rear tip wheels (or attachments). Referees should be expected to use a degree of “reasonableness”. If a rear protection is deemed to be excessive, referees are instructed to write up a report (preferably including photos) and submit it to the convening authority (league, NOPF, Zone, or FIPFA).

REAR GUARD



4.12 INCORRECT UNIFORM OR EQUIPMENT

Instructing a player to leave the field to correct and illegal uniform or equipment does not require a report by the referee as this is not a “send-off” for misconduct. The inspection to confirm that the correction has been made is conducted by the referee or, if delegated by the referee in the pregame conference, by the fourth official or an assistant referee if a fourth official has not been appointed. The player must receive a signal from the referee before actually re-entering the field from the touch line.

4.13 POWERCHAIR SPEED

The maximum speed for any chair during play is 10 km/h (6.2 mph) – this applies to reverse as well as forward speed. However, only the forward speed is currently tested.

4.14 POWERCHAIR SPEED TEST

Prior to the match, all powerchairs should be checked for maximum speed. The best method for ensuring an objective test of the chairs is to use a calibrated rolling device, placing the drive wheels of each powerchair in the device, one chair at a time. This system allows for the testing of both forward and reverse speeds of the chair. The next best system to run the

chairs over a pre-measured course with monitoring devices (such as laser lights) on each end.

The setting of the chair should be standardized with all of the others (number “3” is recommended) and the referee or one of his or her assistants can then run the chair at maximum speed.

If there are no mechanical devices, an alternative is to lay out a course and then time each chair as it runs from one end to the other using the following times and distances.

Course Length	Minimum Time	
	Pre-Match	Post Match
50 feet	5.5 seconds	5.22 seconds
15 meters	5.4 seconds	5.13 seconds

The course should be laid out on with the start and finish marked by taped lines (and optional cones) with sufficient space at each end to allow the players to attain full speed before crossing the start line and enough space at the end to stop safely after crossing the finish line.

Teams should be assembled in the speed testing area with guards on prior to their match.

Each player runs the course at full speed timed by two of the assigned referees or 2 trained timing officials. The averaged time must be no faster than the times listed in the table above. If there is a discrepancy between the two timers of more than .25 seconds the player must test again. If the averaged time is less than minimum time the chair must be adjusted and tested again.

The players should start some distance from the start line of the timed course so that they cross the line at maximum speed and maintain their speed throughout the course, not slowing down until after crossing the finish line.

POWERCHAIR SPEED TEST COURSE



At the end of the course an official recorder will record the player's number and averaged time.

In accordance with competition rules, if a team has a spare chair(s) that may be used during the game this chair must also be tested during the pre-match testing. The chair does not have to be driven for the speed test by the player who might use it in the game. If the chair is chosen for the post-match speed test, the person who used it during the match must drive it for the post-match test.

Each team may have one person designated to stand with the speed recorder to insure that the times are accurately recorded.

Once a team has all its chairs successfully tested they must remove all programmers from their technical area until the match is over and the post game speed test is completed.

Any chair which has a time lower than the listed time is exceeding the speed limit and must be adjusted and retested before being allowed to participate in the match.

The purpose of the speed test is only to ensure compliance with the requirements of the laws, not for “fine tuning” the speed of the powerchairs. Typically, powerchairs are allowed no more than two speed tests before the match. The speed test is not the venue for players and coaches to calibrate the fastest speed possible.

If a player passes the test on the first try but desires to increase the chair speed and try another attempt, he/she will be allowed to do so. If, however, the new speed now exceeds the requirements of the laws of the game, the player will not be allowed to participate in that match (depending on the rules of competition.)

4.15 SPEED VIOLATIONS

If, during the match, a referee believes that a player’s powerchair exceeds the speed limit, or a coach registers a complaint with the referees before the end of the match about the speed of an opposing player’s powerchair, the referee will finish the match, allowing the player to continue. The process for validating the speed of the chair(s) during and/or after a match will be delineated by the respective competition or tournament authority. The next section describes a typical format and should be used if the competition authority has not specified a process.

4.16 POST GAME SPEED TESTS

Immediately at the end of the match the referee team will designate one (or more) player(s) from each team to undergo a post-match speed test. These players must go directly to the speed test course. The players will be tested preferably by the same officials who tested them before the match.

The powerchair motors of some manufacturers operate faster after they warm-up so an increase of 5% in the top maximum speed is allowed for post-match speed tests. The minimum allowable times are listed in the table in section 4.12 above.

If a player tests too fast, he/she will be immediately retested. If still too fast, competition rules will provide the sanctions for a team whose player fails this final test. Any tampering with the chair will be considered a failed final test.

4.17 VIDEO AND AUDIO EQUIPMENT

The USPSA Rules Committee has decided against allowing visual technology for individual players (video cameras on back of chair, etc.) but has allowed for players to use speakers on their chairs if they cannot communicate loudly enough with their teammates. Private audio technology between teammates on the field of play, with coaches, or anyone else is prohibited.

5

Law 5 – The Referee



The referees of the first World Cup of Power soccer, Japan, October 2007
 Front row from left: Chris Mulholland, USA; Junichi Saito, JPN; Anthony Morchoisne, FRA
 Back row from left: Marisa Carmo, POR; Jonathan Newman, USA; Russell Baker, ENG; Stephane
 Lacotte, FRA; Akira Tomita, JPN; Martin Mills, ENG

5.1 REFEREE UNIFORM

The basic uniform for USPSA officials consists of matching shirt or jersey (long or short sleeved), black shorts, black knee-length socks (with or without 3 white stripes), and predominantly black shoes. Referees may wear only the jerseys and full kit approved by USPSA. Alternatively colored jerseys may be worn all of the referees assigned to a match wear the same colored jerseys (referee crews will not wear a mix of colored jerseys.) The referee uniform *does not include* hat, cap, or other head covering, with the exception of religious head covering. Referees must wear the appropriate badge of the current registration year and/or their national organization.

The referee jerseys for FIPFA-sponsored matches and tournaments (World Cups, Inter-Conference/Regional, etc.) will be designated by and provided to the referees by FIPFA.

Referees will wear a referee badge appropriate to the competition (national, Zone, or FIPFA). If the referee is certified by FIPFA, he may wear the international referee badge.

5.2 REFEREE'S AUTHORITY

The referee's authority begins upon arrival at the venue of the field of play and continues until he or she has left the venue after the game has been completed. The referee's authority extends to: time when the ball is not in play, temporary suspensions, half-time break, and additional periods of play or kicks from the penalty mark as required by the rules of competition.

For a synopsis of when cards may be shown to players or substitutes, see Section 3 (Disciplinary Procedures Before, During, and After the Game.)

5.3 PREGAME

Before the match, the referee must discuss with the assistant referees and fourth official (if one has been assigned) the rules of competition and the proper procedures and mechanics to be followed by each official (as prescribed in the Power soccer Referee Guide to Procedures).

5.4 SETTING THE TONE

Referees are encouraged to enforce the restrictions and requirements of Law 11 (Field Position) early in the match. This lets the players know what will – and will not – be tolerated and will lead to more open, dynamic, enjoyable, and exciting play.

5.5 REFEREE SIGNALS

Referee signals are restricted to those depicted in the Power soccer Referees' Guide to Procedures (play on – advantage, penalty kick, indirect free kick, direct free kick, goal kick, corner kick, and caution or send-off when showing the card), unless there is a clear need to communicate other information to the players or to the assistant referees and fourth official. Other signals or methods of communication intended to complement (not replace) those described in the Referee Guide to Procedures are permitted only if they:

- do not conflict with established procedures,
- do not intrude on the game,
- do not distract,
- are limited in number and purpose, and
- are carefully described by the referee before the match.

Such signals should be kept to an absolute minimum, and should not be demonstrative or draw undue attention to the referee (or the assistant referee).

When starting or restarting the game, the referee may signal to both teams by using the whistle, a hand signal, a word or two, or a simple nod or other acknowledgement. Such a signal should be clearly understood by both teams.

5.6 IN THE OPINION OF THE REFEREE

The FIFA Laws of the Game used to include the phrase, “If, in the opinion of the referee...” (IITOOTR). Although this phrase is not actually stated in either FIPFA’s or FIFA’s Laws, the spirit is. If, in the opinion of the referee, a foul has been committed – no matter what the players, coaches, or spectators think – a foul *has* been committed. IITOOTR, a foul has not been committed, a foul *has not* been committed. Because the preponderance of calls on the field involve judgment and opinion, and because these calls are made based on the perspectives and angles of view of the referees, they cannot be challenged.

5.7 TRIFLING INFRACTIONS

“The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators.” (Former International Football Association Board (IFAB) Decision to Law V of FIFA, now considered an integral element of the “Spirit of the Game.”)

A trifling infraction is one which, though still an offense, has no significant impact upon play. A doubtful offense is one which neither the referee nor the other officials can attest to. Under no circumstance should the advantage clause be invoked for such “offenses.” The referee’s decision as to whether a player’s action is trifling or not is affected considerably by the skill level of the players. However, the referee should remember to consider trifling offenses in determining persistent infringement of the Laws.

5.8 ADVANTAGE

Referees have the power to apply (and signal) the advantage upon seeing a foul, infraction, or misconduct committed if at that moment the terms of the advantage clause were met. Applying advantage permits the referee to allow play to continue when the team against whom the foul has been committed will actually benefit from the referee not stopping play.

The referee must remember that the advantage applies to the *team* of the fouled player and not just to the fouled player. Soccer is a team sport and the referee is expected to apply advantage if the fouled player’s team is able to retain or regain control of the ball and make a significant advancement towards the goal.

The referee may return to and penalize the original foul if the advantage situation does not develop as anticipated after a short while (2-3 seconds). If the ball goes out of play during this time, then play must be restarted in accordance with the Law. Referees should note that the “advantage” is not defined solely in terms of scoring a goal. Also, a subsequent offense by a player of the offending team must not be ignored while the referee allows the anticipated development of the advantage. Such an offense may either be recognized by stopping play immediately or by applying the advantage clause again. *Regardless of the outcome of the advantage call, the referee must deal appropriately with any misconduct at the next stoppage, before allowing play to be restarted.*

The referee may also apply advantage during situations that are solely misconduct (both cautionable and send-off offenses) or to situations that involve both a foul and misconduct.

The advantage applies only to infringements of Law 11 (Field Position) or 12 (Fouls and Misconduct) and not to infringements of other Laws. For example, there can be no advantage if the ball is played before it leaves the goal area during the taking of a goal kick or for an illegal kick-in which goes to an opponent.

Referees must understand that advantage is not an absolute right. It must be balanced against other issues. The giving of the advantage is not required in all situations to which it might be applied. The referee may stop play despite an advantage if other factors (e.g. game control, severity of a foul or misconduct, possibility of player retaliation, danger of a chair tipping over, etc.) outweigh the benefit of play continuing.

A common misconception about advantage is that it is about deciding if a challenge is a foul. On the contrary, that decision has already been made because advantage cannot be

applied to anything which is not a foul (meaning a violation of Law 12). Advantage, rather, is a decision about whether to stop play for the foul. Accordingly, giving the advantage is “calling the foul” and the signal for it must be as obvious to the players as a signal to stop play.

Inconspicuous advantage signals are as much to be avoided as a whistle which cannot be heard. Likewise, however, using the advantage signal to indicate that something is not a foul or misconduct, or is a doubtful or trifling offense, is equally wrong.

In determining whether there is persistent infringement, all fouls are considered, including those to which advantage has been applied.

See also section 12.4.4.

5.9 SAFETY

A player who does not demonstrate safe play at all times will be:

- Verbally warned by the referee on the first offense.
- Cautioned by the referee for unsporting behavior on the second offense.
- Sent-off by the referee for serious foul play (or violent conduct) on the third offense in the same match.

The introduction of new powerchairs designed specifically for the sport of power soccer has made the game much more exciting for both players and spectators. However, they have also created greater risks to other players due to balls kicked at high speed that become airborne. Some players have carelessly or recklessly struck the ball with great force – just because they can – without any regard for a shot on goal or the effect on nearby players.

The game of soccer is intended to showcase power and finesse while not endangering the safety of opponents or teammates. Players are responsible for and charged with playing the game in a safe manner and the referees will assist them with the following policy:

- *If a player, in the opinion of the referee, strikes a ball carelessly, without regard for the safety of other players during play, the referee will stop the match for dangerous play, verbally warn the player and restart with an indirect free kick from the spot of the infraction for the opposing team.*
- *If the same player repeats the offense in the same match, the referee will stop the match, caution the player for unsporting behavior (display a yellow card), and restart the match with an indirect free kick from the spot of the infraction for the opposing team.*
- *If the same player repeats the offense for a third time in the same match, the referee will stop the match, caution the player for unsporting behavior or persistent infringement (display a yellow card), send off the player for a second caution (display a red card) (no substitution and the team plays a man down), and restart the match with an indirect free kick from the spot of the infraction for the opposing team.*
- If the referee sees a pattern of fouls by a team it is proper to caution the next player who continues the pattern, *even if this specific player may not have previously committed an infringement during the match.*

- The referee's response to an incident is not limited to a sequential step process. Depending upon the severity of the occurrence, the *referee has the authority to immediately caution or send-off the player without having to issue a warning first.*

5.10 STOPPING PLAY

The referee has the power to stop the match for any infringement of the Laws, to apply advantage under the appropriate conditions, or to decide that an infringement is trifling or doubtful and should not be called at all. However, the referee also has the power to stop play for other reasons, including misconduct for which the referee intends only to warn the player regarding behavior and not to issue a caution. In these circumstances, the referee should take care that ordering such a stoppage would not disadvantage the opposing team. As the stoppage will not have occurred for a foul or misconduct, play would be restarted with a set ball.

Play may also be stopped if there is imminent danger of a powerchair tipping over. It is appropriate to blow the whistle and physically intervene to prevent the athlete from falling. However, referees are reminded to be careful so as not to hurt themselves during an attempt to keep a chair from tipping over. If the chair is past the 45 degree angle, referees should attempt to cushion the athlete's head from hitting the floor rather than risking severe injury to themselves by trying to stop the chair from falling. The restart would be a set ball at the place where the ball was (subject to the special circumstances of Law 8.)

See also Section 9 (The Ball In and Out of Play) for further explanation.

5.11 RETURN AFTER BLEEDING OR EQUIPMENT REMEDY

If a player is bleeding or the uniform is blood-soaked, the player must leave the field immediately to have the bleeding stopped and his or her skin and uniform cleaned as thoroughly as possible (replacing the uniform may be necessary to meet this requirement). Before the player can return to the field, the correction of the situation must be confirmed by an official – the referee or, if delegated by the referee in the pregame conference, the fourth official or, if there is no fourth official, an assistant referee. Once the correction has been confirmed, the player can be permitted to return to the field if beckoned by the referee, even if play is continuing. The objective is to bring the team back to its authorized strength as soon as possible.

If the player does not have a replacement shirt which includes a number and/or matches the color of the teammates, the referee will not prevent that player from further participation in the match. As long as the player is distinguishable from the opponents and goalkeepers, that player should be allowed to continue in the match.

5.12 INJURIES OR BROKEN EQUIPMENT

When the referee has stopped play due solely to the occurrence of a serious injury or inoperable/broken equipment, the referee must ensure that the player is removed from the field of play (the refusal to do so could be considered a cautionable offense for delaying the restart of play). If play is stopped for any other reason, the affected player cannot be required to leave the field but may be permitted to do so by the referee. The determination of what constitutes a “serious injury” should take into account the age and/or cognitive ability of the player. Only the referee may permit the return to the field of play of a player

who was permitted to leave the field for treatment of an injury or to repair broken equipment. This is not a substitution. The player who left the field may return during play with the permission of the referee, but only from the touch line. If the ball is out of play, the player may return with the permission of the referee across any boundary line.

5.13 BEHAVIOR OF COACH AND BENCH PERSONNEL

Coaches or other team officials, one at a time, may provide tactical advice to their players, including positive remarks and encouragement. *The referee should only take action against coaches or other team officials for irresponsible behavior or for actions that bring the game into disrepute. A coach or other team official may be cautioned or sent off and the referee must include detailed information about such incidents in the match report.*

5.14 ABANDONING A MATCH

The referee may abandon (or “terminate”) a match if there is an insufficient number of players to meet the requirements of the Law or the competition, if a team does not appear or leaves before completion of the game, for any serious infringements of the Laws, or because of interference by spectators. Only the competition authority, not the referee, has the authority to declare a winner, a forfeit, or a replay of the match in its entirety. The referee must report fully on the events.

5.15 SUSPENDING A MATCH

The referee may suspend a match for reasons of safety (power outage, water on the field), or if the field or any of its equipment do not meet the requirements of the Laws or are otherwise unsafe. A suspended match is replayed unless the competition rules provide otherwise.

***Note:** A match is terminated for ‘disorder or refusal to play’ or is suspended ‘due to natural conditions’.*

5.16 CHANGING A DECISION AFTER PLAY HAS RESTARTED

A displayed red or yellow card can be cancelled by the referee only if play has not restarted. If play has been restarted or if the match is over (including required periods of additional play and/or kicks from the penalty mark), no card may be displayed for any prior misconduct, but the facts must be recorded in the match report.

If the referee discovers after play has restarted that an incorrect player was cautioned (yellow card) or sent off (red card), the display of the card cannot be changed and must be reported. The referee must provide in the match report all details relevant to the mistake. This situation must be distinguished from the referee’s failure to display a red card and send off a player who has received a second caution in the same match. Upon discovering this error – including being informed by an assistant referee or the fourth official – *the red card may be shown and the player sent from the field even if the play has been restarted.*

The failure of the referee to include in the match report accurately and fully all cards displayed during play is a serious breach of the referee’s responsibilities. In addition, the referee may not record cards as shown which have not been shown, although the facts of the player’s behavior may be included in the match report.

Referees are reminded that they may not decide to rescind a caution if the player who has already been charged with misconduct apologizes. All cautions must be reported.

5.17 CHANGING A DECISION ON AN INCORRECT RESTART

If the referee awards a restart for the wrong team and realizes the mistake before the restart is taken, then the restart may be corrected even though the decision was announced after the restart took place. This is based on the established principle that the referee's initial decision takes precedence over subsequent action. The visual and verbal announcement of the decision after the restart has already occurred is well within the Spirit of the Law, provided the decision was made before the restart took place.

5.18 REPORTING MISCONDUCT

When a player commits more than one form of misconduct at the same time (e.g., dissent and abusive language, denial of an obvious goalscoring opportunity and serious foul play, delaying the restart of play and failure to respect the required distance), the referee can use only one of them as the official reason for the caution or send off. However, all misconduct committed by a player must be noted in the referee's report, including any behavior in addition to the official reason for the caution or send off.

6

Law 6 – The Assistant Referees

6.1 ASSISTANT REFEREE DUTIES

“Assistant referees, where neutral, shall draw the referee’s attention to any breach of the Laws of the Game of which they become aware if they consider that the referee may not have seen it, but the referee shall always be the judge of the decision to be taken.” (Former IFAB Decision to Law VI of FIFA)

6.2 ASSISTANT REFEREE SIGNALS

Assistant referee signals should be restricted to those authorized by USPSA (kick-in, corner kick, goal kick, substitution, infringement – see USPSA’s “Guide to Procedures”), unless there is a clear need to communicate other information to the players or to the referee that cannot be communicated in any other way.

Assistant referees should make and hold a clear signal before moving to retrieve a ball which has left the field. This will ensure that the players and spectators know what the restart is while waiting for the return of the ball.

6.3 NO SIGNAL FOR FOULS OBSERVED BY THE REFEREE

Assistant referees should not signal at all for fouls or misconduct that: clearly occur in the sight of the referee, are doubtful or trifling, or those for which the referee would likely have applied advantage. Assistant referees may, however, bring such events to the attention of the referee at a stoppage of play.

6.4 MISSED ASSISTANT REFEREE SIGNALS

If the assistant referee signals a ball out of play, but the referee does not see the signal for an extended period, during which play has been stopped and restarted several times, the assistant referee should lower the flag. It is impossible for the referee to act on the assistant referee’s signal after so much play. To avoid such situations, the assistant referees must be alert for and mirror each other’s signals if needed to assist the referee.

The assistant referee should maintain a signal if a serious foul or misconduct is committed out of the referee’s sight or when a goal has been scored illegally. The referee should cover this situation during the pregame conference with the assistant referees.

6.5 RESPONSIBILITY FOR TOO MANY PLAYERS IN THE GOAL AREA

Among the specifically stated responsibilities of the assistant referee is to indicate “when a team may be penalized for having exceeded the number of allowable players in the goal area.” The assistant referee should use his or her unique perspective on the touchline as a trained, neutral official and provide the appropriate signal so that the referee can make a final determination as to whether the player will be penalized for the goal area infringement. Assistant referees **will signal an infraction in accordance with the pre-game instructions of**

the center referee. This may include subtle “unofficial” signals such as holding three fingers down against their shorts for a three-in-the-area violation, or two fingers to indicate a possible 2-on-1 violation.

6.6 RESPONSIBILITY FOR DEFENDERS CROSSING THE GOAL LINE

Among the specifically stated responsibilities of the assistant referee is to indicate “when a team may be penalized for having a player [‘defender’], other than the goalkeeper, completely cross the goal line between the goal posts” during play. This responsibility also includes when a goalkeeper goes crosses over the goal line and goes around one of his or her goal posts. See also Section 12 of this Advice for further clarification on this infringement.

Assistant referees will signal an infraction in accordance with the pre-game instructions of the center referee.

6.7 CLUB LINESMEN

Where neutral assistant referees are not available, the referee may use club linesmen. Club linesmen should report to the referee before the start of the game for instructions. The referee should make it clear that the decision of the referee is final and must not be questioned. The relationship of club linesmen to the referee must be one of assistance, without any undue interference or any opposition. Club linesmen are to signal only when the ball is entirely over the goal line or touch line.

Both coaches must be informed about what decisions the club linesmen will be expected to make and not make.

7

Law 7 – The Duration of the Match

7.1 LENGTH OF HALVES

The referee may not arbitrarily shorten or lengthen the halves of a game where the time has been specified by the competition authority (league, tournaments, etc.)

7.2 RUNNING THE CLOCK

If the field has a clock visible for the spectators, it is recommended that the time be run up from zero to 20:00 rather than down from 20:00 to zero in order to preclude the sounding of the horn or buzzer. The timekeeper should be instructed to turn the clock off with one minute left of regulation time (at about 19:00) in order to allow the referee to provide additional time for any time lost during the half.

An announcement may be made for the benefit of the spectators: “The official clock is being kept by the referee on the field.” Or “The official time is being kept by the referee on the field.”

7.3 ADDING TIME

The amount of time the referee allows for time lost in either half of a game or in any overtime period for the reasons listed in Law 7 (Allowance for Time Lost) is entirely at the referee’s discretion. Referees should remember that, in addition to the reasons listed in Law 7, there are “other causes” that consume time, such as kick-offs, kick-ins, set balls, free kicks, and replacement of defective balls. Many of the reasons for stoppages in play – and thus “lost time” – are, however, entirely normal elements of the game. This should be taken into account in applying discretion regarding the time to be added. The main objective should be to restore playing time to the match which is lost due to excessively prolonged or unusual stoppages. USPSA strongly urges referees to take fully into account any time lost due to injuries.

The addition of time for the first or second half of regular play (or to the first or second overtime period if this is being used in case of a tie) does not preclude further delays being taken into account by the referee if they occur during additional time. Any announcement of additional time must therefore be understood to be a minimum estimate.

7.4 MISTAKEN ENDING

If the referee ends play early, then the teams must be called back onto the field and the remaining time must be played as soon as the error is detected. The halftime interval is not considered to have begun until the first period of play is properly ended. If the ball was out of play when the period was ended incorrectly, then play should be resumed with the appropriate restart (kick-in, goal kick, etc.). If the ball was in play, then the correct restart is a set ball where the ball was when the referee incorrectly ended play (subject to the special circumstances in Law 8).

If the referee discovers that a period of play was ended prematurely but a subsequent period of play has started, the match must be abandoned and the full details of the error included in the game report.

7.5 DISCIPLINE DURING KICKS FROM THE PENALTY MARK OR EXTRA TIME

The Laws of the Game apply when additional time must be played or kicks from the penalty mark must be taken to satisfy a requirement by the competition authority that there be a winner of a match. Misconduct during extra time or kicks from the penalty mark is treated as if it had occurred during regulation time.

8

Law 8 – The Start and Restart of Play

8.1 COIN TOSS

The decision made by the team winning the toss is only which end of the field to attack; the other team takes the kick-off. When extra time is played, the coin toss again decides only which end the team winning the toss will attack in the first overtime period. The team that wins the toss at extra time also kicks off to start the second period of extra time.

A separate coin toss is required for kicks from the penalty mark; however, in this case, the team whose captain wins the toss decides whether to take the first or the second kick.

8.2 THE KICK-OFF

The ball must be kicked and moved. The ball can be kicked in any direction and only minimal movement is needed to meet this requirement. The kick-off must be taken by a player competing in the match, in accordance with the Law, not by any non-player (no “ceremonial” kick-offs allowed). Remember to note which team kicked off and in which direction that team was attacking.

8.3 PLAYER COUNT

Count the number of players on both teams before the beginning of each half and after any substitution. The intelligent referee’s signal to start the second half is a tacit acknowledgement that the persons on the field are players and the persons wearing the goalkeeper colors are the goalkeepers – so long as the persons themselves are not illegal and the team is fielding the proper number of players. If the referee discovers that a player has changed places with the goalkeeper during the match without informing the referee, under the letter of the Law the referee should allow play to continue and then caution both players for unsporting behavior when the ball next goes out of the play. The player wearing the goalkeeper colors, even though not having informed the referee about the switch, has all the rights of a goalkeeper and should not be penalized for wholly crossing the goal line or creating a 2-on-1 situation in his or her goal area.

8.4 INADVERTENT WHISTLE

If the referee mistakenly blows the whistle to stop play, the proper restart is a set ball at the place where the ball was when the whistle was blown (keeping in mind the special circumstances outlined in Law 8).

8.5 SET BALL

The ball should be placed (“set”) on the field and remain stationary during this restart.

If the referee or assistant referee determines that two players have simultaneously played the ball across a boundary line, the correct restart is a set ball, one meter in from where the ball left the field (subject to the special circumstances outlined in Law 8). Referees and assistant referees should not use the set ball to avoid determining which team deserves the kick-in, corner kick, or goal kick.

If the referee stops play because two players have simultaneously committed fouls against each other, the correct restart in this limited and rare event should be a set ball where the ball was when play was stopped (subject to the special circumstances outlined in Law 8).

Referees should take care not to use this option as a means of avoiding a difficult but necessary decision as to which player committed an offense first and which player retaliated. The referee must not use the set ball to restart play as a crutch in those cases where there is some question about the correct restart. The referee must make a decision and announce it firmly.

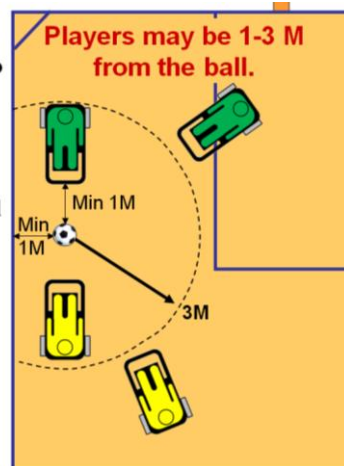
The laws require that “One player from each team comes no closer than one (1) metre from the ball.” Therefore *one player from each team must participate in a set ball* restart but it still allows for tactical play in that one may be as close to the ball as possible (but no closer than 1 m) while his opponent may decide to be further away (2-3 m). All other players must remain at least 3 M away from the ball.

The two players in a set ball restart must face the ball with the front of their footguards (not be sideways to the ball) and must be parallel with the touchline until the ball has been touched or played.

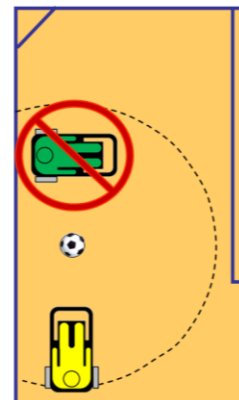
If a set ball is declared when the ball is inside a goal area, the ball will be brought out to the goal area line parallel to the goal line perpendicular to where the ball was when the game was stopped.

“One player from each team comes no closer than one 1 meter from ball; both players must face ball parallel with touchline until ball is touched”

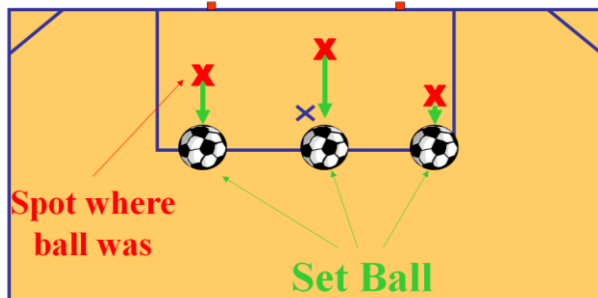
Location = where ball was when game stopped or 1 M from touchline



“...both players must face the ball parallel with the touchline until the ball is touched”



Set Ball Procedure In Goal Area



8.6 RESTART METHODS TABLE

COMMON ELEMENTS OF EIGHT METHODS OF RESTARTING PLAY

RESTART	KICK OFF	KICK-IN	GOAL KICK	CORNER KICK	INDIRECT FREE KICK	DIRECT FREE KICK	PENALTY KICK	SET BALL
Reason for ball being out of play?	<ul style="list-style-type: none"> Start of half Start of overtime period After goal is scored 	Ball passed completely over touchline	Ball passed completely over goal line last touched by attacking team (no goal)	Ball passed completely over goal line last touched by defending team (no goal)	Minor foul, misconduct, field position infringement, and certain technical offenses	Major penal foul, except when done by defender in own goal area	Major penal foul by defender in own goal area	Any other temporary stoppage of game by referee
Where is the restart taken?	Center of field	On touchline where ball went out of play	From anywhere in goal area	Corner triangle at nearest corner	Where offense occurred (Law 8 exceptions)	Where foul occurred, except if in goal area (Law 8 exceptions)	Penalty mark	Where ball was when play was stopped (Law 8 exceptions)
Distance opponents must be from ball?	5 m	5 m, with exception of quick kick	5 m and outside of goal area	5 m, with exception of quick kick	5 m, or on own goal line between posts, except on quick kicks	5 m, with exception of quick kick (Law 8 exceptions)	5 m, outside of goal area, and behind penalty mark	>1 m for participant, 3 m for everyone else
When is ball in play?	When ball moves	When ball moves	When ball leaves goal area	When ball moves	When ball moves, with exception of kick from own goal area	When ball moves, with exception of kick from own goal area	When ball moves	When referee signals
Can a goal be scored directly?	Yes	Yes	Yes, but only against opponent	Yes, but only against opponent	No	Yes, but only against opponent	Yes	Yes

9

Law 9 – The Ball In and Out of Play

9.1 BALL OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or touch line, is held immobile for more than 3 seconds between two opponents, has elevated more than 50.8cm (20in) above the surface of the field, or the referee has stopped play. The commission of a “supposed infringement” does not stop play; play can be stopped for any infringement only by the referee’s signal.

However, while it is the signal of the referee that announces a decision, *play is considered to have stopped when the decision is made, not when the decision is announced.* Thus, no act can be considered a foul if it occurs after the referee has decided to stop play (or after the ball has left the field) but before the signal has actually been given. The referee is the sole judge of when he or she has decided to stop play. If the referee is acting on a signal from an assistant referee, the stoppage is considered to have occurred at the time of the assistant referee’s signal.

9.2 PLAY THE REFEREE’S WHISTLE

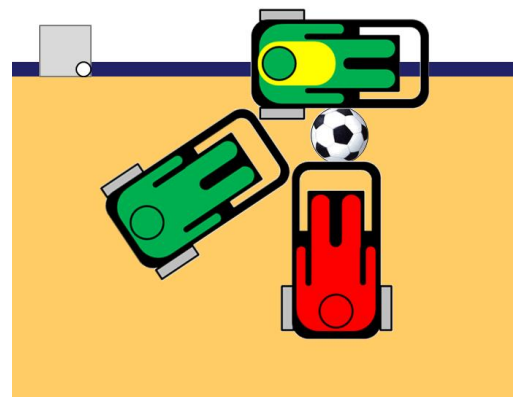
If a whistle is heard as a result of spectator action or of activity on a nearby field and if a player, thinking that play has been stopped by the referee, then illegally handles the ball, the referee should treat this as outside interference and restart with a set ball. The referee must nonetheless be aware of the possibility that a player has committed unsporting behavior (pretending unawareness that it was not the referee’s whistle) and must be prepared to deal properly with this misconduct.

9.3 SIMULTANEOUS TOUCHES

The referee should promptly signal a clear decision on the direction for the restart when the ball appears to have gone off the field from “simultaneous” touches by a player from each team. Due to the nature of the game, it is possible for two powerchairs to simultaneously play a ball over a boundary line resulting in a set ball. However, these calls should only be made as a last resort. If a referee shows indecision, players and coaches will quickly identify it and use it to their advantage.

9.4 IMMOBILE BALL

The ball is considered out of play when it is held immobile between 2 or more opponents for approximately 3 seconds. An immobile ball also includes when two teammates hold the ball with an opponent within playing distance. Two teammates holding the ball without an opponent nearby does not make the ball out of play. The appropriate restart is a set-ball at either the



location of where the ball was when the referee stopped the match or, if inside the goal area, on the goal area line parallel to the goal line at a point closest to where the ball was. The referee is advised to be patient, and to anticipate that the players themselves will keep the ball in play – a good technique is to verbally remind the players to keep the ball moving. The referee should be constantly aware, however, of the potentially dangerous situation caused by tight play, especially the tipping over of a powerchair.

9.5 AIRBORNE BALL

Although the game of power soccer is essentially 2-dimensional and does not typically include the vertical aspect, occasionally the ball does become airborne. If the bottom of the ball rises more than 50.8cm (20in) above the surface of the field **with a player(s) in the vicinity**, the referee will stop the match and restart with a set ball at the location where the ball exceeded the height limitation (keeping in mind the goal area exception.)

If the ball is kicked and goes airborne but crosses over a touchline without anyone nearby, the restart will be a kick-in for the opposing team. Likewise if an airborne ball crosses the goal line (cannot legally score a goal), the restart is a corner kick or a goal kick depending on which team last touched the ball. (See also sections 1.5 and 10.9.)

10

Law 10 – The Method of Scoring

10.1 ONLY GOALS SCORED DURING PLAY ARE VALID

Only goals scored during playing time are valid. Balls that enter the goal after time has expired – in other words, after the referee has blown the whistle – cannot be scored as goals.

10.2 SIGNALING A GOAL

Law 10 defines the only method by which a goal can be scored. Referees should signal a goal only when it is absolutely clear that the ball has wholly crossed the goal line between the goal posts. If a referee signals a goal before the ball has wholly crossed the goal line, the goal is not valid. The game must then be restarted with a set ball in accordance with the special circumstances **outlined** in Law 8.

10.3 STOPPING PLAY BEFORE A POSSIBLE GOAL

If a referee whistles for an infringement of the Laws and then the ball wholly crosses the goal line between the goal posts, the goal is not valid. The game must be restarted in accordance with the nature of the infringement, keeping in mind the special circumstances outlined in Law 8.

10.4 FOULS COMMITTED WHILE A GOAL IS SCORED

If a defender infringes Law 12 in an attempt to prevent a goal but the ball continues into the goal and the referee has not signaled to stop play, the goal is valid and the player may be cautioned or sent off, depending on the nature of the misconduct. It would be improper under these circumstances to base the send-off on preventing a goal or denying a goalscoring opportunity, because a goal was actually scored. If the attacking team infringes the Laws of the Game before scoring a goal, then the goal is *not* valid. For dealing with obvious goalscoring opportunities, see the section **in** Law 12.

10.5 GOAL SCORED OFF AN OFFICIAL

If the ball accidentally hits the referee or an assistant referee on the field of play and rebounds into goal, the referee must award the goal. To avoid being touched by the ball or interfering with play, assistant referees should remain off the field of play as much as possible and referees should avoid the immediate area where players are contesting for the ball.

10.6 OWN GOAL

An “own goal” scored by a team against itself is valid and is given to the opposing team.

10.7 OUTSIDE INTERFERENCE AND RESTART

A goal shall be allowed if the ball goes into the goal before a spectator or outside agent has made contact with the ball or has interfered with play. If contact is made by a spectator or outside agent before the ball goes into the goal, the referee shall stop the game and restart with a set ball at the place where the contact or other interference took place (keeping in mind the special circumstances outlined in Law 8). A goal may not be allowed based on where the ball might have gone in the absence of such contact or interference. See Section 14 for a different approach to dealing with a burst ball and outside interference situations at the taking of a penalty kick.

10.8 TIED SCORE

A game may end with the score tied unless the rules of the competition state otherwise.

10.9 AIRBORNE BALL INTO GOAL

Even though there is no crossbar on a power soccer goal, there is a height restriction on the scoring of a legal goal. In accordance with Law 9, the bottom of the ball cannot be more than 50.8cm (20in) above the surface of the field. That height plus the diameter of the ball (33 cm or 13 in) makes the maximum height of the goal not more than 83 cm (32.7 in). If a ball crosses the goal line, between the goal posts, with the bottom more than 50.8cm (20in) from the floor, *it is not a legal goal*. The restart is a set ball on the goal area line parallel to the goal line, opposite from where the ball crossed the goal line.

If, in the opinion of the referee, the attacking team deliberately elevates the ball in order to score a goal, the referee will stop the match, not allow the goal, award a caution to the appropriate player for unsporting behavior, and restart the match with an indirect free kick for the defending team from the spot of the infraction. (See also sections 1.5 and 9.5.)

11

Law 11 – Field Position

11.1 GENERAL

Power soccer is a 2-dimensional sport; therefore, the players require space in order to create passing and dribbling opportunities.

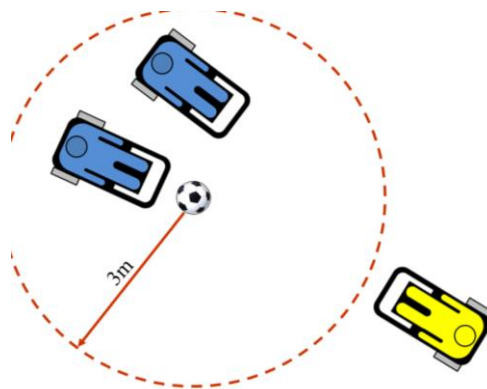
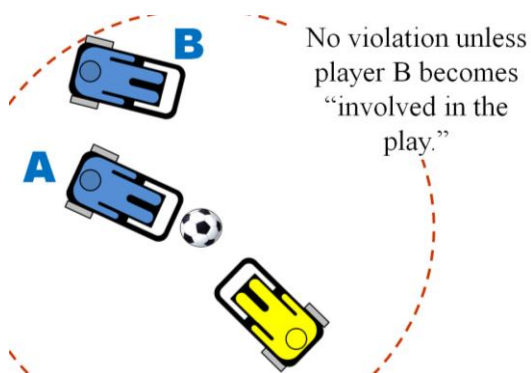
The 2-on-1 and 3-in-the-goal-area rules are designed to open the field and allow for passing and movement.

The laws remind referees that *“several criteria must be met before the positioning becomes an offence.”*

11.2 JUDGMENT OF 2-ON-1 POSITION

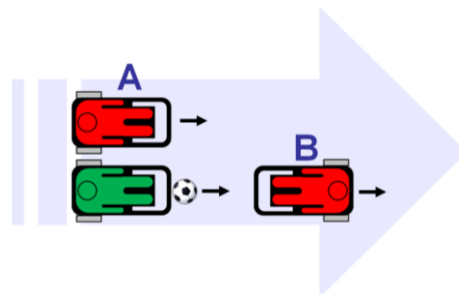
The referee and assistant referee must judge a 2-on-1 position only when two players and an opponent are within 3 M (10 ft) of the ball while it is in play. It is not an offense to have a 2-on-1 situation; it is an offense to interfere with play or with an opponent or to gain an advantage when in such a position. In such cases the referee is the sole judge and makes the final decision accordingly.

There is no 2-on-1 offense if there is no opponent within 3 M (10 ft) of the ball (see figure on right.)

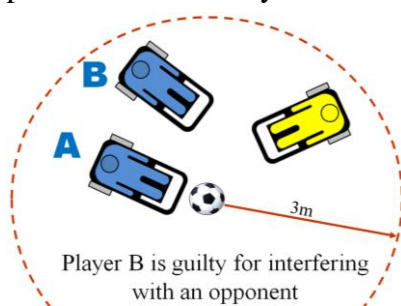


Having 2 teammates within 3 M of the ball and an opponent is, in and of itself, not an offense until or unless the 2nd of the teammates becomes involved in active play (see figure on left.)

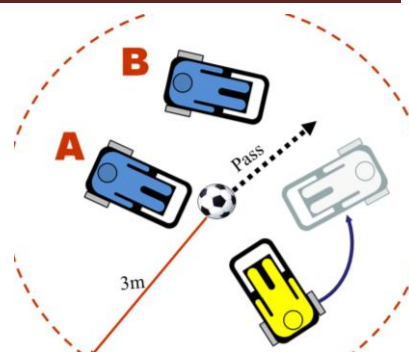
In the figure to the right, a teammate is actively trying to move away from a 2-on-1 situation, and is not interfering with the opponent's ability to play the ball – a 2-on-1 infringement should not yet be called. If, however, that player stops or turns his or her chair into the direction that the player with the ball wants to go (presumably, towards the goal), a violation should be called.



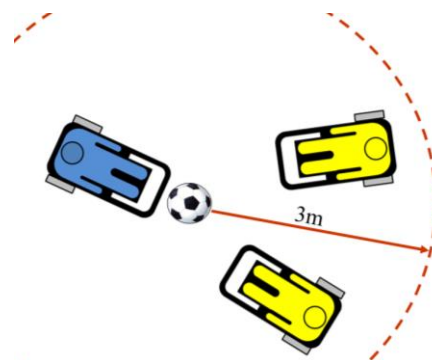
Interfering with play means playing or touching the ball passed or touched by a team-mate (see figure on right.)



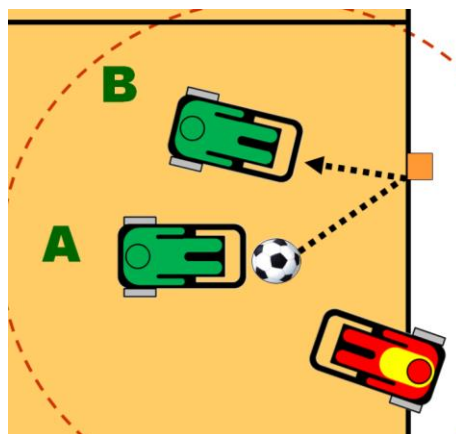
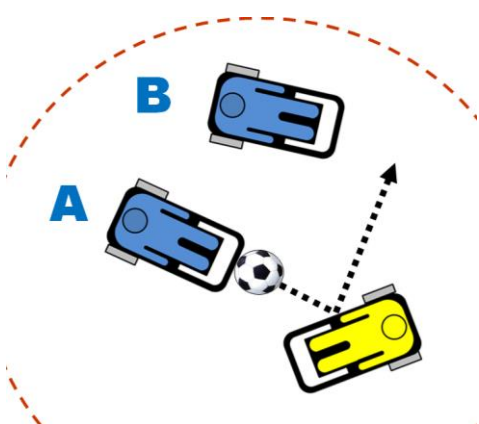
Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent (see figure above left.)



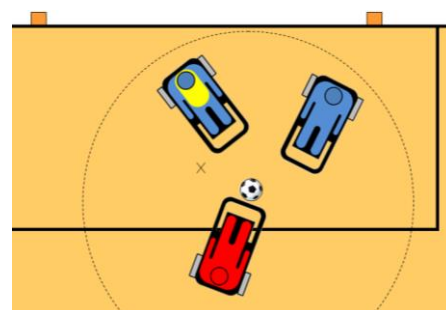
Interfering with an opponent applies just as much to the defending team as to the attacking team (see figure on right.)



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 (see figures below.).



A goal keeper in his or her own goal area is exempted from the 2-on-1 infringement if he/she is in his/her own goal area (see figure to right.)



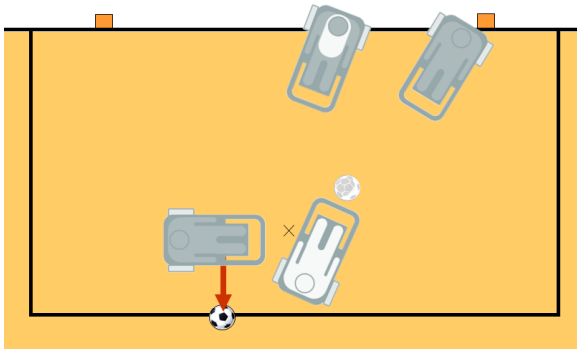
The goalkeeper is considered to be inside his or her own goal area if any portion of his or her chair is on or over the goal area line.

With a portion of the chair in the goal area, the goalkeeper is exempt from the 2-on-1 position infringement.

However, **when the goalkeeper is entirely outside the goal area**, he or she is considered to be a field player like everyone else and is liable for the 2-on-1 infringement.

11.3 JUDGMENT OF 3 DEFENDERS IN THE GOAL AREA

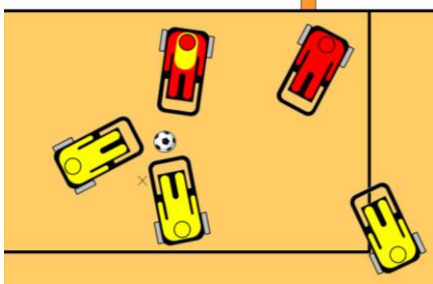
The referee and assistant referee must determine a violation of too many defenders in a goal area if 3 or more are within their own goal area **while the ball is in their half of the field**. If the ball is in the opposite half of the field, any number of defenders (1, 2, 3, or 4) may be in their own goal area. Once the ball touches or crosses the halfway line and there are 3 or 4 defenders in their own goal area (or any portion of their chair), the referee will stop the match and award an indirect free kick to the attacking team “from a point along the goal area line parallel to the goal line, at the point nearest to where the infringement occurred.” If 3 teammates are in their own goal area when the ball is in their half of the field but the attacking team has a goal scoring opportunity, the referee may apply the advantage rule. An example would be during the taking of a corner kick when a portion of a third defender’s chair is inside the goal area, the referee would allow the kick to proceed. However, if the opportunity provided by the advantage fails to be realized, the referee shall stop the match and award an indirect free kick (in accordance with the description above.)



violation was called (see figure on left).

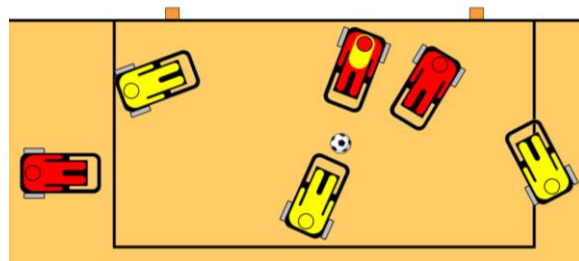
In accordance with the requirements of Law 8, the indirect free kick is placed on the goal area line parallel to the goal line at a point closest to where the ball was when the

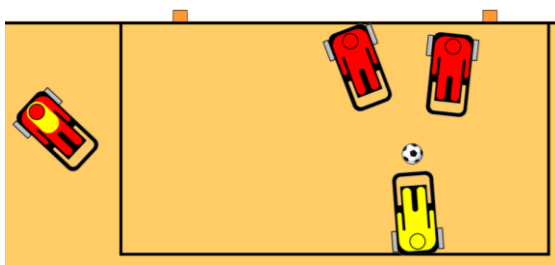
Just a reminder that this law only applies to 3 *teammates in their own* goal area. It does not apply to the attacking team in the opponent’s goal area (figure to right) –



although the 2-on-1

restriction still applies (see figure on left).

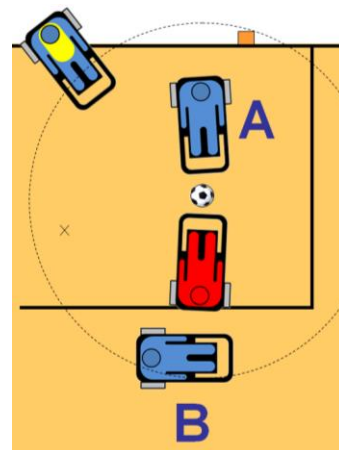




Additionally, the defending team can violate the 2-on-1 provision if one of the 2 defenders in their own goal area is not the goal keeper (figure to left)

11.4 DEFENDER OUTSIDE THE PENALTY AREA

In the diagram to the right, the defending team legally has two players inside their goal area defending against the attacker. A third defender is outside the goal area but within 3 M of the ball and would appear to be in violation of the 2-on-1 rule. Because he is prohibited from entering the goal area he cannot therefore become involved with play. However, if the attacker moves backward or makes contact with that defender outside the goal area, a 2-on-1 violation would be called.

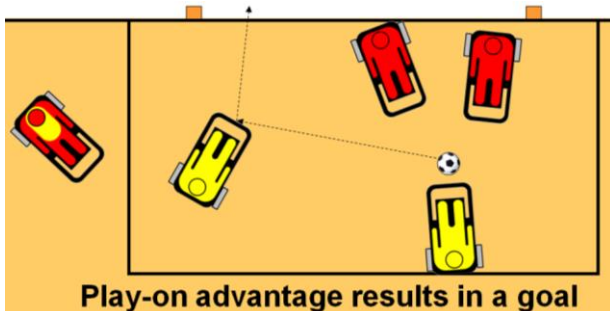


11.5 APPLYING ADVANTAGE

For a violation of Law 11, the referee can allow an advantage to the opposing team (figures below). If the advantage does not materialize, the referee shall stop the match and award the indirect free kick for the attacking team.

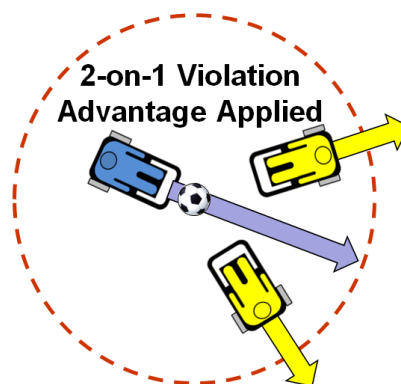
11.6 MAKING THE FIELD POSITION DECISION

Referees are reminded that the game of power soccer is primarily 2 dimensional and any violation of Law 11 results in a potential tightening of the field, slowing down of the game, and frustration on the part of the players, coaches, and spectators. It is the referee who can create the space for the players to play the “beautiful game” through his enforcement of the Law 11.



11.7 LEAVING THE FIELD TO AVOID A FIELD POSITION INFRINGEMENT

If a player moves a little way beyond the boundary of the field of play (not between his or her own goal posts) to clearly show the referee that he or she is not interfering with play, this does not infringe the Laws. However, if the referee considers that such a movement has a tactical aim or is in any way a feint, and the player takes part in the game immediately after, the referee may deem this conduct to be unsporting behavior and issue a caution



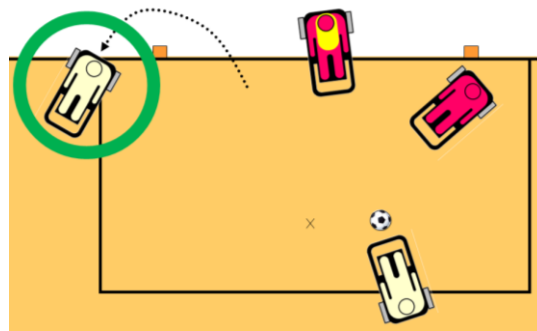
(yellow card). Play should be restarted in accordance with the Laws of the Game.

If a player leaves the field to avoid involvement in a potential violation of Law 11 but his or her location still has an impact on the opponent in control of the ball (restricts his/her maneuverability, etc.), an infringement has occurred and the call can be made. The ball is placed on the boundary line nearest to where the player was located off of the field. Since the player never requested permission from the referee to exit the field of play, his/her presence is still considered to be on the field (line).

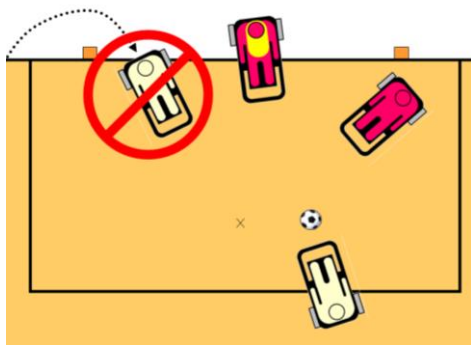
It is not an offence in itself for a player to move off the field of play to show the referee that he is not involved in active play. However, if the referee considers that he has left the field of play for tactical reasons and has gained an unfair advantage by re-entering the field of play, the player must be cautioned for unsporting behavior. The player needs to ask for the referee's permission to re-enter the field of play.

11.8 OPPOSING ATTACKER ENTERS THE GOAL

If a forward enters the goal and a teammate kicks the ball into the goal, the goal is valid and the forward should not be punished if the forward remains stationary as the ball enters the goal and does not interfere with the opponents. If the forward moves or shouts as the ball enters the goal, and the referee believes this interference contributed to the scoring of the goal, the goal would not be valid. In this case, the forward would be punished for misconduct off of the field of play, and the restart would be a set ball in accordance with the special circumstances of Law 8.



If an attacker goes around the goalpost in order to get out of the way or to clear the goal area, no infringement has occurred (figure above.)



If the attacker playing the ball into the goal follows the ball into the goal, or even if a defender follows the ball across his or her own goal line between the goal posts, no infringement has occurred because the game was stopped once the ball completely crossed the goal line and there is no position infraction when the ball is not in play.

If an attacker leaves the field between the corner of the field and the goal post, and reenters the field of play inside the opponent's goal (figure to left), the game should be stopped, the attacker cautioned for misconduct (unsportinglike behavior), and an IFK awarded to the defending team at the spot of the infraction (see also section 12.1.15).

12

Law 12 – Fouls and Misconduct

12.1 PART A: FOULS

12.1.1 WHAT IS A FOUL?

A foul is an unfair or unsafe action committed:

- by a player,
- against an opponent (or the opposing team*),
- while the ball is in play,
- on the field of play

*Deliberate handling of the ball (or any other technical violation of Law 12) is committed against the opposing team, not against a particular opponent.

If any of these four requirements is not met, the action is not a foul; however, the action can still be misconduct.

Under the terms of Law 12, the word “deliberate” in the sense of deliberately committing a foul does not mean that the player *intentionally* set out to ram, hold, or otherwise foul the opponent. If that were so, the referee would have to be capable of reading a player’s mind. Under Law 12, the referee makes a decision based upon what he or she *sees a player actually do* – the result of the player’s action – not upon what might be in the player’s mind.

12.1.2 THE DIRECT FREE KICK FOULS

Five offenses are described in Law 12 for which, if play is stopped as a result, the restart is a direct free kick (or penalty kick if committed by a team within its own goal area). These offenses are referred to as direct free kick fouls. They are divided into two groups:

1. Two actions (*rams* or *uses his/her arms* to push, hold, or strike an opponent, including attempts to do so) for which the referee must evaluate *how the act was committed*; and
2. Three actions (*holding*, *spitting*, or *deliberate handling* of the ball) for which the referee need *only* decide *if the act occurred*.

Referees should not punish actions that are accidental or inadvertent. In the case of the first group, the action becomes an offense only if the referee decides that it was committed carelessly, recklessly, or with excessive force. In the case of the second group, the action alone is an offense, no matter how it was committed.

12.1.3 CARELESS, RECKLESS, INVOLVING EXCESSIVE FORCE

“Careless” indicates that the player has not exercised due caution in making a play.

“Reckless” means that the player has made unnatural movements designed to intimidate an opponent or to gain an unfair advantage.

“Involving excessive force” means that the player has far exceeded the use of force necessary to make a fair play for the ball and has placed the opponent in considerable danger of bodily harm.

If the foul was careless, simply a miscalculation of strength or a lapse of judgment by the player who committed it, then it is a normal foul, requiring only a direct free kick (and possibly a stern talking-to).

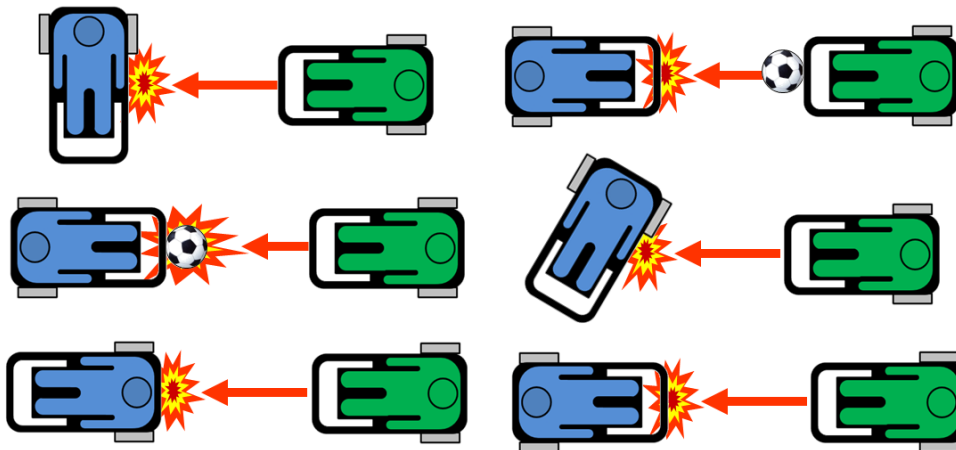
If the foul was reckless, clearly outside the norm for fair play, then the referee must award the direct free kick and also caution the player for unsporting behavior, showing the yellow card.

If the foul involved the use of excessive force, totally beyond the bounds of normal play, then the referee must send off the player for serious foul play or violent conduct, show the red card, and award the direct free kick to the opposing team.

12.1.4 RAMMING

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. The contact can be head-on, from the side, or from the *rear*. *The player who causes the foul can be driving forward or in reverse (see below).* Contact with more than incidental force between a player’s footguard and the side or rear of an opponent’s powerchair is prohibited.

Ramming or attempting to ram an opponent means using a powerchair to run into an opponent. Although light or incidental contact is allowed between powerchairs, it must only be footguard to footguard. Ramming does not require actual contact between two powerchairs. If a player has control of the ball and an opponent runs up and makes contact with the ball rather than the chair, and the player (and even the opponent) receives a severe jolt, it can constitute a ramming violation. In the diagrams below, each of the players coming in from the right should be called for ramming:



A ramming violation can also be called, even if it is not that violent, if the player who has been rammed loses his or her ability to maneuver his/her powerchair (his/her hand falls off the joystick due to the contact between the chairs.)

Referees are reminded to pay strict attention and enforce this rule strictly since powerchairs are heavy, expensive, and can be dangerous to the players.

Contact between a player's footguard and the side or rear of an opponent's powerchair is prohibited.

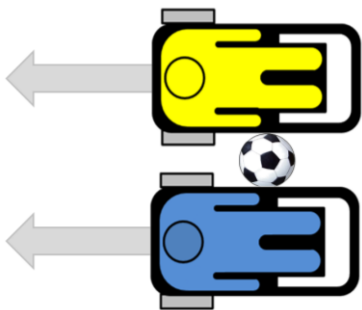
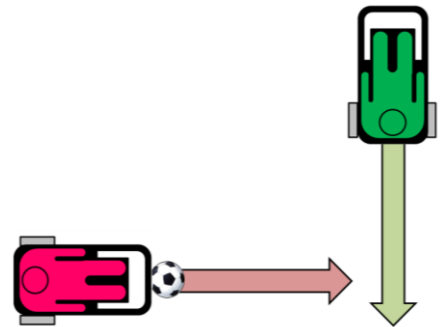
Ramming an opponent with little or no concern for the safety of the opponent may also be considered to be misconduct and could result in either a caution (yellow card) or send-off (red card).

12.1.5 DRIVING IN REVERSE

Although driving in reverse is, in and of itself, not a violation, a great deal of care must be exercised by the player due to the inherent dangers posed by the maneuver. Players may drive in reverse to block the path of a ball, to shield the ball from an opponent, or to maneuver their chair into a position from which to play the ball. Players should refrain from driving in reverse in order to challenge an opponent for the ball.

Driving in reverse and making contact with more than incidental force on the side or rear of an opponent's powerchair is prohibited. Driving in reverse and making contact with the footguard of an opponent must be judged a foul if it was done with careless, reckless, or excessive force.

In the figure to the right, the defender is driving to a position in front of the path of the ball and the opponent in order to block the progress of the ball. This is a legal play.



In the figure to the left, the two opponents are driving in reverse on parallel paths, without making contact with one another. This too is a legal play.

In the figure below, however, one player is making a turn while reversing which puts him into contact with the opponent. This is not a legal play and may result in a stoppage for a foul (either impeding progress and an indirect free kick or holding and a direct free kick, depending on the severity of the contact. See sections 12.1.7 and 12.1.17.) It is also an inherently dangerous play and the player can be verbally warned or cautioned for unsportinglike behavior.

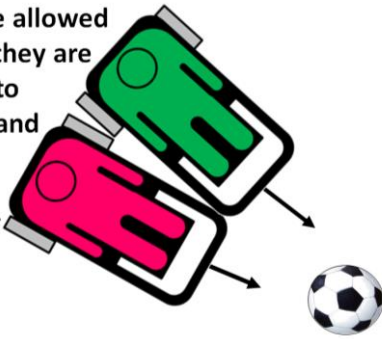
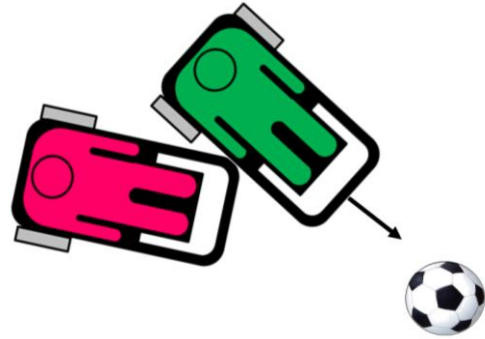


12.1.6 TACKLING AND FAIR CHARGES

Tackling an opponent in order to gain possession of the ball (also known as a fair charge) is acceptable as long as the contact is footguard to footguard, non-violent, and within playing distance of the ball. If the player being tackled is jostled to any extent, then the referee should call a foul. Playing distance of the ball means that the player being tackled is actively playing the ball. Tackling an opponent away from the ball should be considered a form of holding (see Section 12.1.7.)

Footguard to Footguard Contact is Fair

Tackling and fair charges are allowed as long as they are footguard to footguard and within playing distance of the ball

Other Footguard Contact is NOT Legal**12.1.7 HOLDS AN OPPONENT USING A POWERCHAIR**

Holding and impeding are closely related, the difference being that holding involves actual contact between the powerchairs while impeding progress does not. Holding an opponent with a powerchair during play in order to prevent an opponent from playing the ball or moving into a passing lane normally takes place away from the area of activity (and the ball) and should be watched for by the referee and assistant referees.

Holding involves actual contact between powerchairs.



Holding in order to prevent an opponent from playing ball or moving into passing lane normally takes place away from area of activity (and ball) and should be watched for by referee and assistant referees.

**12.1.8 DELIBERATE HANDLING OF THE BALL**

The offense known as “handling the ball” involves deliberate contact with the ball by a player’s hand, arm, legs, or feet. “Deliberate contact” means that the player could have avoided the touch but chose not to, that the respective body part was not in a normal playing position at the time, or that the player deliberately continued an accidental contact for the purpose of gaining an unfair advantage. Moving hand, arms, legs, or feet instinctively to protect the body when suddenly faced with a fast approaching ball does not constitute deliberate contact unless there is subsequent action to direct the ball once contact is made. The fact that a player may benefit from the ball contacting the body part does not transform the otherwise accidental event into an infringement.

12.1.9 RULE OF THUMB FOR “HANDLING”

The rule of thumb for referees is that it is handling if the player plays the ball, but not handling if the ball plays the player. The referee should punish only deliberate handling of the ball, meaning only those actions when the player strikes or propels the ball with the hand, arm, leg, or foot. If, in the opinion of the referee, a player deliberately uses his hands to protect himself or another player from an airborne ball the player should not be punished

with a violation of the law. Instead, the game should be stopped for a dangerous situation and restarted with a set ball.

12.1.10 USES HANDS OR ARMS ON AN OPPONENT

A player's use of his or her hands or arms to push, hold, or strike an opponent, or any attempt to do so, is a foul. A player who blatantly holds onto or pulls or pushes an opponent, an opponent's chair, or an opponent's clothing to play the ball, to gain possession of the ball, or to prevent an opponent from playing the ball should be cautioned and shown a yellow card for unsporting behavior. The only allowable contact between opponents is between the footguards.

The foul occurs where the contact is made with the opponent or where contact would have been made if the attempt to strike is unsuccessful. It is this location that determines the correct restart (direct free kick, penalty kick, indirect free kick, or set ball) (see diagrams to right.)

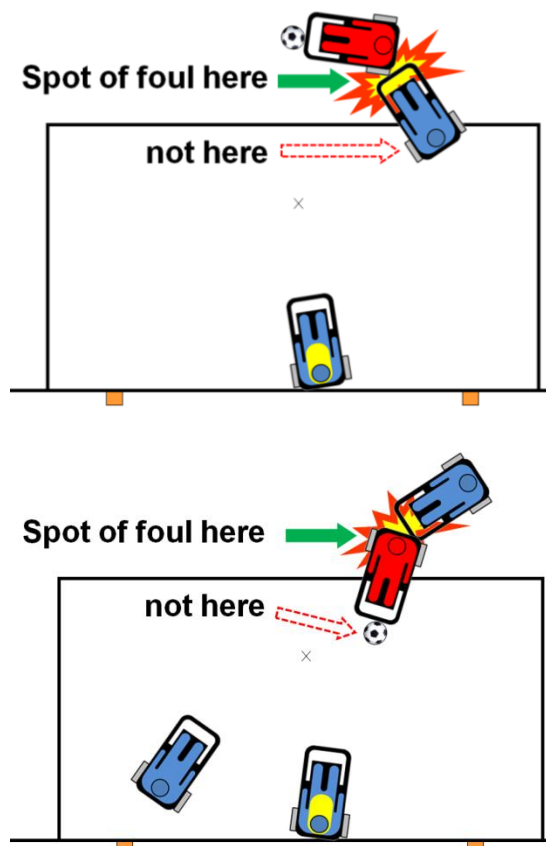
A player inside his or her own goal area who reaches outside the area to push, hold or strike an opponent has committed this offense at the location of the opponent. The restart would be a direct free kick if the striking occurred during play and both persons were on the field.

If the player's action was not a foul – because the target of the action was off the field at the time or the target of the action was not an opponent – the misconduct would be punished by an indirect free kick where the player committing the strike was located.

If the action originated off the field entirely (whether by a player or substitute), the restart is a set ball where the ball was when the play was stopped (subject to the special terms of Law 8).

If any of these actions occurred during a stoppage of play, the restart is unchanged and is based on what caused play to be stopped in the first place.

Striking (as with spitting) should normally be considered misconduct (violent conduct or serious foul play) of the gravest sort requiring a send-off and display of the red card. Only the case of attempting to strike in which there is no contact should even the possibility of a caution be considered.



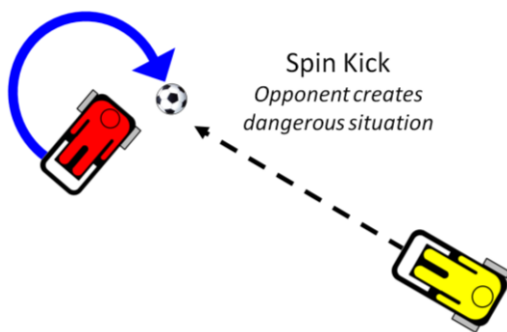
12.1.11 SPITTING

The act of spitting at an opponent does not require actual contact. The mere attempt to do so should result in a punishment for the offense and also leads directly to a send-off (see Misconduct).

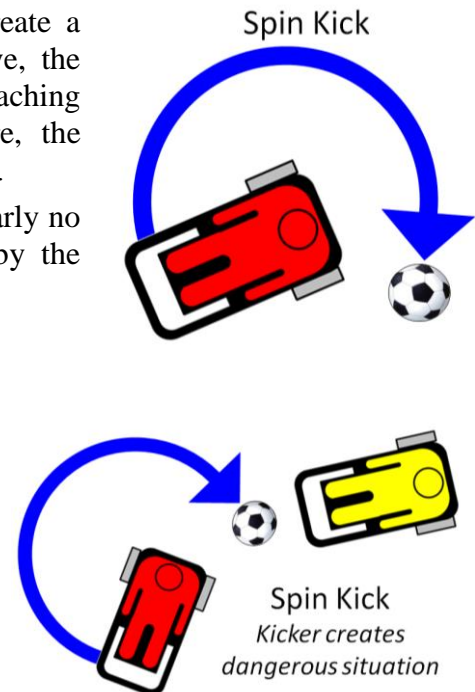
12.1.12 SPIN KICKS

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 power soccer 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. Therefore, the referee's judgment is a key component on this maneuver.

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.



If the kicker begins his spin on the ball and the move is clearly obvious to all the participants,



but an opponent places himself/herself in a position of danger (figure to left), the game should be stopped and the opponent should be sanctioned (for ramming if there is contact or creating a dangerous situation if there is no contact). The concept being that the game's excitement is enhanced by the spin kick and it should be encouraged. If the kicker begins his spin on the ball and it is obvious that an opponent is nearby and could be struck by the kicker's powerchair in the act of the spin kick, (or the follow through) (see figure to right), then the game should be stopped and the kicker sanctioned (for the ram or dangerous situation).

The introduction of new powerchairs designed specifically for the sport of power soccer has made the game much more exciting for both players and spectators. However, they have also created greater risks to other players due to balls kicked at high speed that become airborne. Some players carelessly or recklessly strike a soccer ball with great force – just because they can – without any regard for a shot on goal or the effect on nearby players. The game of soccer is intended to showcase power and finesse while not endangering the safety of opponents or teammates. Players are responsible for and charged with playing the game in a safe manner and the referees will assist them.

- a. *If a player, in the opinion of the referee, strikes a ball carelessly, without regard for the safety of other players during play, the referee will stop the match for dangerous play, verbally warn the player and restart with an indirect free kick from the spot of the infraction for the opposing team.*
- b. *If the same player repeats the offense in the same match, the referee will stop the match, caution the player for unsporting behavior (display a yellow card), and restart*

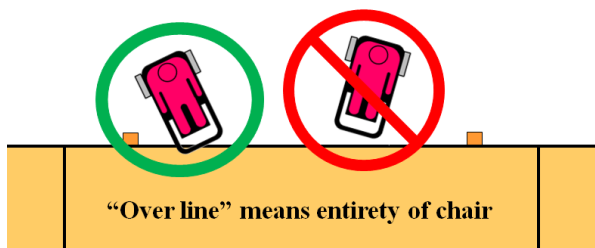
the match with an indirect free kick from the spot of the infraction for the opposing team.

- c. *If the same player repeats the offense for a third time in the same match, the referee will stop the match, caution the player for unsporting behavior or persistent infringement (display a yellow card), send off the player for a second caution (display a red card) (no substitution and the team plays a man down), and restart the match with an indirect free kick* from the spot of the infraction for the opposing team.
- d. If the referee sees a pattern of fouls by a team it is proper to caution the next player who continues the pattern, *even if this specific player may not have previously committed an infringement* during the match.
- e. The referee's response to an incident is not limited to a sequential step process. Depending upon the severity of the occurrence, *the referee has the authority to immediately caution or send-off the player without having to issue a warning first.*

12.1.13 THE INDIRECT FREE KICK FOULS

A second group of offenses is described in Law 12 for which the correct restart is an indirect free kick. These are referred to as “indirect free kick” fouls.

Crossing Over Own Goal Line



12.1.14 WHOLLY CROSSING THE GOAL LINE BETWEEN THE GOAL POSTS

A defender is not allowed to completely cross his or her goal line *between the goal posts* while the ball is in play. The whole of the powerchair must completely cross the goal line in order for this infringement to be called. This aspect of the law

only applies to defenders, on their own goal line, and between the posts. Players can cross a boundary line anywhere else on the field in the normal course of play. Having a portion of the powerchair or footguard over the line signifies that the player is still on the field of play.

Referees should decide – and allow the advantage – when a player intentionally crosses the goal line in order to draw the foul and stop the attacking team’s movement to goal. If the advantage does not materialize, the referee can stop the match and award the indirect free kick for the attacking team. If a player intentionally crosses the goal line between the goal posts during play and prevents a ball from scoring, that player will be sent-off for denying a goal scoring opportunity and the game will be restarted with an indirect free kick for the attacking team. If a goal keeper goes around a goal post in order to prevent a ball from entering the goal, he or she will be sent-off for denying a goal scoring opportunity and the game restarted with an indirect free kick for the attacking team

Crossing Over Own Goal Line

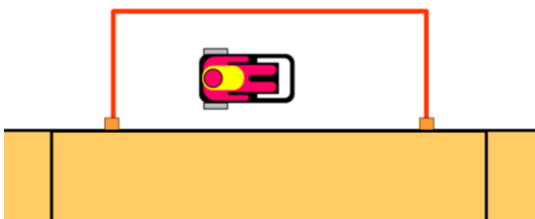


WHO	ALLOWED TO	NOT ALLOWED TO
Goalkeeper	<ul style="list-style-type: none"> Completely cross own goal line during play 	<ul style="list-style-type: none"> Go around goalpost during play
Defender	<ul style="list-style-type: none"> Completely cross goal line (outside of goal) or touchline during play to avoid 2-on-1 violation 	<ul style="list-style-type: none"> Completely cross own goal line between goal posts during play Go around goalpost during play
Attacker	<ul style="list-style-type: none"> Completely cross opponent's goal line during play (but not to interfere with goalkeeper's movement) Go around opponent's goal post (towards corner) during play 	<ul style="list-style-type: none"> Go around opponent's goal post (into middle of goal) during play

* See also Section 11.7

12.1.15 GOALKEEPER NOT ALLOWED AROUND GOALPOSTS

Imaginary "Net" for Goalkeeper

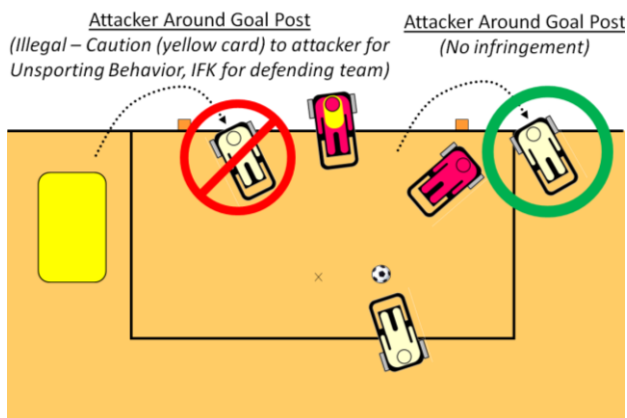


Although goalkeepers are allowed to wholly cross the goal line (figure to right), it is only allowed between his/her own goalposts or between a goalpost and the adjacent corner.

An easy method to describe this restriction is to imagine a "net" behind the goal posts and goal line which the goalkeeper cannot cross through (figure to left). A goalkeeper is NOT allowed to cross the

goal line and go around a goalpost during play (figure below right). This restriction does not apply when the ball is not in play.

Attackers are allowed around their opponents' goal posts only if they are attempting to clear the goal or goal area (see figure below left). If an attacker goes around a goal post in order to get in front of the goal, the referee should stop the match, caution the attacker, and award an indirect free kick for the defending team.



Goalkeeper Around Goal Post



12.1.16 PLAYING IN A DANGEROUS MANNER

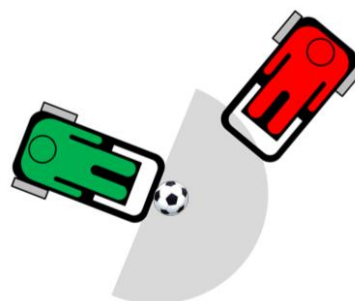
Playing “in a dangerous manner” can be called only if the act, in the opinion of the referee, meets three criteria:

- The action must be dangerous to someone (including the player committing the action),
- It is committed with an opponent close by, and
- The dangerous nature of the action causes this opponent to cease active play for the ball or to be otherwise disadvantaged by the attempt not to participate in the play.

Merely committing a dangerous act is not, by itself, an offense. Committing a dangerous act while an opponent is nearby is not, by itself, an offense. The act becomes an offense only when an opponent is adversely and unfairly affected, usually by the opponent ceasing to challenge for the ball in order to avoid receiving or causing injury as a direct result of the player’s act. Playing in a manner considered to be dangerous when only a teammate is nearby is not a foul. Remember that fouls may be committed only against opponents or the opposing team.

In judging a dangerous play offense, the referee must take into account the experience and skill level of the players. Opponents who are experienced and skilled may be more likely to accept the danger and play through. Younger players or players in lower divisions have neither the experience nor skill to judge the danger adequately and, in such cases, the referee should intervene on behalf of their safety.

Playing in a dangerous manner also includes the situation when a powerchair tips backward when a player suddenly accelerates. If the bottom of the footguard rise up to or above the center point of the ball (6.5 inches or 16.5 cm) and an opponent is within 2 meters and 180 degree arc in front of the footguard, the play should be stopped and an indirect free kick awarded to the opposing team.

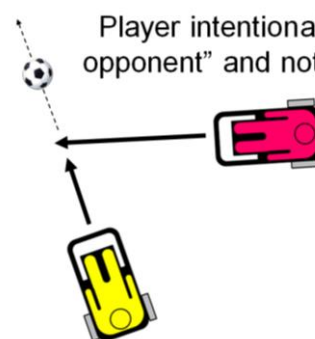


12.1.17 IMPEDING AN OPPONENT

“Impeding the progress of an opponent” means moving on the field so as to obstruct, interfere with, or block the path of an opponent. Impeding can include crossing directly in front of the opponent or moving between the opponent and the ball so as to form an obstacle with the aim of delaying progress. There will be many occasions during a game when a player will come between an opponent and the ball, but in the majority of such instances, this is quite natural and fair. It is often possible for a player not playing the ball to

Impeding Progress

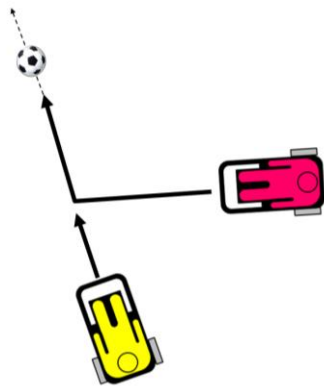
Player intentionally “plays opponent” and not the ball.



be in the path of an opponent and still not be guilty of impeding.

Every player has a right to a position on the field and does not have to give way to an opponent, however, players do not have the right to deliberately interfere with the path of an opponent. If a player anticipates an opponent's pass, he has the right to move to intercept the ball. If a player moves to block an opponent from playing the ball without attempting to play it himself (i.e. he 'plays' his opponent, not the ball) then he is guilty of impeding progress. "Picks" (like in basketball), or "blocks" (like in American football) are not allowed.

Impeding Progress



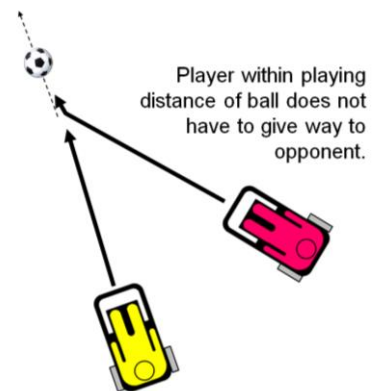
In the figure to the left, the defender deliberately "plays" the opponent before playing the ball. These are clear instances of "impeding the progress of an opponent."

In the figure to the right, the defender moves to the ball first and then uses his chair to shield the ball from his opponent. This is a legal play.

The offense requires that the ball not be within playing distance or not capable of

being played, and physical contact between the player and the opponent is normally absent. If physical contact occurs, the referee should, depending on the circumstances, consider instead the possibility that a holding infringement has been committed (direct free kick). However, nonviolent physical contact may occur while impeding the progress of an opponent, if, in the opinion of the referee, this contact was unavoidable consequence of the impeding (due, for example, to momentum).

Legal Shielding of Ball



12.1.18 PLAYING DISTANCE

The referee's judgment of "playing distance" should be based on the player's ability to play the ball, not upon any arbitrary standard.

12.1.19 DELIBERATE MOVE OF GOAL POST

A player who deliberately moves or pushes over a goal post is guilty of an indirect free kick foul. If the goal post was moved unintentionally, the referee will continue the match and he or she or one of the assistant referees will replace the goal post if possible. **An example would be a goalkeeper charging across the goal mouth in an attempt to stop the ball from entering the goal and he/she runs into and moves the goalpost – this is a consequence of the play and not an intentional action.**

If the goal post was moved intentionally, the referee may allow the match to continue or stop the match for the infringement. If the referee stops the match for the infringement, the player will be cautioned (yellow card) for unsporting behavior. If the referee allows the match to continue (for a play-on advantage by the opposing team), the player will be cautioned at the next stoppage.

If the ball crosses the goal line, the referee will have to determine if the majority of the ball crossed over the line on the inside or the outside of where the goal post should have been (see Section 1).

12.1.20 PUSHING THE BALL ACROSS THE GOAL LINE

Footguard-to-footguard contact between opponents is legal as long as it is not reckless, careless, or uses excessive force. Footguard-to-footguard contact includes those instances when the ball is between the two opponents. In those cases when a defender uses his/her footguard to stop a ball from crossing the goal line, the attacker is not prohibited from attempting to score as long as:

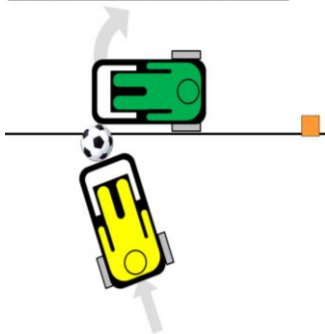
- the contact involves the footguards only;
- the action is not reckless, careless, or uses excessive force; and
- the play does not create a dangerous situation for the defender.

The figure on right illustrates a play seen many times during a match when a player pushes the ball and moves an opponent's chair. This is a legal play as long as it is not "careless, reckless or using excessive force." For the action to be legal, the player must drive up to the ball, place his/her footguard against it, and then begin moving the ball. He/she cannot "drive through" the ball and opponent. There must be a measure of control and care for the opponent.

"LEGAL" PLAY ON FIELD

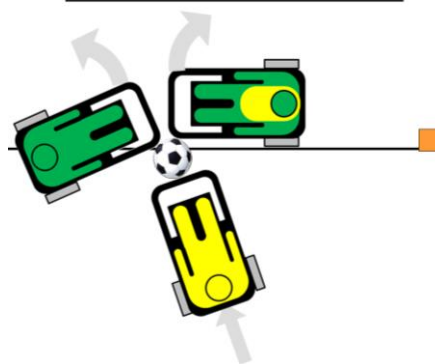


"LEGAL" PLAY ON GOAL LINE

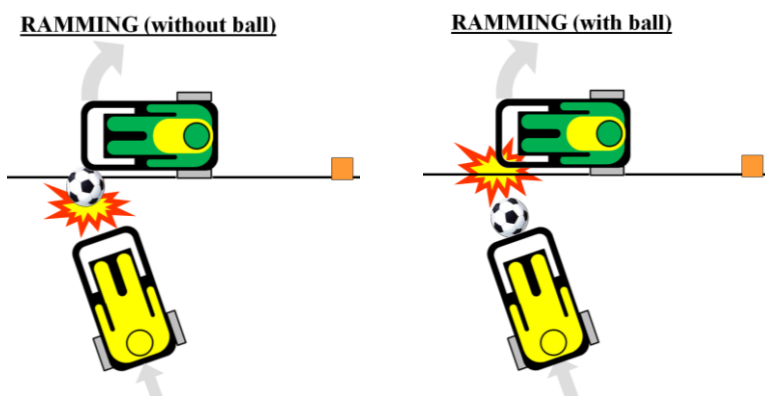


The next two figures (left and below) illustrate the same action, only this time along the goal line. The same requirements as described above must exist for it to be a legal play. If there is excessive force, carelessness or recklessness, it will be considered a ramming violation – a major foul – which results in a direct free kick (DFK) for the opponent's team.

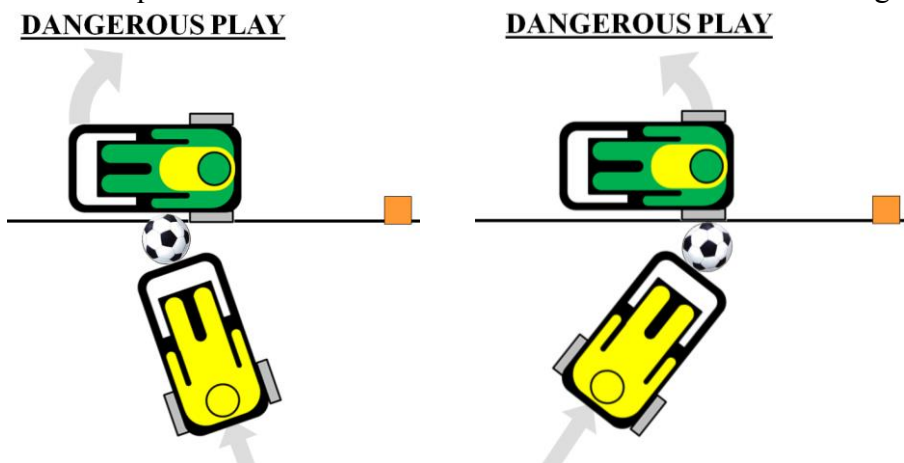
"LEGAL" PLAY ON GOAL LINE



The figures below illustrate an illegal play, "ramming". This happens when the attacker, with or without the ball, drives into a defender without stopping. The referee will stop the match and award a direct free kick (DFK) to the defending team at the spot of the infraction, keeping in mind all the requirements of Law 13 for a free kick within a team's own goal area.



The next two figures illustrate “playing in a dangerous manner” whereby the safety of the defender is imperiled. The referee will stop the match and award an indirect free kick (IFK) to the defending team at the spot of the infraction, keeping in mind all the requirements of Law 13 for a free kick within a team’s own goal area.



12.2 PART B: MISCONDUCT

12.2.1 CATEGORIES OF MISCONDUCT

Law 12 identifies seven categories of action for which a player may be cautioned and shown the yellow card. Another eight categories of action are identified for which a player may be sent off the field (expelled or dismissed) and shown the red card. A player sent from the field under Law 12 may not be replaced (i.e., the team must continue the match with one fewer player) if the send-off occurs once play has begun. A substitute sent from the field for misconduct that occurs off the field once play has begun also may not be replaced, but this does not alter the number of players his or her team may field.

12.2.2 RESTARTS FOR MISCONDUCT

If play is stopped solely to deal with misconduct committed by a player on the field, the proper restart is an indirect free kick taken from the location of the misconduct (subject to the conditions imposed by Law 8 and 13). If play is stopped solely to deal with misconduct committed by a substitute, for misconduct committed off the field of play, or for team officials who fail to conduct themselves in a responsible manner, the restart is a set ball taken from where the ball was when play was stopped (subject to the special circumstances of Law 8). If play is stopped for a foul in addition to misconduct, the restart is determined

by the foul. The restart cannot be a direct free kick unless the reason for the stoppage included a direct free kick foul. If misconduct occurs while play is stopped, the restart is determined by the original reason for the stoppage.

12.2.3 WHEN TO PUNISH MISCONDUCT

Law 5 empowers the referee to take “disciplinary action against players guilty of cautionable or sending-off offense. He or she is not obliged to take this action immediately but must do so when the ball next goes out of play.” If the referee has applied advantage and delayed punishment for misconduct until the next stoppage, the referee must act quickly at the next stoppage to prevent play from restarting so that the misconduct can be recorded and the proper card displayed. All misconduct recognized by the referee must be dealt with according to the Law, either by stopping play or by waiting until the next stoppage, even if this means that a restart must be delayed despite and apparent advantage for either team.

If the match has ended before a caution or send-off may be given, the referee may not display the cards and must report the facts in full in the match report.

12.2.4 PHILOSOPHY ON CAUTIONS

The Laws of the Game identify seven cautionable offenses (Law 12). These include fairly specific actions (leaving the field without permission of the referee), very general actions (unsporting behavior), and highly judgmental areas (dissent). In all cases, the referee is expected to evaluate a player’s behavior based on several factors:

- Does the act meet the generally accepted and understood meaning of the offense?
- Was the act, even if an offense, trifling?
- Would the issuance of a caution for this misconduct likely have desirable results for game and/or player management?

If the player’s act meets the criteria for the offense, is not trifling, and its punishment will have a salutary effect, the caution should be given. Whether the referee should stop play to do so or whether play should be allowed to continue until the next stoppage involves the application of the same advantage concept that is used to decide whether to stop play for a foul.

Every caution must be given for one and only one of the seven reasons listed in Law 12. Player behavior, of course, may involve several forms of misconduct at the same time and the referee must decide whether to caution each one separately (in which case, the second caution must also be followed by a send-off and display of the red card) or to issue a single caution for the total behavior. If the latter is chosen, the referee must decide which specific reason in the Law will be reported as the basis for the caution. The referee should fully describe in the game report all misconduct the player has committed in addition to the misconduct for which the caution was given.

Whether a caution is “mandatory” or “discretionary” is often discussed among referees, but the use of these terms tends to obscure the primary issues central to handling misconduct and should therefore generally be avoided. The Laws of the Game require that the referee further decide whether the misconduct is not trifling and that the caution will result in a desirable change in player conduct. The referee’s judgment (discretion) is a critical element in deciding, for example, whether what a player has just said or done is dissent within the

meaning of Law 12. If the referee decides that it is “dissent,” then the offense must be considered cautionable, but this does not mean that the yellow card must be displayed.

The referee must then make a second decision – in this particular case involving this particular player at this particular point in the match, based on the way the match has proceeded so far – as to whether or not the dissent is trifling and whether or not displaying the card would have a positive effect on this player’s behavior and the behavior of the other players in the game. Each caution must be approached in this way as a combination of mandatory and discretionary elements. In no case may a caution (or send-off) be delayed beyond the next restart. It must be given as soon as play is stopped, even if this means preventing a team from taking advantage of a quick restart (if the kick is taken, it must be called back and not taken until the delayed card is shown). No alteration of this procedure is permitted.

12.2.5 CAUTIONABLE OFFENSES

12.2.6 UNSPORTING BEHAVIOR

The following specific actions are considered cautionable as unsporting behavior. A player:

- Commits a direct free kick foul in a reckless manner.
- Commits a tactical foul designed to interfere with or impede an opposing team’s attacking play (e.g., rams, blatantly holding or pushing an opponent or an opponent’s uniform or chair, handling the ball deliberately).
- Commits an act which, in the opinion of the referee, shows a lack of respect for the game (e.g., aggressive attitude, inflammatory behavior, or taunting).
- Handles the ball deliberately to score a goal.
- Fakes an injury or equipment failure or exaggerates the seriousness.
- Deliberately moves his/her goal post.
- Verbally distracts an opponent during play or at a restart.
- Unfairly distracts or impedes an opponent performing a kick-in.
- Changes jerseys/colors with the goalkeeper during play or without the referee’s permission (both players must be cautioned).
- Uses tobacco or a cellular or other mobile phone.
- Engages in celebration of a goal which involves provocative, derisory or inflammatory actions (includes removal of jersey).
- Plays in a reckless, dangerous, or careless manner that endangers the safety of opponents, teammates, or anyone else. The player who is cautioned for this behavior must be substituted for by his/her coach.
- Deliberately elevates the ball into the air in order to score a goal.
- An attacker deliberately runs off the field and around an opponent’s goal post to get into a favorable position.

12.2.7 DISSENT

Dissent is committed by words, actions (including gestures), or a combination of the two. The referee should evaluate dissent in terms of content (what exactly is said or done), loudness (the extent to which dissent can be seen or heard widely), and whether it is clearly directed at an official (including assistant referees and fourth officials). The objective in dealing with dissent is to support the spirit of the game, to maintain the authority of the officials, and to reduce the likelihood of such behavior becoming widespread.

12.2.8 PERSISTENT INFRINGEMENT

Persistent infringement occurs either when a player repeatedly commits or participates in a pattern (as a member of his team) of fouls or infringements directed against the same opponent. Persistent infringement also occurs if a single player repeatedly fouls or commits the same infringement against multiple opponents. It is not necessary for the multiple fouls to be of the same type or all to be direct free kick fouls, but infringements must be among those covered in Law 12 or involve violations of Laws 11 or 14. In most cases, the referee should warn the player that the pattern has been observed and, upon subsequent violation, must then issue the caution. *Where the referee sees a pattern of fouls or infringements directed against a single opponent, it is proper to warn the team that the pattern has been seen and then to caution the next player who continues the pattern, even if this specific player may not have previously committed a foul or infringement against this single opponent.* If the pattern is quickly and blatantly established, then the warning should be omitted and the referee should take immediate action. In determining whether there is persistent infringement, all fouls are considered, including those to which advantage has been applied.

“Examples of persistent infringement include a player who:

- Violates Law 11 again, having previously been warned.
- Violates Law 14 again, having previously been warned.
- Fails to start or restart play properly or promptly, having previously been warned”

12.2.9 DELAYS THE RESTART OF PLAY

The following are specific examples of this form of misconduct:

- Kicks the ball away or holds the ball to prevent or delay a free kick, kick-in, or corner kick restart by an opponent.
- Fails to restart play after being so instructed by the referee.
- Excessively celebrates a goal.
- Fails to return to the field from a midgame break, fails to perform a kick-off when signaled by the referee, or fails to be in a correct position for a kick-off.

12.2.10 FAILS TO RESPECT THE REQUIRED DISTANCE

This category of misconduct covers the requirement to be at least 5 meters away from an opponent’s free kick, kick-in, corner kick or goal kick, or 3 M for a set ball if the player is not a participant. Cautions under this category are at the discretion of the referee.

12.2.11 ENTERS OR RE-ENTERS THE FIELD OF PLAY WITHOUT THE REFEREE'S PERMISSION

Players who leave the field with the referee's permission also require the referee's permission to return to the field. (This permission may be delegated. See Sections 3, 4, and 5.) Examples of this include a player who attempts to come onto the field:

- After being instructed to leave the field to correct equipment (mandatory caution).
- After leaving to receive treatment for an injury.
- After leaving to receive treatment for bleeding or to replace a blood-soaked uniform.
- Before receiving permission to enter as a substitute.

12.2.12 DELIBERATELY LEAVES THE FIELD OF PLAY WITHOUT PERMISSION

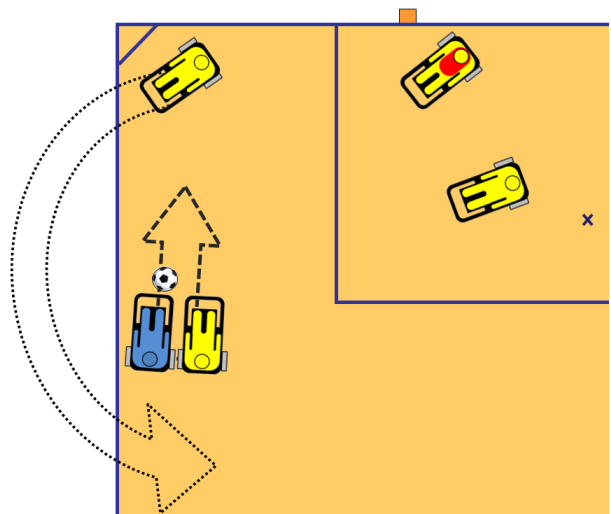
Players who leave the field without the referee's permission most often do so for unsporting reasons. They may also leave the field to indicate dissent or to "manage" the referee's next decision.

If a player does leave the field for some other reason without the referee's permission to do so, and this results in a tactical advantage for his or her team, the player has committed misconduct and must be cautioned and shown the yellow card.

Where it is apparent to the referee that the player leaving the field without permission has not done so to express dissent or to gain an unfair advantage (e.g., exited to repair equipment) and has merely forgotten to obtain permission (or thought he or she had obtained it), the referee should consider this a trifling breach of the Laws. A word/warning to the player should be sufficient in such circumstances, even if that player then re-enters the field without obtaining the referee's permission.

Leaving the field in the course of play is not considered to be leaving the field of play without the referee's permission.

A player who deliberately leaves the field in order to indicate he is not involved in play will not be considered to have violated the intent of this law since he is attempting to remain within the spirit by allowing the game to continue without an interruption to the flow. An example is a defender positioned near one of the corners of the field while a teammate and an opponent drive towards him with the ball. In order to avoid a stoppage of the match for a 2-on-1 or a 3-in-the-area violation, the defender drives off the field and around the other two players without interfering or obstructing the opponent. Even though he may be within the 3M radius from the ball when he is off the field, he has indicated to everyone that he is not involved in the play and the game should not be stopped. See diagram to right.



12.2.13 SENDING-OFF OFFENSES

A player who commits serious foul play, violent conduct, a deliberate handling of the ball or crossing of the goal line which denies a goal or an obvious goal-scoring opportunity, or a foul which denies an obvious goal-scoring opportunity must be sent from the field. These categories of misconduct are discussed in more detail below. A player who commits any of the following actions will also be sent from the field:

- Spits at an opponent or any other person.
- Uses offensive, insulting, or abusive language (including non-verbal language or actions).
- Receives a second caution in the same match.

12.2.14 HOW TO ADMINISTER THE SEND-OFF FOR A SECOND CAUTION

A player who receives a second caution must first be shown the yellow card for the second caution and then must be shown the red card for the sending-off offense. The second caution leading to dismissal from the field can occur at any time during the match (including the half time interval, additional periods of play, and kicks from the penalty mark). The accepted procedure is to display the cards in sequence, not at the same time.

12.2.15 EVALUATING LANGUAGE

The referee should judge offensive, insulting, or abusive language according to its content (the specific words or actions used), the extent to which the language can be heard by others beyond the immediate vicinity of the player, and whether the language is directed at officials, opponents, or teammates. In evaluating language as misconduct, the referee must take into account the particular circumstances in which the actions occurred and deal reasonably with language that was clearly the result of a momentary emotional outburst.

Referees must take care not to inject purely personal opinions as to the nature of the language when determining a course of action. The referee's primary focus must be on the effective management of the match and the players in the context of the overall feel for the Spirit of the Game.

12.2.16 SEQUENTIAL INFRINGEMENTS OF THE LAW

If the referee has decided to stop play for an infringement of the Law (foul, misconduct, or other reason) and another infringement of the Law occurs between the making of this decision and the actual signal to stop play, this subsequent violation must be treated as misconduct and handled appropriately.

12.2.17 SEND-OFFS WHEN THE GAME IS NOT UNDERWAY

If a player receives a send-off when the game is not underway, his team is allowed to resume play with their allowable complement on the field. "Not underway" is defined as:

- Before the game begins
- During halftime
- After the final whistle of regulation time

- Between end of regulation time and beginning of overtime
- During intermission between overtime periods

If a match is still tied after overtime and goes to kicks from the penalty mark, the period of time between the end of overtime and start of the kicks is considered to be part of the kicks from the penalty mark process. A player who is red-carded during the kicks from the penalty mark is not allowed to be replaced and the team will play short-handed. The opponents are allowed to withdraw one player from their own list of kickers only if the send-off occurs before the first kick has actually been taken. After that, they will continue with their fully allowable complement of players.

12.3 PART C: SERIOUS FOUL PLAY AND VIOLENT CONDUCT

Power soccer can be a tough, combative sport where the contest to gain possession of the ball should nonetheless be fair and sporting. Serious Foul Play and the related offense of Violent Conduct are strictly forbidden. They violate the Spirit of the Game and the referee must respond to them by stringently applying the Laws of the Game: The punishment is sending-off (players) or dismissal (non-players).

Referees must be particularly vigilant regarding offenses which are too severe for a caution and which include one or more of the following additional elements:

- Retaliation.
- Ramming from the side or from behind.
- Violent or excessive force.
- No chance of playing the ball.

Such offenses are completely unacceptable to the Spirit of the Game, the enjoyment of the spectators, the education of youth players, and the safety of the players themselves. All violations of the Law which meet these criteria must be called (stopping play or applying advantage) and the appropriate further punishment for misconduct must be administered.

When misconduct includes violent behavior or serious foul play, advantage should be used very sparingly, as it is normally better to deal with such behavior quickly, regardless of the impact of stopping play, in an effort to prevent any widening of the conflict through retaliation or opponents seeking justice which they might perceive was being denied by allowing play to continue.

12.3.1 SERIOUS FOUL PLAY

It is serious foul play when a player uses violence (excessive force; formerly defined by FIFA as “disproportionate and unnecessary strength”) while challenging for the ball on the field against an opponent. There can be no serious foul play against a teammate, the referee, an assistant referee, a spectator, etc. Serious foul play is committed by a player, against an opponent, on the field of play, while the ball is in play. The use of violence or excessive force against an opponent under any other conditions must be punished as violent conduct.

12.3.2 VIOLENT CONDUCT

It is violent conduct when a player (or substitute) is guilty of aggression towards an opponent (when they are not contesting for the ball) or towards any other person (a teammate, the referee, an assistant referee, a spectator, etc.). The ball can be in or out of play. The aggression can occur either on or off the field of play.

12.3.3 RESTARTS

The restart for serious foul play is either a direct free kick or a penalty kick. Restarts are more complicated for violent conduct. The following chart illustrates the restarts appropriate to incidents of violent conduct:

<u>VIOLENT CONDUCT RESTARTS</u>			
OFFENSE COMMITTED	ON FIELD BY PLAYER		OFF FIELD BY ANYONE OR ON FIELD BY NON-PLAYER
AGAINST	OPPONENT	ANY OTHER PERSON	OPPONENT OR ANY OTHER PERSON
RESTART	DFK FROM SPOT OF OFFENSE (PK)	IFK FROM SPOT OF OFFENSE *	SET BALL AT SPOT WHERE BALL WAS *
PUNISHMENT	SEND-OFF		
IF BALL WAS OUT OF PLAY, RESTART MUST BE APPROPRIATE TO REASON BALL WAS OUT OF PLAY			
* SUBJECT TO THE SPECIAL CIRCUMSTANCES LISTED IN LAW 8			

12.4 PART D: DENYING AN OBVIOUS GOALSCORING OPPORTUNITY

12.4.1 DENYING A GOAL OR AN OBVIOUS GOALSCORING OPPORTUNITY

There are three sending-off offenses that deal with denying an opponent a goal or an obvious goalscoring opportunity. These occur in cases where a player:

- Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball.
- 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 (a foul or field position violation).
- Denies the opposing team a goal by completely crossing over the goal line (or goalkeeper goes around goal post).

12.4.2 PUNISHMENT

The denial of an obvious goalscoring opportunity is punished by sending-off (red card) the guilty player, even though there may have been no contact between the players involved (impeding progress) *and the restart is a direct free kick or penalty kick.*

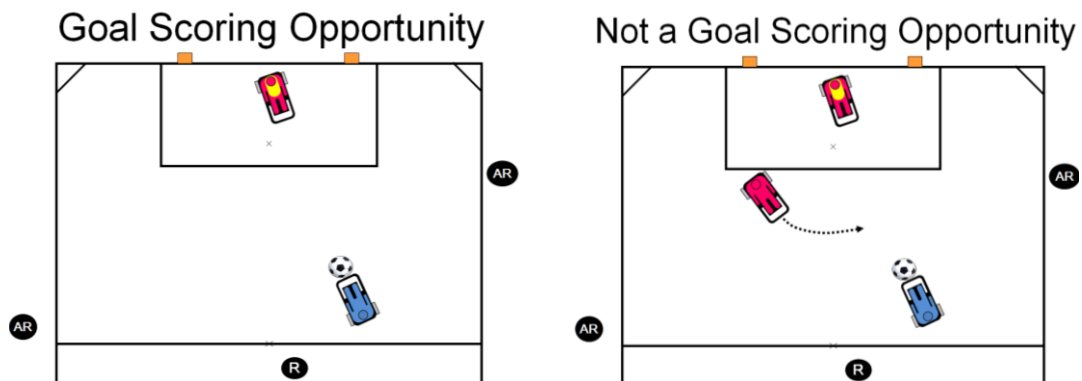
12.4.3 CRITERIA FOR AN OBVIOUS GOALSCORING OPPORTUNITY

In order for a player to be sent off for denying an “obvious goalscoring opportunity,” at least four elements (the four ‘D’s) must be present:

- Number of **D**efenders – not more than one defender between the foul and the goal, not counting the defender who committed the foul.
- **D**istance to Goal – the closer the foul to the goal, the more likely it is an obvious goalscoring opportunity.
- **D**istance to Ball – the attacker must have been close enough to the ball at the time of the foul to have continued playing the ball.
- **D**irection of Play – the attacker must have been moving toward the goal at the time the foul was committed.
- For a violation of a defender wholly crossing the goal line (or goalkeeper going around a goal post), the ball must be moving towards the goal line, between the goal posts, with an obvious opportunity of scoring.

If any element is missing, there can be no send off for denying an obvious goalscoring opportunity. Further, the presence of each of these elements must be “obvious” in order for the send-off to be appropriate under this provision of Law 12.

In the figure below left, the attacker has only the goalkeeper between him and the goal. If a defender fouls him, and stops the attacker’s progress, this is a ‘denied goalscoring opportunity.’



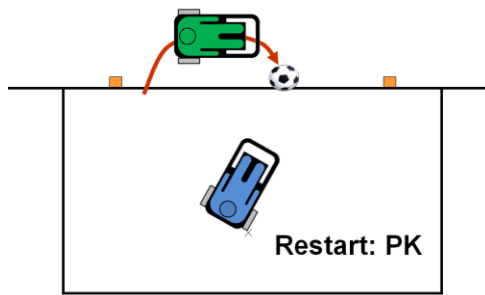
In figure above right, the situation is very similar to the previous one with the difference being that a defender can intercept the attacker and defend the goal – therefore this is not a ‘goalscoring opportunity.’

However, the foul might, by itself, warrant a card – a caution for unsporting behavior, for example, if the challenge was reckless, or a send-off if the challenge was violent. If the foul by the defender is both violent and qualifies as an obvious goalscoring opportunity offense misconduct, the referee should include both facts in the game report but must only list one official reason for the red card.

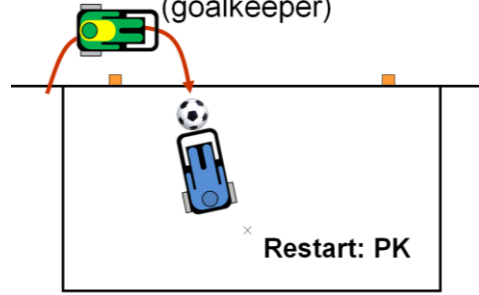
Referees are reminded that offenses which deny a goalscoring opportunity are not limited to those punishable by a direct free kick or penalty kick but may include misconduct or those fouls for which the restart would normally be an indirect free kick (such as wholly crossing the goal line).

Even if all these criteria are met, it is still the judgment and opinion of the referee that determines if the event was an obvious goalscoring opportunity.

DGSO - Crossing Goal Line (non-goalkeeper)



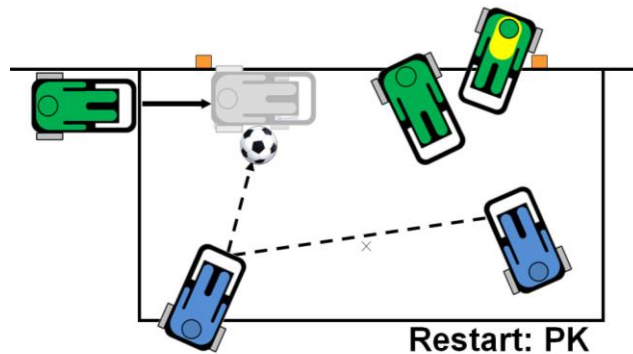
DGSO - Crossing Goal Line (goalkeeper)



Although both of the scenarios depicted above would normally result in an indirect free kick for wholly crossing the goal line, because they deny a goal scoring opportunity, the infringement restart is a penalty kick and the defender or goalkeeper will be sent-off and the team will play shorthanded for the remainder of the match.)

Additionally, having 3 players in the goal area violation can result in a send off and penalty kick if the third player deliberately enters the area in order to prevent a goal scoring opportunity (see next figure).

DGSO – 3-in-Goal-Area



The result is similar to the previous scenarios: the team in violation will play short-handed and the game is restarted with a penalty kick.

12.4.4 APPLYING THE ADVANTAGE

Even if the referee makes use of the advantage clause during an obvious goalscoring opportunity, he or she can still punish the offender after the fact. If a goal is scored despite the attempted intervention by a defender handling the ball, fouling an opponent, or committing misconduct, the offender cannot be sent off for denying an obvious goalscoring opportunity, but the offender can still be cautioned for unsporting behavior or sent off for serious foul play if the foul involved excessive force. However, if in these circumstances the goal was scored following a second or immediately subsequent play of the ball, the offender must nevertheless be sent off because his or her action prevented a goal or an obvious goalscoring opportunity during the first play when the infringement occurred.

See also section 5.8.

13

Law 13 – Free Kicks

13.1 FREE KICKS

This restart is called a “free kick” because it may be taken “freely” by the team to which it has been awarded – without interference, hindrance, or delay. Free kicks are awarded for fouls, misconduct, a combination of the two, or a field position violation. There are two types of free kicks:

- Direct free kicks (DFKs) are given if play is stopped for a major foul committed by a player against an opponent in the field of play (except when it is committed by a defender within his or her own penalty area – see Law 14, Penalty Kick).
- Indirect free kicks (IFKs) are given if play is stopped for a minor foul (or technical infraction) or if play is stopped solely to deal with misconduct committed on the field by a player.

A free kick may be taken in any direction.

13.2 REQUIRED DISTANCE FOR OPPONENTS

All opponents must be at least 5 meters (16.5 feet) away in all directions from the location of the free kick. Exceptions to the required distance are noted below (a free kick for the attacking team within 5 meters of the opponents’ goal, or a quick free kick by the attacking team). Referees should use discretion in cautioning for an infringement.

13.3 QUICK FREE KICK

The referee should move quickly out of the way after setting the ball in place and should do nothing to interfere with the kicking team’s right to an immediate free kick. At competitive levels of play, referees should not automatically “manage the wall,” but should allow the ball to be put back into play as quickly as possible, unless the kicking team requests help in dealing with opponents infringing on the minimum distance.

However, if advantage has been applied to misconduct and the referee has determined that a card is to be given, the referee must act quickly to prevent the restart in order for the misconduct to be recorded and the proper card shown, even if one or the other team would benefit from this delay.

13.4 RESTARTS WITHIN THE GOAL AREA

Special rules in Law 8 govern free kick restarts within the goal area.

13.5 ENFORCING THE REQUIRED DISTANCE

If the referee decides to delay the restart and to enforce the required minimum distance, the referee must quickly and emphatically indicate to the attackers that they may not now restart play until given a clear signal to do so. Under these circumstances, an attacker who restarts

play without a signal should be verbally warned and, upon repetition, be cautioned for unsporting behavior. An opponent who moves closer to the spot of the kick (from any direction) before it is taken must be cautioned and shown the yellow card if the referee has delayed the restart to ensure that the opponents are at the minimum distance.

If one or more opponents fail to respect the required distance before the ball is properly put into play, the referee should stop the restart to deal with this infringement. The free kick must be retaken even if the momentum of play causes the ball to be kicked before the referee signals. The infringement plus the referee's decision to deal with it cancel any apparent restart regardless of a delay in announcing the decision. However, referees are also expected to consider whether the infringement on the minimum distance was trifling (had no effect on the freedom of the attackers to restart) and, if so, to refrain from issuing a caution and to allow play to proceed.

The referee is expected to deal with opponents who fail to respect the required distance, even in situations in which they were induced to do so by attackers appearing to put the ball into play, but where the ball was not kicked (touched with the footguard and moved).

An attacking team which chooses to take a free kick with an opponent closer than the minimum distance may not thereafter claim infringement of the distance requirement, even if the ball is kicked to the infringing opponent, who thereby is able to control the ball without moving toward it. In such a case, the referee cannot caution the opponent who has not remained the required distance from the ball.

13.6 DEFENDING TEAM HAS RIGHT TO FIRST POSITION

Every player has the right to a position on the field. Players preparing for a restart of the game are allowed to position themselves anywhere on the field (understanding the limitations of Law 8 and 13.) However, when a free kick is taken near the goal, the defending team has the first right to position themselves as they desire ***within their own goal area***. For example, players from the kicking team may not position themselves along the goal line before the defending team does. However, once the defenders have placed themselves, they cannot then object to a kicking team player who places himself in an open space. A player who was legally placed before the ball is in play, does not have to move out of the way of an opponent once the ball is in play. This does not apply to defenders outside their own goal area.

13.7 POSITIONING ON RESTARTS

Players may “jockey” for position on restarts, but contact between players is not allowed and should be discouraged.

13.8 BALL IN PLAY

The ball is in play (able to be played by an attacker other than the kicker or by an opponent) when it has been kicked and moved. The distance to be moved is minimal and the “kick” need only be a touch of the ball with the footguard or any part of the powerchair. The referee must judge carefully whether any particular kick of the ball and subsequent movement was indeed reasonably taken with the intention of putting the ball into play rather than with the intention merely to position the ball for the restart. Referees should not penalize a kicker unfairly by calling as a restart a touch and movement of the ball which,

either at the time or based on the kicker's immediately subsequent actions, was clearly not intended as such. Examples of this are when a "run-up" kicker makes initial contact with the ball and then subsequently makes a minor touch as the ball begins to roll, or when a spin-kicker unintentionally contacts the ball with the rear or side of his chair before hitting it with his footguard. Likewise, referees should not unfairly punish "failing to respect the required distance" when an opponent was clearly confused by a touch and movement of the ball which was not a restart.

13.9 FREE KICK IN OWN GOAL AREA

When the free kick is awarded to the defending team inside their own goal area, the minimum distance requirement applies in all directions around the location of the restart and *all opponents must remain outside the goal area* until the ball has gone into play (left the goal area).

A free kick taken by the defending team from within its own goal area must be kicked out of the goal area and into the field of play. The ball has not been properly put into play if, under these circumstances, it leaves the field of play before leaving the goal area. Such a kick must be retaken as no infringement has occurred.

13.10 FREE KICK WITHIN 5 METERS OF OPPONENTS' GOAL

A goalkeeper is the only player who is exempt from the 5 M distance requirement for free kicks (to include corner kicks). However, the goalkeeper must be wholly behind the goal line. Referees must exercise special care not to restrict the kicking team's right to a quick free kick simply in order to enforce this exception to the minimum distance requirement.

If a free kick is 5 M or closer to a goal line, a goalkeeper player may place himself/herself closer than 5 M to the spot of the free kick provided that:

- The *whole of the powerchair is off of the field of play* (no portion on or above the goal line),
- the powerchair is between the goalposts (does not extend beyond a post), and
- the goalkeeper does not enter the field of play until the ball has been touched or played.

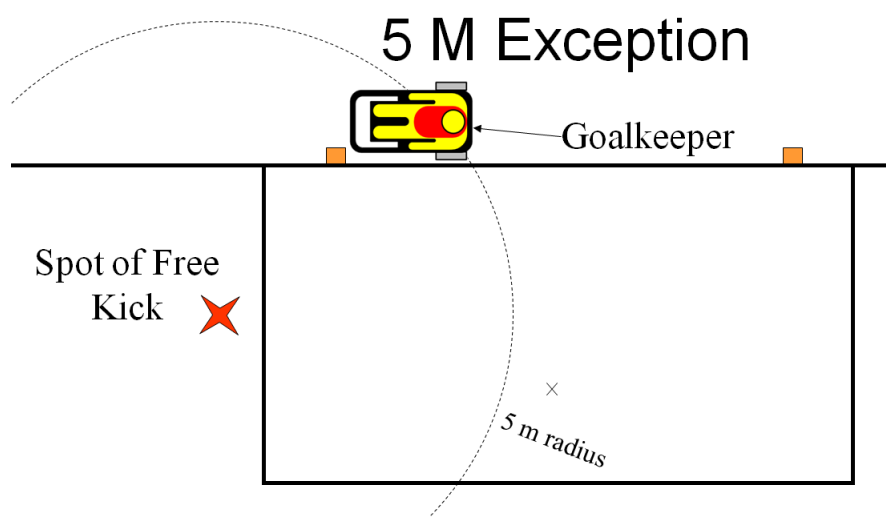


Figure 13-1

The following diagrams illustrate what positions are allowable and which are not.

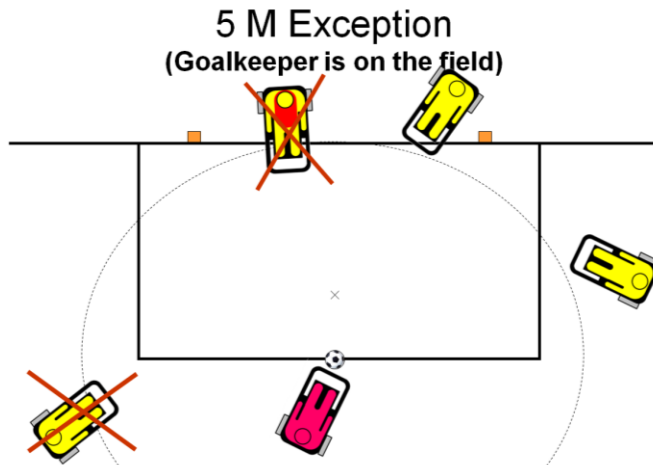


Figure 13-2

is still considered to be in the goal area and therefore a third defender would not be allowed, whether on the goal line or not.

The situation for a corner kick where the 5m limit is inside the goal post (figure below), the defenders can set up with the goalkeeper inside the 5 M (behind the goal line) while the second can set up perpendicular to the goal line but has to be outside the 5 M limit from the corner arc.

Teammates of the kicker are allowed within the 5 M zone around the spot of the free kick. However, no portion of a defender's powerchair is allowed within the 5 M.

In the figure to the left, the goalkeeper has a portion of the chair on the field and is too close to the ball.

However, they are not allowed to extend their position beyond the outside line of the goal posts (Figure 13-6):

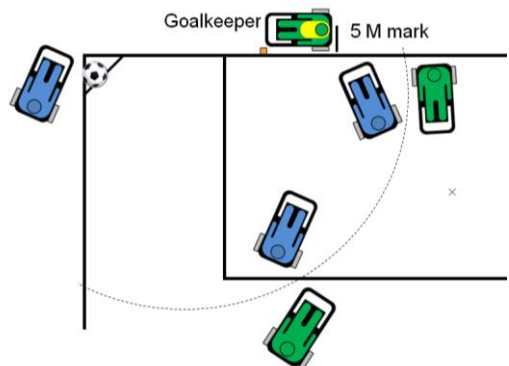
Although the goalkeeper may be completely off the field, his/her presence

Goalkeeper not allowed beyond goal post



Figure 13-6

5M Exception – Corner Kick



13.11 STOPPAGE FOR MISCONDUCT

When play is stopped solely to deal with misconduct committed by a player on the field, the indirect free kick is taken from the place where the misconduct occurred. If the referee applies advantage to the misconduct and subsequently stops play when the advantage no longer exists, the restart is still taken from the place where the original misconduct occurred.

13.12 SIGNAL FOR INDIRECT FREE KICK

The failure of the referee either to give the correct signal for an indirect free kick or to hold it for the required period of time does not change the nature of the restart, nor does it alter the requirement for a subsequent touch of the ball for a goal to be scored.

***Note:** This does not apply to the incorrect signal for a direct free kick. Suppose a DIRECT free kick is awarded just outside the opposing team's goal area and the referee raises an*

arm as if to signal for an INDIRECT free kick. If a defender were to touch the ball on its way to goal, a goal would be scored. To avoid that, the defenders deliberately make no attempt to play the ball, with the expectation that the referee, who is clearly signaling that the free kick is INDIRECT, would cancel the goal. In such a case, the referee CANNOT award the goal, even though it was scored directly from a DIRECT free kick restart. The decision on the restart was correct, but the signal was not. If the referee had indicated a direct free kick first, rather than signaling for an indirect free kick, there would be no problem, but the referee cannot change his or her mind this time, as he or she has misled the defending team by raising an arm to indicate the indirect free kick. The only fair and correct thing to do here is to retake the kick as a direct free kick.

14

Law 14 – Penalty Kicks

14.1 PENALTY KICK DEFINITION

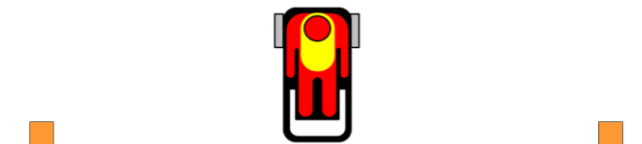
The penalty kick is a ceremonial restart which is awarded when a member of the defending team commits a direct free kick foul within his/her own goal area. There is no requirement as to the severity or seriousness of the foul, the score of the game, the amount of time remaining in the period of play, the direction play was moving, the likelihood of a goal being scored, or any factor other than the commission of the foul itself inside the defender's goal area. Referees are reminded that it is the location of the foul, not the position of the ball, which determines whether a penalty kick is the correct restart.

14.2 GOALKEEPER

When a penalty kick is awarded during normal play, the player who was acting as the goalkeeper when the whistle was blown *must* defend the penalty kick. No replacements or substitutions are allowed (with the exception for an injury or equipment failure.)

If a goalkeeper's chair becomes inoperable after the penalty kick has been awarded but before it has been taken, the team may replace the keeper with one of the three remaining players on the pitch. A substitute may be allowed but is not allowed to defend the kick and must play as a field player until the next available substitution opportunity.

The goalkeeper's required position is facing the ball, **midway** between the goalposts, with the *whole of the chair* **immediately** behind the goal line until the ball has been kicked.



Goalkeeper Position for Penalty Kicks



14.3 PLACEMENT OF THE BALL

The ball must be placed correctly at the penalty mark, regardless of the state of the pitch at this location. Moving the ball elsewhere, even with the apparent agreement of the players, is not permitted.

14.4 SPIN KICKS AND STRAIGHT-ON KICKS

Penalty kicks are typically taken in one of two methods: as a spin kick where the kicker spins his/her chair and kicks the ball with the side of the footguard; or as a straight-on kick where the kicker makes a run at the ball and hits the ball with the front of the footguard. Since the spin kick involves the kicker in close proximity of the ball, there is no potential conflict with defenders who must be at least 5 M from the ball. However, the kicker who takes a straight-on kick may desire more than 5 M to pick up the desired speed for the kick.

In this case, if the kicker requests the referee for space, the referee can direct all the non-participating players to place themselves outside the line of the goal posts (Figure 14-1). This only applies for kickers taking a run at the ball, and not for spin-kickers.

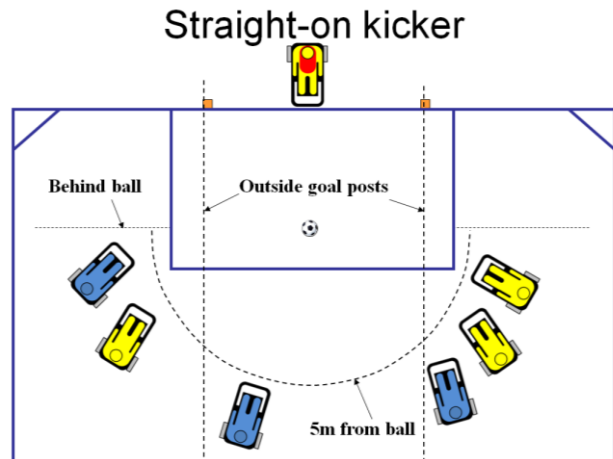


Figure 14-1

14.5 WHEN THE PENALTY KICK MAY BE TAKEN

The referee will not signal for the penalty kick to be taken until and unless the goalkeeper is behind the goal line, between the goal posts, and facing the field, the attacking player taking the penalty kick is clearly identified to the referee and the goalkeeper, and all the players other than the kicker and the goalkeeper are outside the goal area, at least 5 M from the ball, and behind the penalty mark. If the penalty kick is taken before the referee signals, the kicker should be warned and, upon repetition, cautioned for unsporting behavior. The kick must be retaken.

14.6 GOALKEEPER MOVEMENT

Once the referee signals for the penalty kick, the goalkeeper may slightly move (“jiggle”) his or her front wheels side to side, but may not move backward or into the field until the ball has been kicked.

14.7 RETAKING THE PENALTY KICK

If a penalty kick is ordered retaken, it is not necessary for the same player to perform the restart.

14.8 KICKING THE BALL

In accordance with the 2007 changes to the Laws approved by FIPFA, the kicker no longer is required to kick the ball forward. The *ball can be kicked in any direction*. This therefore allows the identified kicker to play the ball backward to a teammate, who was properly positioned at the time the kick occurred, to subsequently play the ball.

14.9 BALL BURSTS/OUTSIDE INTERFERENCE DURING A PENALTY KICK

If, after the ball has been put into play, it is stopped or interfered with on its way to the goal by an outside agent or if it bursts on its way to the goal, the kick shall be retaken. Although the ball was put into play, the team given the penalty kick is deemed not to have had a fair opportunity to score under these circumstances. However, if the ball bursts or the interference occurs after the ball rebounds from the goalpost or goalkeeper or has been played legally in any other manner, the proper action is to restart with a set ball where the ball was when it burst or when the interference occurred. The referee is the sole judge of when a penalty kick is completed or was interfered with on its way to the goal.

14.10 PENALTY KICKS AT THE END OF THE HALF

Penalty kicks, once awarded, are taken regardless of the amount of time remaining in the half. If time expires or will expire before the restart can occur, the referee should announce this fact and indicate clearly that the penalty kick is being taken “in extended time.” No player other than the goalkeeper can participate in play after the penalty kick is taken. In case of an “extended time” penalty kick, the goalkeeper may be replaced, if necessary, by a substitute or by a player on the field. All players must remain on the field until the penalty kick has been completed. The referee has no authority to make the players leave the field or the vicinity of the goal area for the taking of the penalty kick in extended time.

14.11 INFRINGEMENTS OF LAW 14

Other than the burst balls or outside interference and a “second touch” violation by the player taking the penalty kick, infringements of Law 14 occur only between the referee’s signal for the restart and the ball being put into play (kicked and moved). Violations of the Law *prior* to the referee’s signal are handled the same way as any other misconduct occurring while the ball is not in play. Violations *after* the ball has been put into play are handled the same as any other similar event occurring during regular play.

Infringements after the referee’s signal but before the ball is in play may be committed by the kicker, the goalkeeper, or by any of their teammates. In all such cases, the referee should let the kick proceed and deal with the violation in accordance with the chart below, which outlines the proper restarts for clear infringements of Law 14.

If the kicker plays the ball a second time (except with the hands or legs) before it has been played by another player, an indirect free kick is awarded to the opponents (subject to the special circumstances of Law 8). If any player, including the kicker deliberately handles the ball, this is treated as a violation of Law 12. If that player is a defender or the goalkeeper who handles the ball while it was on its way to the goal, the kick would be retaken.

The following chart illustrates the proper restarts for infringements of Law 14:

LAW 14	BALL CROSSES GOAL LINE BETWEEN GOAL POSTS	BALL DOES <u>NOT</u> ENTER GOAL
NO VIOLATION	Goal, then kick-off	Continue Play (or restart with goal kick, corner kick, kick-in)
VIOLATION BY DEFENDING TEAM	Goal, then kick-off	Penalty kick is retaken *
VIOLATION BY KICKING TEAM	Penalty kick is retaken *	IFK **
VIOLATION BY BOTH TEAMS	Penalty kick is retaken *	
* Warning on first offense; caution to offender(s) for persistent infringement on second offense. ** Ball placed at spot of infringement by kicking team.		

***Note:** A penalty kick being the punishment for an infringement which would otherwise be given a direct free kick restart, the kicker is allowed that same latitude in performing this kick as would be given in performing a free kick restart. Referees should not consider various deceptive maneuvers to be a violation of Law 14. They should ensure that the run to the ball is initiated from behind the ball and the kicker is not using deception to delay unnecessarily the taking of the kick.*

Cautions should not be given for first offenses under Law 14. This includes failure by members of either team to maintain their required positions before the ball is in play, infringements by the kicker prior to the penalty kick being taken, or the goalkeeper who infringes on the requirement not to come off the goal line prior to the penalty kick being taken. In all cases, the referee should caution for persistent infringement if the same player infringes the requirement again.

14.12 CAUTIONING FOR SUBSEQUENT INFRINGEMENTS OF LAW 14

If any requirement of Law 14 is infringed after the referee signals for the kick, the referee should warn the player committing the violation and, upon a repetitions (then or subsequently), caution the player for persistent infringement of the Laws of the Game. Such infringements include moving into the goal area, moving nearer the goal line than the penalty mark, having the kick taken by someone other than the identified player, and the goalkeeper moving off the goal line before the ball is in play. At all times, however, the referee is expected to distinguish between clear infringements of Law 14 and those which are merely doubtful or trifling.

If in fact, a player does repeat an infringement of Law 14 on the same or a subsequent penalty kick, the referee must follow the same procedure as for the first infringements, except that if play is stopped at any time during the process, the caution must be given before the restart. If play does not stop “naturally” for a goal, corner kick, goal kick, etc., the referee must stop the game, issue the caution, and then restart with an indirect free kick

for the opposing team from the spot where the misconduct occurred (subject to the special circumstances described in Law 8).

14.13 ATTACKING TEAM INFRINGES LAW 14

If a teammate of the kicker infringes Law 14 by entering any of the prohibited areas after the signal to take has been given but before the ball has been put into play and the ball does not enter the goal, the referee will stop play, warn the infringing player (and caution upon repetition), and restart with an indirect free kick for the opposing team from where the infringement occurred. If the ball enters the goal, the referee will not allow the score, warn the infringing player (and caution upon repetition), and retake the penalty kick.

14.14 OTHER VIOLATIONS AT A PENALTY KICK

Although the referee is expected to allow a penalty kick to proceed despite a violation of Law 14, this is not the case if a player violates some other Law before the ball is put into play. Specifically, if a player commits violent misconduct before the penalty kick occurs (e.g., rams an opponent), the referee must stop further action, send off the offending player, and restart the penalty kick from the beginning.

14.15 KICKS FROM THE PENALTY MARK

See Section 20, Miscellaneous Matters, for specific requirements regarding the Kicks from the Penalty Mark phase of a match.

15

Law 15 – The Kick-In

15.1 LOCATION OF KICK-IN

Although the kick-in is to be taken “from the point where [the ball] crossed the touch line,” this requirement is satisfied if the restart occurs within approximately one meter (one yard) of this location, farther upfield or downfield on the touchline. A kick-in taken beyond this limit is an infringement of Law 15.

When placing the ball at the point where it went out of play, if the space outside the lines of the field is constricted (due to spectator stands, substitutes, walls, etc.) the referees can place the ball fully on the field without it having to be on the line. This then allows the kicker to complete a full spin-kick (if desired) without fear of hitting someone or something during the kick. The ball can be placed up to (but no more than) 1 meter inside the court to allow for a spin-kick. However, if there is sufficient space off of the field, the ball should be placed on the touch line at the spot where it went out of play. Similarly, if the ball is placed in the field, it should be even to the point where it went out of play.

15.2 BALL IN PLAY FROM A KICK-IN

The ball is in play when it is kicked and moved. The act of kicking the ball includes any play of the ball with the footguard, and only minimal movement is needed to meet the requirement.

15.3 RESTARTS IF BALL LEAVES FIELD FROM A KICK-IN

If the ball is properly placed and, as a result of the kick, immediately leaves the field across the touch line, the correct restart is a kick-in for the opposing team. Any movement of the ball is sufficient to put it into play.

15.4 TRIFLING INFRINGEMENTS OF LAW 15

Referees are reminded that the primary function of the kick-in is to put the ball back into play as soon as possible. At competitive levels of play, therefore, apparent technical infringements of Law 15 should often be deemed trifling or doubtful so long as an advantage is not obtained by the team performing the kick-in and the restart occurs with little or no delay.

15.5 GOAL DIRECTLY FROM A KICK-IN

If the ball is kicked directly into the opposing team’s goal, play is restarted with a kick-off since a goal can be scored directly. However, if the ball is kicked directly into a team’s own goal (no intervening touch or play), the correct restart is a corner kick (similar to the restrictions on a free kick into one’s own goal in Law 13).

15.6 OPPONENT BEHAVIOR AT A KICK-IN

Opponents are prohibited from unfairly distracting, interfering with, or impeding a player who is putting the ball back into play on a kick-in. This is a cautionable offense for unsporting behavior. This means that an opponent may not wave his or her arms or shout out loud in a distracting manner.

16

Law 16 – The Goal Kick

16.1 BALL PLACEMENT AT A GOAL KICK

The ball is placed so that it touches the ground within the goal area, including the lines which enclose it. The outer edge of the ball could extend beyond or outside the goal area itself and still meet this requirement.



Figure 16-1

16.2 BALL IN PLAY FROM A GOAL KICK

The ball is in play when it is kicked beyond the goal area into the field of play. A goal kick which results in the ball leaving the field before exiting the goal area has not been properly taken and must be retaken. No infringement of any Law occurring before the ball leaves the goal area can result in any restart other than a retaking of the goal kick.

16.3 SCORING DIRECTLY FROM A GOAL KICK

Only the team taking the goal kick can score directly from this restart. There can be no “own goal” on a goal kick. If a properly taken goal kick goes directly into the goal of the kicking team (i.e., the ball left the goal area into the field of play but rolls back), the proper restart is a corner kick for the opposing team. Because a team cannot score directly against itself from a goal kick, no infringement of the Law by a member of the kicking team can be considered to have prevented a goal or a goal scoring opportunity within the meaning of Law 12 without some intervening play of the ball.

A goalkeeper who takes a goal kick, which passes outside of the goal area and then returns in the direction of the goal, attempts to prevent the ball from entering the goal. Although the attempt is unsuccessful and the ball enters the net, the goal cannot be counted since the offense of “second touch” has occurred and must result in an indirect free kick restart where the second touch occurred. Advantage is not applied because “second touch” is not a violation of Law 12.

16.4 OPPONENTS MUST REMAIN 5 METERS AWAY AND OUTSIDE THE GOAL AREA

An opponent who infringes on the requirement to remain at least 5 M from the ball until it has been kicked and outside the goal area until the ball is in play (left the goal area) should be warned and, upon repetition, cautioned for persistent infringement. In any event, the goal kick is retaken.

16.5 TIME WASTING BY THE KICKING TEAM

Upon being awarded a goal kick, the defending team wastes time if the ball is clearly placed within the goal area in preparation for the restart and then is moved unnecessarily to another location. The referee may caution and show the yellow card for either persistent infringement or delaying the restart of play in situations where the offense is committed a second time by the same team after a warning is given.

17

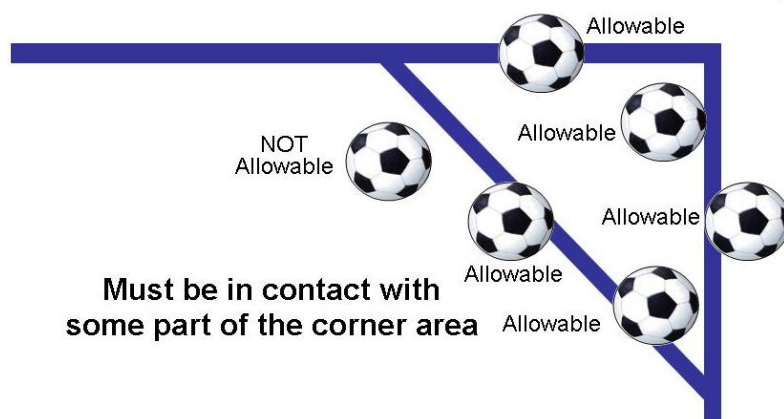
Law 17 – The Corner Kick

17.1 BALL PLACEMENT FOR A CORNER KICK

The corner kick restart is taken from the corner on the side of the field nearest to where the ball crossed the goal line. In cases where the selection of the correct corner may be doubtful, the referee will decide and announce the correct corner clearly and firmly.

The requirement that the ball be placed within the corner triangle is satisfied if the ball rests on the ground at any point inside the corner triangle or on any part of the lines which enclose the corner triangle. In practice, this means that a ball properly placed for a corner kick could extend beyond the area of the corner triangle, including beyond the field itself.

BALL PLACEMENT FOR CORNER KICKS



17.2 LOCATION OF THE KICKER AT A CORNER KICK

Law 17 does not limit where the player taking the corner kick must initiate this restart. The kicker may be off the field, either beyond the touch line or beyond the goal line.

17.3 BALL IN PLAY FROM A CORNER KICK

The ball is in play when it is kicked and moves. The act of kicking the ball includes any contact of the ball with the footguard, and only minimal movement is needed to meet the requirement.

17.4 RESTARTS IF BALL LEAVES FIELD FROM A CORNER KICK

If the ball is properly placed and, as a result of the kick, immediately leaves the field across the goal line, the correct restart is a goal kick. If the ball immediately goes across the touch line, the correct restart is a kick-in for the opposing team. Any movement of the ball is sufficient to put it into play.

17.5 KICKING TEAM MAY NOT SCORE AGAINST ITSELF

The kicking team cannot score against itself directly from a corner kick. If the ball enters the attacking team's own goal directly from a corner kick, the correct restart is a corner kick for the opposing team.

17.6 LOCATION OF DEFENDERS AT A CORNER KICK

Defenders are required to be no closer than 5 M from the corner angle, regardless of where the ball is placed in the angle. This means that defenders must be at least 6 M from the actual corner of the field itself. Where they are positioned in relation to the goal post depends on the width of the field. On some fields, the 5 M from the angle may be inside the goal which then limits the defenders to the requirements of section 13.10 (Free Kick Within 5 M of Opponents' Goal). On other fields, the 5 M mark may be outside the goal post (Figure 17-2.)

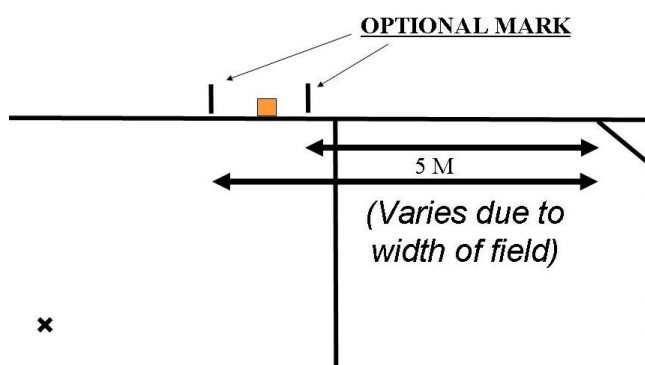


Figure 17-2

17.7 DIFFERENCE BETWEEN CORNER KICKS AND KICK-INS

Although kick-ins near an opponent's goal resemble corner kicks, defenders can line up differently due to the varied locations of the ball (Figures 17-3 and 17-4.)

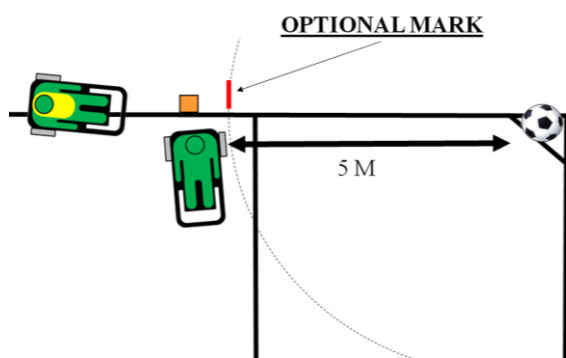


Figure 17-3

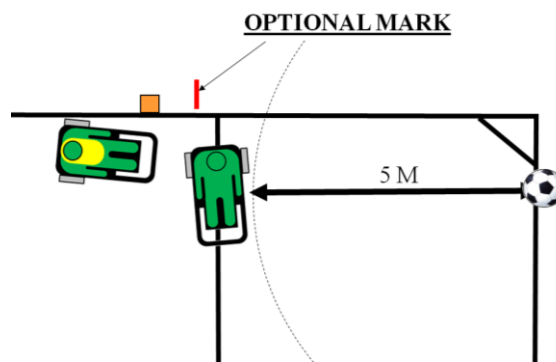


Figure 17-4

18

Law 18 – Classification

18.1 GENERAL

Although USPSA has not adopted this portion of the FIPFA laws, it is included here for information purposes. Referees are directed not to enforce this law in USPSA sanctioned matches.

FIPFA has adopted a classification system for international matches. Power soccer players will be assigned one of two classifications: Power soccer Class 1 (PF1) or PF2. PF1s are severely disabled athletes while PF2s are players with mild levels of physical difficulties. In accordance with FIPFA's Laws of the Game, a team may not have more than two PFs on the field at any time during play.

The responsibility for determining a player's classification status is not the referee's. If there is a dispute over a player's classification, the referee should allow the game to be played and report the circumstances to the convening authority.

18.2 RESPONSIBILITIES

The assistant referee in front of the technical areas should assist the center referee in tracking how many PF2s are on the pitch during play.

There is currently no process for visual identification of a players' classification status.

18.3 VIOLATION

When a team is found to be in violation of the classification requirement (they have more than two PF2s on the field during play), the referee will stop the match and the team will have to remove one of the ineligible players. The restart is an indirect free kick for the opposing team from the spot where the ball was when the play was stopped (or, if the game was stopped when the infraction was notice, the game is restarted appropriately.)

19

Law 19 – Common Sense

“Law [19], still unwritten but frequently quoted as the ultimate goal of refereeing: ‘Intelligence in the perception of the game, the attitude of the players, the place and the moment of the offense.’”

(Michel Vautrot, FIFA Referee Committee, FIFA Magazine, June 1997)

20

Miscellaneous Matters

20.1 LAWS GOVERNING KICKS FROM THE PENALTY MARK

All Laws of the Game, except for those clearly modified in the separate section of the Laws dealing with kicks from the penalty mark, are in effect during this procedure. In particular, this means that the player uniform requirements in Law 4 must be enforced. It also means that officials must continue to enforce the requirement that no one except for the players taking part in the kicks from the mark procedure may enter or be on the field of play once the procedure has begun.

An exception is that *one coach from each team is allowed to be with his team at the mid-field line*. This allows each coach an equal opportunity to give instructions to his team. Due to the limited size of the field, the coach whose technical area is nearer his team would have an advantage if this was not allowed.

The procedure for kicks from the penalty mark does not require that players kick in any particular order, that an order be established ahead of time, nor that a list of kickers must be provided to the referee. The only requirement the referee must enforce is that no player may kick again until all eligible players on his or her team have kicked. This principle continues into subsequent rounds of the procedure, if necessary. If a kick from the penalty mark must be retaken, it is not required that the same player perform the kick so long as the principle described here is applied in this case as well. In the subsequent rounds, the players do not need to kick in the same order as they did in the previous round.

Once kicks from the penalty mark have begun, and a player must leave through injury or misconduct, that player may not be replaced and the opposing team will not reduce its numbers. (A goalkeeper who is injured or has complete equipment failure may be replaced, see section 3.14.)

The player who was the designated goalkeeper (i.e., wearing the goalkeeper jersey) at the end of the regulation or over time must defend all of the subsequent kicks from the mark.

Illustrated below is a technique for tracking the taking of kicks from the mark. If, in the illustrated example, one team scores on the next kick and the other does not, the team with the greater number of goals scored is declared the winner and advances. If one scores and the other does not, the kicks are immediately over. If both kickers have the same result, the kicks advance to the next two with the same possible results.

Tracking Kicks from the Penalty Mark

	1	2	3	4	5	6	7	8
Team A	3	6	8	22				
Team B	4	7	2	12				

Player number



= goal scored



= goal not scored

20.2 PLAYERS LEAVING THE FIELD DURING KICKS FROM THE PENALTY MARK

Once the procedure of taking kicks from the penalty mark has begun, players are not permitted to leave the field, even if they have already taken a kick. If a player leaves the field and is not available to take the prescribed kick (either for the first time or subsequently), the referee must stop the taking of kicks and declare the match abandoned. A full report regarding the situation must be submitted.

If a player leaves the field with the referee's permission to attend to an equipment problem, bleeding, or blood on the uniform, all requirements of the Law must still be followed in order for the player to return to the field (see Section 5). If an injured player cannot return to the field, as declared by the team captain, or is sent from the field for misconduct, the kicks from the mark continue without that player.

20.3 FOURTH OFFICIAL DUTIES

In addition to performing such other duties as the referee may discuss during the pregame conference, the fourth official is expected to manage substitutions; monitor the operation of the clock; report on violent conduct, irresponsible behavior in the technical area, and other misconduct which occurred outside the view of the referee and assistant referees; and advise the referee of any error in identifying players to be cautioned or sent from the field for misconduct.

20.4 THE ROLE OF THE TEAM CAPTAIN

The role of the team captain is not defined in the Laws of the Game. The captain usually wears an armband and is responsible to the referee for his or her team, but has no special rights or privileges. By practice and tradition, certain duties fall upon the team captain:

- To represent his or her team at the coin toss to determine which direction the team will attack to begin the game (and subsequent overtime periods) or which team will take the first kick in kicks from the penalty mark.
- To see that the referee's decisions are respected by the captain's teammates and by team officials.
- To counsel a teammate who may be reluctant to leave the field at a substitution – but neither the captain nor the referee may insist that the player leave.

20.5 WATER

Players who wish to drink water while play continues may do so only from the touchline and without leaving the field. Under no circumstances may water containers of any sort be thrown onto the field, either during play or at stoppages (including the halftime break).

20.6 RULES OF COMPETITION

The referee must be familiar with the rules of every competition he or she works in. No matter what the referee's personal feelings may be about a particular aspect of the rules, they must be enforced if the referee accepts the assignment – unless so doing would compromise the referee's fundamental responsibility for the safety of the players.

20.7 BALL RETRIEVERS

At larger tournaments, referees may be provided with assistance for the retrieval of balls leaving the field of play through the use of ball retrievers. This will allow the assistant referees to concentrate on the players and the field instead of being distracted by having to retrieve the ball. Prior to the start of the match the referee should meet with designated ball retrievers. Instructions should include aspects of safety, such as staying clear of the field and being aware of the movements of the players. Additional instructions should include fairness and good sportsmanship: the balls should be retrieved and placed quickly and correctly (or as directed by the referees) for both teams.

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USPSA ADVICE TO REFEREES ON THE LAWS OF THE GAME OF POWER SOCCER 2017

