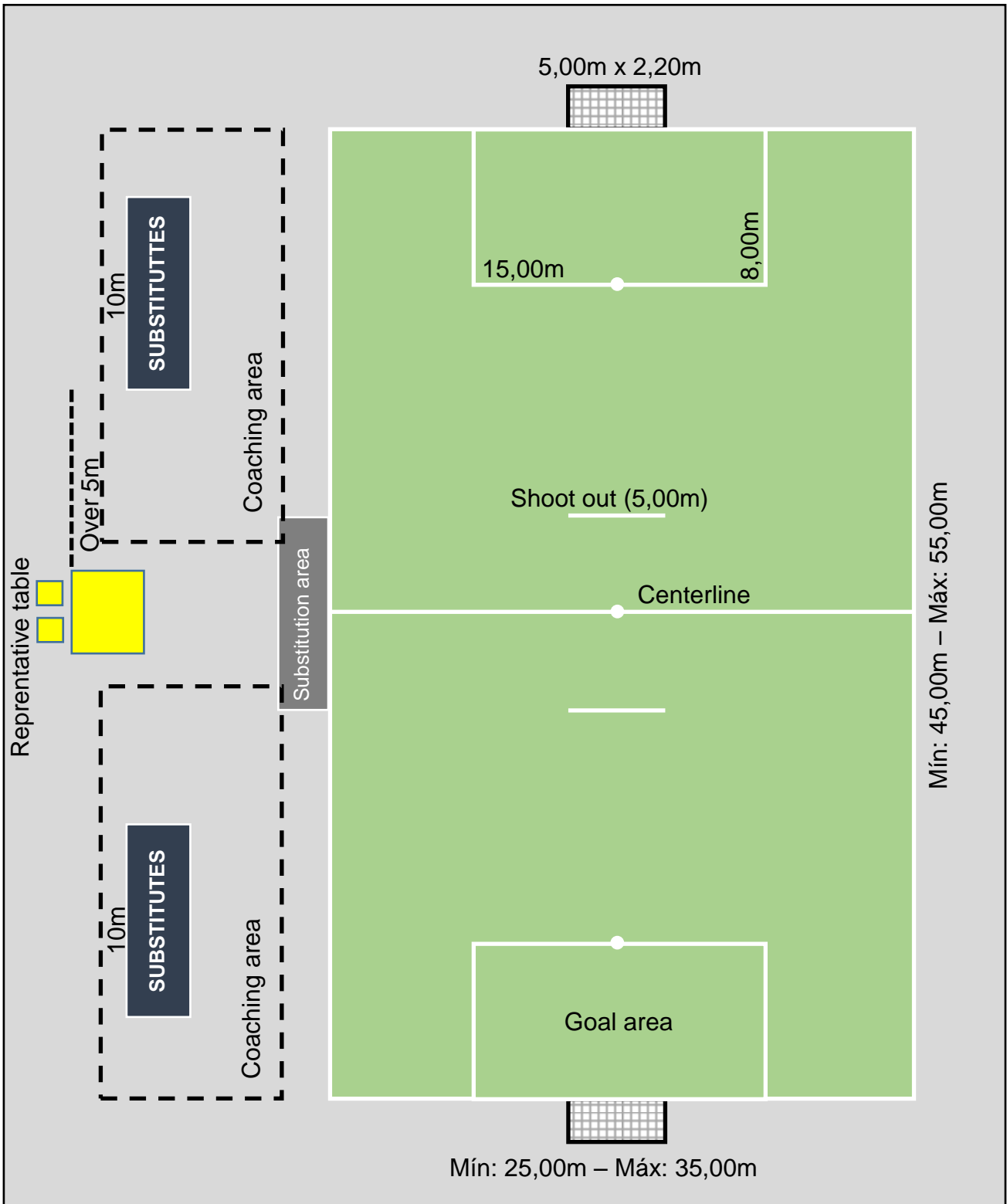


Football 7 Worldwide



[BOOK OF RULES]

INTERNATIONAL RULES OF FOOTBALL 7





RULE 01 – Playing field

01 - Dimensions:

The playing field must be of synthetic or natural grass, with its rectangular shape and may not exceed its length to 55 meters or be less than 45m and its maximum width of 35 m and 25 m minimum. The length is always greater than the width.

02 – Field markings:

The playing field must be marked by white lines and clearly visible, 10 cm wide, following the field level.

The lines at greater length are called side lines short and center background.

In midfield one using line, side by side, called a central line is drawn.

The midfield will be marked by a visible point, exactly the middle of the center line, 10 cm radius.

Parallel and equidistant to 5 m from the center line to trace two lines 5m, one in each half of the field so that if a perpendicular line in the middle of this line is drawn coincide with the center of the field and will be called output lines and Shoot Out.

03 – Red Superior:

The placement of the top network is optional Protective made of a suitable material, with small gaps to disallow passing the ball, with a minimum height of 10 meters.

04 - Zona de Meta y Punto Penal:

Each end of the field should draw two perpendicular lines the bottom line, a distance of 5 m of each goalpost. These lines move by 8m in the field and be joined at their ends by a parallel line through the line and 15 meters long.

The spot is defined by a visible spot, with 10 cm radius at half the front line of the goal area, and the distance of 8 meters from the line.

05 – Goal Area and penalty mark

Goals should be placed at the center of each end line, and consists of two vertical posts 5 meters away from each other inside and measured connected by a horizontal bar whose inner face is positioned at a height of 2.20 cm of soil. The diameter of the goalposts and the crossbar must be painted white and 10 cm. Behind the goals must be compulsorily placed in positions prey networks in the cross-bar and the floor - sustained and conveniently placed to provide sufficient space for the goalkeeper.

Nets must be made out of suitable materials and not offer danger to the professionals, with small openings that do not allow the passage of the ball.



06 – Substitution area:

Located in front of the table of representatives along the sideline, in the middle of the field, marked by two parallel lines 0.50 cm, with a portion 5m 10m.

07 – Banco de suplentes y mesa del representante / delegado:

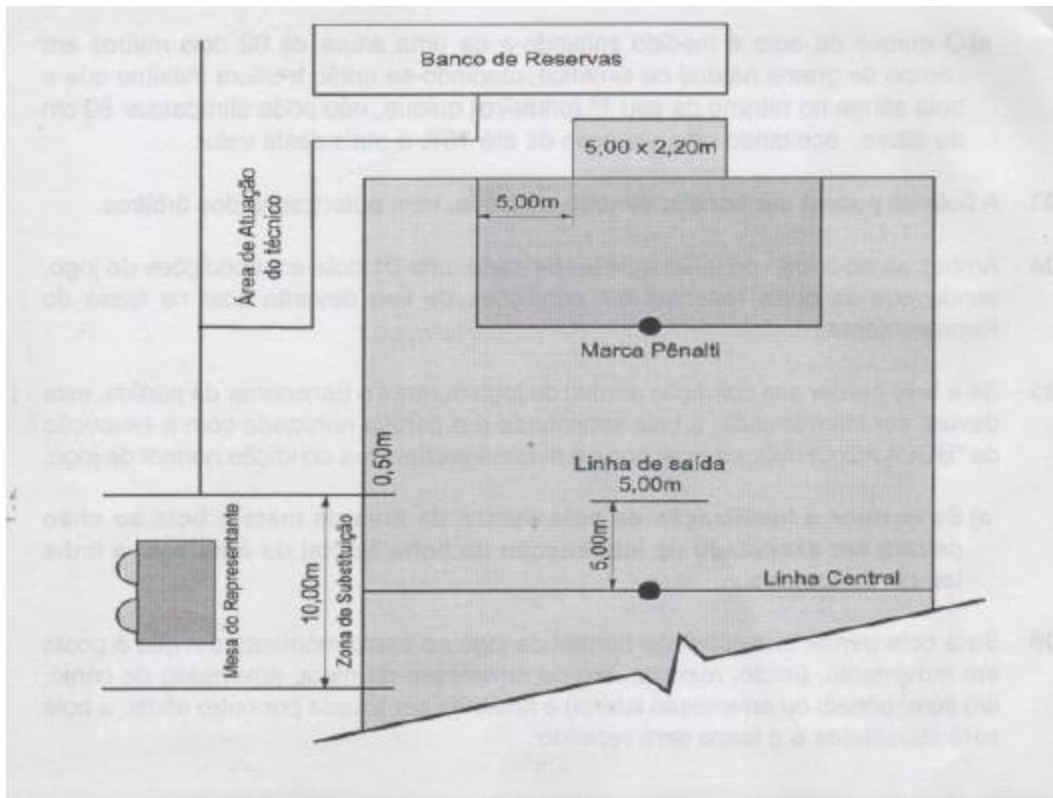
The playing field must have banks with at least 10 m on each side of the field, intended to alternates and components coaching athletes. In addition to a table with two chairs and chief representative functions game. The bench should be at a distance of more than 5 meters from the table representative.

- If unable to comply with this determination, the team benches should be placed in 01 meters of the bottom line, and 05m of the beam where the lateral zone begins.
- Athletes warming must do behind the bench of reserves and com jackets of different colors.

08 – Coaching area

Located in front of the team benches should be at a minimum distance of 01 m from the sideline, stretching from one side to the starting line, and 05 meters from the table of the representative and the other side of the field boundary always parallel to the sideline, bounded by sectional lines.

- If there is no mark of the technical area, the DT can only transmit its guidelines in front of the bank.
- If the bank is adjacent to the bottom line, the technician can only work in the space between the end line, 5m away from the beam, and the lateral line to the edge of the area marked as drawing below.



09 - Recommendations:

1- To conduct of parties in the main, national, international and televised category using the fields with minimum dimensions of 30 meters wide and 50 meters long is recommended.

ADDENDUM

Fields with measures 60 meters long and 40m wide at most, can be used when specified in the competition rules.



RULE 02 – the ball

01 - The ball shall be spherical and housing approved materials and offers no danger to practitioners. The main reference of the ball is his boat, in the field of natural or synthetic grass, and dropping from a height of two meters the return of the first bounce should not exceed 0,80cm.

Classes	Circumference	Weight	Pressure
Under 07 Under 09	63 to 64 cm	270 to 320 grams	06 to 08 psi
Under 11 Under 13 Female under 15	68 to 69 cm	320 to 350 grams	06 to 08 psi
Under 15 Under 17 Under 20 Regular Veteran Master Female Regular	68 to 69 cm	520 to 450 grams	08 to 10 psi

02 - The ball cannot be changed during the match, except with the permission of a referee.

03 - The two teams must be present at least one new or ball playing conditions, which must remain representative table.

04 - If the ball emptied during the match, the match should be suspended for changing the ball and restarted using the "ball to the floor" in the place where the match was paralyzed.

If it occurs when the goalkeeper has possession, play is restarted by it.

If it occurs within the target area, the "ball to the floor" must run at the intersection of the front and side of the same line.

05 - If it occurs during a stoppage in play (start, restart, free kick or goal throw, corner kick or throw in), the match must be restarted after changing the ball with the normal continuation of this.



RULE 03 – number of players

01 - A match is played by two teams of 07 athletes in each, where one of them, necessarily, will be the goalkeeper.

02 - Kick-off is not permitted without the teams have at least 07 athletes in the field.

03 - When a team, or both, to 03 athletes, either any reason are reduced, the game shall be terminated immediately.

04 - In the score sheet must register a maximum of 20 athletes per team it can be completed by the end of the game.

05 - Substitutions are unlimited, without the need to stop the game and the athletes entered in the record is limited.

06 - An athlete can perform a corner or throw-in only after the court entered the substitution zone.

07 - Any athlete may change places with the goalkeeper, if authorized by the arbitration and the ball out of play. When the change is to substitute player, you can do with the ball in play or offside.

08 - To treat any injured athlete, this should leave the field of play for any place in the same, as authorized by one of the referees, and it can be replaced immediately, and the athlete in question can return only when his team which has possession and with the referee's permission, except the goalkeeper can stay in the game without the need to be replaced.

09 - If bleeding or severe injury an athlete must leave the field, it can be replaced immediately

10 - The captains of both teams must sign the minutes of the game, which certifies all data described in it, as athletes and members of related technical committee, final score, violations and disciplinary cards.

11 - The technical committee of the teams shall be composed of the following members:

- Technical or Coach
- Massage
- Physiologist
- Medical



F7ww.org

12 - The substitution of members of the technical committee allowed only one and replaced cannot return.



RULE 04 – player's and staff's uniforms

01 - The uniform of athletes include: short-sleeved shirt and long, shorts, socks, shin guards, cleats boots suitable for practicing the sport.

a) Must wear shin, and must be covered by stockings, and must be of materials providing appropriate protection to the player (polyurethane plastic or similar material).

02 - Athletes may have in the field, using short-sleeved shirts, long sleeves and using other if they are the same color.

03 - The goalkeeper wears uniform color different from the other athletes, sports permitted to use own pants.

04 - Shirts must be numbered on the back (01-99) without repeating numbers on the same computer, the numbering on the front of the shirt is optional. The color of the numbers must be different from the shirt and you should have to 0.20 to 0.30cm high.

05 - The referee require the athlete or coach remove any objects that, in his view, could cause harm to self or others, such as necklace, earrings, piercings, rings, wedding rings, including images or texts that are contrary apology the moral of the sport. Not being obeyed will prevent their participation.

06 - To start and restart the game, the athlete should always be com uniform, his shirt into your pants and socks raised as determined by the rule, and in the course of it, the shirt can be used outside of the pants, but the means must be high.

07 - The captain must be identified with a band on one arm of different color uniform, if replaced, must provide replacement.

08 - The athlete can play appropriate for the sport glasses, but the responsibility is the same for any accident and must appear in the record.

09 - If the team has no substitute goalkeeper, you must submit another goalkeeper shirt with a different number of athletes entered in the record

a) If your computer is using an athlete already enrolled on the list, as substitute goalkeeper it can only act with different color shirt, but the same number com enrolled before.

10 - Using thermal shorts must be identical in color to the color of the predominant shorts or in the case of all athletes to use this piece of the same color but different color shorts, must be uniform, no matter how many athletes use the same computer.



11 - Athletes cannot use bandages and adhesive tape over the middle to keep the shin, except in the same color of it.

12 - It is mandatory for athletes alternate in the bank using vests, also for heating and colors of shirts with different equipment; you should have a single color for all athletes. Vests should not be equal to the opposing team.

Uniforms of the technical committee

01 – Members of the staff staying on the bench must be dressed in trousers or coat, shirt with sleeves or similar, suitable shoes or cleats. When using shorts, it must be representative from the club, containing its logo on it.



RULE 05 – match time and classes

01 - Football 7, comprising the following categories, men, women, and his playing time, divided into two equal periods following the table below:

Class	Age	Time
Under 07	06/07 years	15x15
Under 09	08/09 years	15x15
Under 11	10/11 years	15x15
Under 13	12/13 years	15x15
Female Under 15	Until 15 years	15x15
Under 15	14/15 years	20x20
Under 17	16/17 years	20x20
Female Regular	Above 18 years	20x20
Under 20	18/19/20 years	25x25
Regular	Above 18 years	25x25
Veterans	From 35 to 40 years	25x25
Master	Above 40 years	25x25

02 - For the purpose of distinguishing the limits of the categories specified above, it is considered the completed age in the year of the competition.

03 - For Sub 07 Principal, Veterans and Masters age categories must be completed before the entry of athletes in competition.

04 - Only referees control the time.

05 - All matches should have a maximum interval of 10 minutes.

06 - The application of technical time per period may be requested by the teams. The captain must ask one of the referees and the coach only representative table;

07 - The length of the technical time is 01 minute, to be awarded next stop of the match, which is added to the end of the period

08 - When the request for technical time, teams must meet within its goal area. Only allowed to enter the technical field and massage, this strike must inform the referee if requested, game time, only the team captain.

09 - Each stop on the grounds of injury or any other must be added to the end of the period, always at the discretion of the referees.



Note: When the increase in the game, the referees must inform the representative of the play. Time will be added near the end of each period and coaches should be informed. In the absence of the coach, the master shall be informed by one of the referees.

10 - Playing time in any period is extended to the implementation of a maximum or penalty shoot-out.

11 - The period of extra time to tie, cannot exceed 10 minutes in all categories, divided into 02 periods of 05x05 minutes without interruption, just change the side of the equipment, maintaining the value of the sums of individual and collective faults, and any disciplinary cards.

12 - If the request for technical time not used in the second period, it may be necessary for the extension, if any.

13 - On some occasions, public scoreboards can be displayed, but what determines the time is the referee's chronometer

ADDENDUM

01 - Some games can be held in a different time, request the TV transmitter, which can be paralyzed for 02 minutes at 12 each period, but no time requested by the equipment during the test.

02 - In the Under 07 and Under 09 categories, athletes should not be warned of disciplinary cards, and in severe cases, the referee may ask the team manager immediate replacement. The athlete will be deemed deleted departure, but can remain on the bench.



RULE 06 – game start

01 - For the start of the game, choosing the side of the field or kickoff should be done by drawing a coin, the winner makes the choice of the match defends, and the losing team will stay with the departure of the ball. The use of the bench should be the side that defends the team.

Note: If an extra period of play will take place a new draw as described above.

02 - The game will start after the referee's permission when an athlete moves the ball must be stationary on the midfield to the attacking field.

- a) All athletes must be in the field of defense, and that contrary to the frame with the ball must remain behind the starting line.
- b) Once recorded a goal, play will resume in the same way by the team athlete who suffered.
- c) After the break the teams change ends and will be reset by the opposing team what came out in the first period.
- d) If there is no reversion, the match should be interrupted only by goals or side.
 - In case of goals, the teams change ends, and restarts the match with the ball out, the team suffered.
 - In case of throw in, the teams change ends and restarts the match on the center line, the team that was with ball possession plays.
 - And everything happened so far is valid.
- e) If there is a changeover of athletes at the team benches, the game should not be interrupted for regularization.

03 – Start and restart of play after a goal, the athlete must put the ball into play, a maximum of 05 seconds if otherwise shall be punished with personal offense, but without losing the ball

04 - For any violation of this rule will be repeated output.



RULE 07 – Playing conditions

01 - The ball is out of play when:

- a) Exceeding completely overlooked or land boundary lines the field.
- b) The game is interrupted by the referee.
- c) Touching on the top side of the net - when it occurs, throw-in.

02 - The ball is in play at all times, including:

- a) If hitting the posts;
- b) In case hit the referee, positioned in the field;
- c) Pending a decision by the referee for an alleged infringement.

Note: The boundary lines of the land belong to the surface, where the ball run on the line, you will be at stake.

03 - Temporary suspension, and the ball has not exceeded the limits of the field, the game must be restarted with "ball dropped" in the place where it was at the time of arrest.

- a) If within the goal area, it must be performed at the intersection of the front and side of the same lines. The ball is in play and playing on the floor.
- b) After his execution, if the ball leaves the field without being touched by any athlete, the rally is replayed.
- c) The athletes participating in the execution cannot touch the ball until the it touches the ground. If this happens, repeat the play.
- d) If an athlete commits any act of indiscipline, it must be noted according to the offense committed, and repeat the play.
- e) All athletes who do not participate in the execution should be a minimum distance of 5 meters from the ball.

04 – When the participation of any foreign element, the game is considered paralyzed and nothing is valid.

- a) If this happens the ball in play match must be paralyzed by removal and restarted with "ball dropped" in the place where it touched the ball.
- b) If inside the goal area, are to be executed at the intersection of front and side of the same line.
- c) When taking a penalty shoot-out, the play must be repeated.

05 - If an athlete or member of the technical committee, which are on the bench, enters the field and preventing or attempting to prevent a goal um, should expel him and resume the game with a free kick to be taken at the site of occurrence, is within the target area will be the kick to the line of intersection of the front and side of it. Except during penalties or shoot-out. It must be played again.



RULE 08 – Counting of goals

01 - Unless otherwise provided in the rules of the game, the goal is valid when the ball passes completely beyond the bottom line, between the goal posts and the crossbar, provided it is not taken, made or intentionally propelled by the athlete attacking hand or arm.

- a) If no goal is scored or both teams sum equal number of goals, the match is a draw.
- b) If one team scores more goals, this is considered the winner of the game.
- c) This rule defines the only means by which a game can be considered to have a winner or tie. There are variations in the cause.
- d) No goal can be validated directly by launching the goalkeeper, even the ball touches the ground outside the area, also involving the opposing goalkeeper, is positioned within its own goal area
NOTE: When this happens pulling corner should be granted for the opposing team.
- e) No goal can be validated directly start and restart of play, even if the ball touches the ground outside the area.
NOTE: When this happens, the match is restarted with target shooting or release
- f) The goalkeeper after the defense to restore the ball in play, let she goes totally beyond the end line between the goalposts and the crossbar of his goal, the goal will be considered valid.



RULE 09 – Fouls and Violations

01 - Transgressions subordinated to this rule are divided into:

- Technical violations.
- Disciplinary violations.
- Personal violations

TECHNICAL VIOLATIONS

01 – Athletes are committing violations when:

- a) Kicks or attempts to kick.
- b) Overthrow the opponent or attempt to use the legs or crouching in front or behind it.
- c) Jump or hit the opponent.
- d) Lock opponent from behind.
- e) Blocking opponent violent or dangerous manner.
- f) Strike or attempt to do so.
- g) The opposite conclusion or action to prevent any part of the arm.
- h) Pushing an opponent with the help of hands or arms.
- i) Launch intervene spit out people.
- j) Purchase (projection slid ably ball down the dispute with another athlete participation in play).
- k) Hand the ball

Penalty: free kick to the opponent in place of infringement or brand a fine if committed within the target area of the offending team.

02 - Every technical infraction is accumulated in personal foul and collective foul.

DISCIPLINARY VIOLATIONS

01 - Athletes are committing disciplinary violations when:

- a) Enter or rejoin his team after the game resumed without introducing the referee or receiving orders to do so.
- b) Persistently break the rules.
- c) Indiscipline is guilty of conduct.
- d) Demonstrate in words or acts divergences from the referee's decisions.
- e) Use of unsportsmanlike tactics.
- f) Change his shirt number without warning the agent or the referee.
- g) Discuss with the public, officers, partners or rivals.
- h) Introduction of field to give instruction
- i) Take the shirt off at any time during the game.
- j) Use of alcohol or tobacco in the field.



k) Deliberately delaying the restart of play to get away and let the ball go, when an interruption of the game.

PENALTIES:

- **WITH BALL IN PLAY:** If the referee paralyzes the match, they must apply the disciplinary card and it will be considered as technical violation.
- A free kick to the opposing team at the place where the executor at the time of the stoppage of play.
- If within his own goal area, the free throw intersection of the front and the side lines of the same will be charged.

NOTE: If the athlete leaving the field briefly to commit infringement, the kick is made to the place where the ball was located, is within his own goal area, this will take place at the intersection of front and side lines.

- **WITH THE BALL OUT OF PLAY:** The referee will give the required warning.
- Individual and collective violations must be noted until the fifth offense.
- The match restarts at the place where the ball was located.

02 – Components of the bench:

- Violations athletes joined as individual and collective, collective staff training.
- Violations after the collective fifth, when athletes added only as an individual, and subject to greater punishment.

PENALTY: If the match is paralyzed, it must be applied the disciplinary card to the components of the bench and the game must be restarted with a free kick to the opponent which, at the point had the ball.

03 - The following disciplinary sanctions cards and are set:

YELLOW CARD: The athlete is warned immediately replaced and must leave the field of play for the substitution zone, stay on the bench and may return only after 02 minutes timed ball game.

Applying the yellow card is mandatory in the following situations:

1) Holding the opponent athlete by his shirt, or any part of the body in order to stop the game;

2) Use hand deliberately and blatantly cut path ball;

NOTE: If the ball touches or hit the athlete's hand and get the same advantage in the bidding, the referee will mark infringement, granting free kick against put his team the disciplinary board should not apply

3) The lack practice behind the opponent;

4) Apply the car, that is, the release of land with 01 or 02 feet being sliding possession or opponent when challenging for the ball;

5) Prevent, treat, prevent or hinder the free throw shot or pitch against his team;

6) If a goalkeeper, act out target area with his hands.

NOTE: If a clear goal the goalkeeper situation should receive the red card.



RED CARD: The expelled athlete must leave the field for substitution zone, cannot stay on the bench, replaced by another athlete after 02 minutes timed. The player who replaces can only enter the field with the ball out of play, with the possession and his team after receiving the referee's permission.

1) The athlete who avoids intentionally through illegal means, any breach of the rule, a player in full condition to make a goal, completing the rally will be expelled from the exit undertake.

04 - For the components of the bank when I sent off must leave the field playing immediately.

05 - The disciplinary cards applied to the beginning of the interval do not accumulate collective infringements.

06 - The athlete from the same lack subject to disciplinary recurrence card, when we noted earlier, should be expelled from the field.

07 - All disciplinary cards should appear on the record as individual and collective until the fifth offense.

08 - When applying other cards for the same offense, you shall observe the following:

- For the same athlete, only notes in the report card.
- For the other team members, notes cards individually and collectively build up the fifth foul.

09 - Athletes who commit 05 violations will be disqualified and must leave the field for the substitution zone, and can be replaced immediately.

10 - The teams who commit 05 technical violations by period suffer Shoot Out each subsequent offense, which is reset at the end of the period.

a) The team that benefited take the ball on the starting line of the field offending team and all the other athletes should be behind the starting line of the field opposite the collection, except goalkeeper offending team will be with part of feet on the goal line.

b) After the referee's permission for the collection, the executor must place the ball in play in no more than 05 seconds. Reversion at the closest point to where the ball was located;

c) If the goalkeeper of the offending team will be warned card discipline implementing the Shoot Out, shall comply with the provisions of the rule.

d) All other athletes can only move after performing touch the ball.

NOTE: If one or more athletes who do not participate in the Shoot Out, invade space 10m above the outlet line before executing it touch the ball, the referee had delayed recovery and had punished the offender as necessary, the collection is authorized after the restoration of positions.



11 - En caso de prórroga en un partido, el número de faltas colectivas y segundo período individuo no se borrarán.

PERSONAL VIOLATIONS

01 - Athletes are committing disciplinary violations when:

- a) Playing the ball without being properly uniformed.
- b) Use verbal expression and / or gestures to deceive the opponent.
- c) Being the goalkeeper, after the defense, release the ball and play it again without it has been touched by any other athlete.
- d) the goalkeeper posted outside his goal area, receiving the ball from his teammates, to drive in his own area and take the ball with the hands.
- e) The game with ball control, driving out of your area, go back and catch it with your hands.
- f) As the executor of a shot in the corner, the goalkeeper, initial free throw or kick or goalkeeper, touch the ball before another athlete.
- g) Can hinder the demonstration holding the ball with his feet or his body to avoid contact, except the goalkeeper dropped in your area.
- h) Intentionally obstructs the goalkeeper without the ball or area or bring order to hinder the objectives of this in relation to the collection violation.
- i) Lift the feet to kick with the heel and bring danger to the opponent near the work.
- j) Kicking with the soles of the feet with opponents near the ball.
- k) Increase feet in height, or head back next opponent.

PENALTY: Direct free kick to the opponent in the place of infringement, at least within his own goal area, when it must run at the intersection the front and side lines thereof, to the nearest place where they occur.

l) Throw the ball into the opponents' goal area to shoot or throw target without first touching the ground or any other athlete.

PENALTY: Reversal shooting or target pitch for the opponent.

m) As the match, always in possession of the ball or domain within their area of more than 05 seconds.

n) If the goalkeeper with the ball in play, throw, bounce or kick the penalty area, his own area ball without first touching the ground or any other athlete.

NOTE: when the objective of the court with the ball in play, you can put your hands outside the area.

PENALTY: Ball reversal in favor of the opponent, it should be mandatory by the goalkeeper with his hands.

o) If the goalkeeper with the ball in play, get it in the hands of its members who have not played with more or less involuntary head. The move to the head cannot be forced "illegal play" Ex: Target launch the goalkeeper throws the ball to the athlete returns.



PENALTY: Performing a free kick to the opponent in the place where the athlete backed the ball was.

- It is within the target area, by the intersection of front and side of it.
- If a throw-in, throw-investment, which will be charged to the first line of your area.
- If corner kick, throw-investment, which will be charged to the first line of your area.

p) Make the change of mode otherwise the procedure.

- Any replacement must be carried out within the substitution zone.
- The replacement must first stop then get replacement.

PENALTY: The game must be stopped to redo the replacement and resumes with free kick to the opponent in the place where he was the ball at the time of arrest. If the offender within the intersection area in the front and side of this line.

q) Each athlete by putting the ball into play at the start and restart of play or after setting a goal, next to a corner, shooting or goalkeeper, free kick and a penalty shoot-out or take more than 5 second, it shall be punished with personal offense.

02 - Any personal offense accumulated in short single personal fault.



RULE 10 – Free Kick

01 – Free kick is one play by which a goal can be scored directly.

02 - When taking a free kick into the area, opponents athletes must remain outside of this, besides being at least five meters away from the ball to execution, being mandatory that the ball leaves it to be considered in play . If I charged for the goalkeeper, you cannot reach the area directly opposite goal.

03 - By implementing free kick from outside the area, opponents athletes must be at least five meters from the ball until the execution.

04 - If any opponent athlete entering the area or approaching the 5m less than the ball before executing player touches the ball, the execution should be delayed in order to meet the standard.

05 - Each collection no more than 05 seconds should be done after authorization. Otherwise, the ball must be invested in throw for the opponent at the nearest point to where the offense was committed.

06 - If the athlete when it takes free kicks, kick towards his own goal and the same step directly without the intervention of any other athlete goal is not awarded, it invests as a throw for the opponents.

07 - Notwithstanding the other provisions of this regulation, any free kick awarded to a team inside its own goal area can be run anywhere in it.



RULE 11 – Penalty kick

01 - When a technical infringement é made within the goal area of the executor, without prejudice to other provisions in other official standards, should be granted for a maximum penalty opponent, what should be done in the corresponding mark.

- a) The kick of the penalty should be mandatory forward and all athletes except those involved in the collection, should be at a minimum distance of 5 meters behind the ball line and may advance after having beaten the athlete manager kick.
- b) The executor athlete must be clearly identified before the collection
- c) The kick is due on more than 05 in the second being the executor subject to disciplinary action, but without losing the ball.
- d) The goalkeeper must keep our feet on the bottom line, between posts and can move laterally.
- e) If the goalkeeper leaves the correct position and defend the shot must be repeated collection. In the same case, if the ball enters the goal the goal is valid.
- f) In the event of irregularities on the part of the defense and has not been em goal, the collection should be repeated.
- g) In the event of irregularities in the part of the marker and resulted in a goal, the collection must be repeated.
- h) When the collection of the penalty during the game, if the ball hits the crossbar or referee, standing in the field, not the executor athlete may touch the ball before the other does.
- i) The maximum penalty is considered a free kick.



REGLA 12 – Throw-in

01 - The throw-in is executed when the ball fully spend the sidelines, on the floor or higher, and should be placed in a place where the game in any direction, the opponent athlete who last touched.

- a) The executor, at the time of release should be out in front field, and may have a part of your foot on the line.
- b) The player must use both hands, running field so that the ball leaves his body behind, passing overhead. The ball is in play to overcome the sidelines of the field.
- c) If cast irregularly should be given the ball reversal in favor of the opponent.
- d) Shot cannot concede a goal directly, even with the participation of the holder, in any case, and this is within your target area, awarding corner tone for the opponent.
- e) If there is no participation of the goalkeeper, must be com restart kick or throw-in favor of the opponent.
- f) If the athlete gave him a shot directly into his own goal, even com participation goal in any case, as this is within their area, it should be given to tone corner opponent.
- g) If the goalkeeper intentionally throws the ball in his own net goal is to be valid.

02 - The maximum time for the execution of a throw must be 05 seconds after release, if it exceeds this time reversal shall be granted in favor of the opponent.

03 - Opponents athletes take the throw cannot bring less than five meters from the ball until it is in play.



RULE 13 – Goal kick

01 - Shooting or release is awarded when the ball entirely spend for lines background, on the floor or higher, with the exception of the part between the posts, after being touched or played last athlete of the attacking team, the opposing team.

02 - The goal kick should be performed with the set pieces for any athlete with ball feet. The aim of the pitch should be taken by the goalkeeper, mandatory hands, both from anywhere in your target area, where the ball is in play immediately exceed the goal lines.

a) By taking the goal kick, the ball cannot reach the opponents' goal area without first touching the floor or any athlete.

b) A goal kick is true even when the goalkeeper to put his hands outside the area, taking into account the position of your feet which may be partly in line. In this case, the ball is in play immediately out of the hands of the goalkeeper.

03 – In the opponents kicks and athletes must be outside the area and at least 5 meters from the ball until it is done the collection and the ball has left the area.

04 - The maximum for the execution of the service time is 05 seconds after authorized. If you exceed this time next ball reversal granted in favor of the opponent, in the direction of the front line area.



RULE 14 – Corner kick

01 - Corner kick is awarded when the ball completely overcome the baselines, soil or discharged, except understood part between the goalposts after being touched or athlete defense team last played the opposing team.

a) The executor, at the time of collection, should be at the intersection of side and bottom lines outside and in front of the field, and can be part of the foot in the contour lines.

b) the player must use both hands, running field so that the ball back from his body, passing overhead. The ball is in play as soon overcome the boundaries of the field.

c) If cast irregularly it should be given the ball reversal and kick or goal for the opponent.

d) If the athlete throwing the ball directly into his own goal, even with the participation of the target in any case, as this is within their area corner opponent playing field should be granted.

e) If the athlete throws the ball directly into the opponents' goal, the goal is invalid and should be annulled with trigger or target pitch in favor team otherwise.

f) If a goalkeeper intentionally throwing the ball in his own goal, a goal is awarded.

02 - The maximum for the execution of the corner time is 05 seconds after release. If this time is exceeded, reversal of kick or goal will be awarded in favor of the opponent.

03 – Executing opponents athletes cannot come to less than 5 m from the ball until it is in play.

04 - In the case of any other violation, the play must be repeated.



RULE 15 – Referees /officials

ADVANTAGE

This is the most important element of the Official Rules, the arbitrator is required to comply, and giving the opportunity to be never benefited the offender. However, as I not taken the lead, lack not be verified, but the offender must be advised at the first stop.

OFFICIAL UNIFORM

01 - The officials' uniform shall include: short sleeve official sends or long made by the Confederation or their federations, shorts, socks and long-barreled black tennis or right boot.

02 - If the athletes shirt color is identical to the referees they should wear different colored shirts, remaining unchanged the other pieces.

03 - The representative uniform consists of: half sleeve or long sleeve made official by the confederation or federations, shorts or pants, dark socks and long-barreled black shoes or appropriate boot.

04 - Officials must use the distinct entity in which they are linked. The use of the identification card of maximum national entity or international recommended.

05 - For all classes, responsible for initiating control are three Officers of Arbitration, two arbitrators and a representative. the main responsibility lies with the referees, who are at play in the field and are the highest match officials, both with the same powers.

NOTE: In exceptional cases determined by the public authority can be used arbitration fourth official at best rushing attack.

DUTIES OF THE REFEREES

01 - Apply the rules and resolve disputes arising from the practice of football 7. Its decisions are final, in fact, since they are related to the outcome of the game. His duties begin at the time of entry in the pitch, where the match will take place and ending with the delivery of its report to the entity to which it is linked.

02 - From the authorization to start the game, his power penalty is extended to offenses committed even when it is temporarily suspended.

03 - Note all occurrences of the game in thereport and make the delivery of even those who are eligible within the prescribed period after the end of the game.



04 - Stop play because of an infringement of the rules. Suspend starting with the bad weather, viewers of interference or any other cause that imposes a measure of this kind, where its discretion deems appropriate. The time to restart the game due to bad weather or other interruptions is at most 30 minutes in this case should report what happened exactly, observing the deadline for submission of even those who are eligible.

05 - Notice any faulty procedure or irregular participant attitude incorrect and result in recurrence, prevented him from continuing in the game.

06 - Prevent entry into the field without its consent, any person other than athletes.

07 – Kick out, without notice, any person involved violent conduct and intentional physical integrity of another person, and harmful attitudes for unsportsmanlike conduct or moral deviation.

08 - Control playing time and authorize the start of the game after all interruptions.

09 - Marking a violation, ask the representative for the respective summary of the offender registration athlete.

10 - Having measured the distance of 5 meters in steps, since only the setting's authority to establish the required distance.

11 – Being in agreement with the proposals of the Official Rules.

12 - Inspect and approve rigging the game, equipping athletes and field conditions before or during the intervals between games or when that effect is sought by those who are eligible.

13 - Use any means available to stop the match if the whistle fail or not be heard at certain phases of the game.

14 - Decide if the chosen ball meets official requirements.

15 – **MECHANICS OF REFEREEING** - The referee should accompany the consignment, running the length of the field, always close to the extent not to allow questions marks. Eventually you can replace the diagonal or side, always with the ball game and one of the officers is always close to the representative. In order time and the end of exit, you must publish in the middle

16 - One of the officers will be the team leader, designated at the time of casting, which has the responsibility given by the Department of Official.

DUTIES OF REPRESENTATIVES



- 01** – Keeping couple of numbered paddles 01-05 with bearing support it, in order to announce additions collective infringements and inform the regular time. They must have white background, numbers 1 to 4 in black and 05 red, and measuring 15 x 30 cm. Similar equipment may be used, if approved by the entity.
- 02** - Maintaining two green flags, measuring 20 x 15 cm, with stems 30-50 cm, to be determined in the same bracket as the teams' platelet timeout. Similar equipment can be used, if approved by the entity.
- 03** - Place the side of the field each team defends the collective offense, and in a visible place appropriate on both sides of the plate corresponding to the infringement. When the fifth collective foul is committed, the plate must be kept until the final period.
- 04** - Put the flags on the side of the field that the team argues, when the request team time and let the end of each period.
- 05** - Fill the score sheet with a different color pen for each period.
- 06** - Use of electronic scoreboard, where appropriate, stopwatch and whistle different referees whistle.
- 07** - Notify the controller when the fourth single violation of the athlete and the fifth offensive collective team.
- 08** - Mark the request for technical team's time.
- 09** - Moment of disciplinary punishments cards.
- 10** - Helping referees, athletes returning from disciplinary cards and substitutions.
- 11** – Conduct the games, with no mistakes, and ensure the secure the score sheet.



REGLA 16 – Tiebreak

DECISION BY PENALTY KICKS

01 - The penalty kick dispute must be in number of 03 (three) for each team, held alternately tie remain, charges must be alternated until a team get advantage over the other.

02 - Any registered athlete on the scoresheet may participate in the alternate penalties kicks.

03 - Athlete punished by disciplinary board may not participate in penalties or even remain in the field during the dispute.

04 - When the criminal decision, all members of the technical committee and the athletes who do not participate in the collection, should be positioned behind the center line, as an illustration.

05 - The kicks may last no more than 5 seconds after authorization should be done, if it exceeds the team will lose the collection.

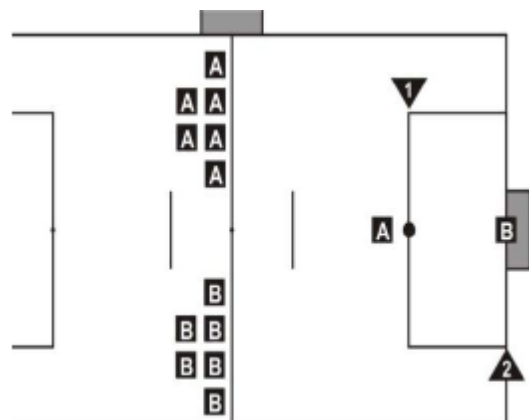
06 - Athletes participating in the dispute and not properly uniformed under Rule 04 when touching the ball:

- a) Being the executor will be disqualified and his team will lose the kick.
- b) If the goalkeeper will be disqualified and repeated the charge.

07 - Irregularities described by Rule 11 may not prevail

Procedures:

- a) The maximum penalty decision, the chief of staff (1) arbitrator verify the positioning of athletes, published online in front of the finish area, compared with collection and if the time 05 seconds while the second referee (2) which closely follows the action of the goal keeper, placed on the bottom line and the first diagonal.
- b) If no invasion of athletes and coaching staff members not participating collection of the attacking team, and the shot resulted in goal will be charged again.
- c) If the defending team, and the shot does not result in goal will be charged again





DECISION BY SHOOT OUT

01 - The collection must be in number of 03 (three) for each team, held alternately, remaining tie, collections should be alternate per team to gain an advantage over the other.

02 - Any athlete entered on the scoresheet may participate on the dispute.

03 - Athletes serving punishment for disciplinary board may not participate em dispute, and not remain in the field.

04 - The members of the team coaches and athletes who are not involved in the dispute must be behind the exit of the halfway line opposite field, as an illustration.

05 - The ball must be placed anywhere on the line to shoot October and the goalkeeper opponent standing on the bottom line, between the posts.

06 - After authorization, the executor will have 05 seconds to throw the ball on goal, can move freely in any direction within the limits of time.

07 - At the end of 05 seconds if the executor has made the kick and the ball is toward the goal, the offer is valid until the end of his career even if the ball hit the beams or the goalkeeper before entering the goal.

08 - When the authorization, the goalkeeper can move in any direction and defend the ball with his hands inside the goal area or feet out.

09 - If the goalkeeper to perform any of the offenses within or outside the area or running a defense with his hands outside the area, should be disqualified and replaced his team punished maximum penalty.

NOTE: Any athlete may take this penalty.

10 - If the player commits uma lack athlete will be disqualified and his team sanctioned with the loss of collection

11 - In these cases the disciplinary board should not apply only to communicate Team Leaders of the offense and disqualification of the athlete.

12 - Athletes participating in the dispute is not uniform shoot out correctly under Rule 04 when touching the ball:

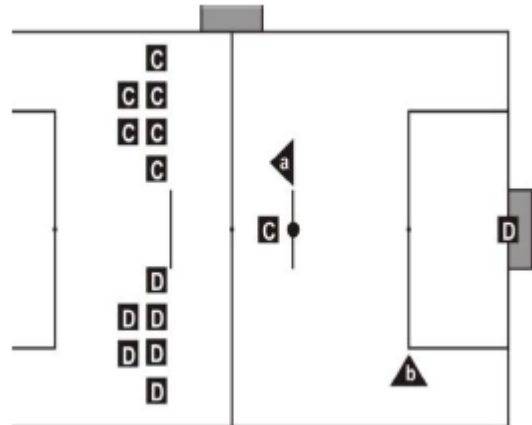
a) If the executor, it will be disqualified and the tem will lose the kick.

b) If the goalkeeper, it will be disqualified and the charge will be taken again.



procedures:

- a) At the shoot-out decision, one referee (a) should be responsible for the authorization and marking time, standing in line out and back to the goal, while the other (b) which is overseeing the collection and confirm the goal, at the front area, to the field and the diagonal first and both must monitor the invasion.
- b) If there is invasion of athletes and coaching staff members, before the referee finished the time, the penalty will be taken again.
- c) If the defending team, and not result in goal shooting is reloaded





ANNEX I – SIGNAL CODE

 4ª FALTA INDIVIDUAL	 5ª FALTA INDIVIDUAL	 ANOTADO	 NÃO VALEU	 GOL CONTRA
 5 SEGUNDOS	 CARTÕES DISCIPLINARES	 INDICA LADO ou DIREÇÃO	 PEDIDO DE TEMPO	
 REVERSÃO	 FINAL DE PERÍODO	 5ª FALTA COLETIVA	 SHOOT OUT (APÓS A 5ª)	

1	6	11	16
2	7	12	17
3	8	13	18
4	9	14	19
5	10	15	20



ANNEX II - STANDARDS AND PROCEDURES MANUAL FOR REFEREES AND OFFICIALS

1. At the time of your call up, pay attention to the date, place and time of departure.
2. Get to the match venue 30 minutes before the beginning, get familiar with the environment, introduce yourself to the manager of the complex
3. Both referees have the same power, but if there is no agreement with the decisions, the decision of the chief of staff. will always prevail.
4. Get to know the uniforms color of the teams to avoid delays in case of both teams have the same color of shirt.
5. Check the pitch 15 minutes before the beginning of the game
 - Check the field marks, the posts and the bench
 - Check the nets of the goals, and assure they are steady and do not allow the passage of the ball
 - Make sure that there are table and chairs in appropriate place for officials and delegates.
6. Matches delegates, properly authorized may use the chair beside the representant.
7. Before the beginning of the match, check the ball and make sure it is in good conditions.
 - With the match ball selectesd, the others must stay at the table with the representant or outside the pitch.
 - Only the official ball of the competition may be used.
 - This recommendation even goes for the warm-up time.
8. Pay attention to witch players are the goalkeepers. Do not allow other athletes to have the same prerogatives.
9. Never ever initiate a match when teams present less than 07 players and do not continue the match when any team have only 03 players on the field.
10. In case of W.O. there is no need for a symbolic kick-off. Just inform the captain of the present team. Procedures:
 - Inform the captain of the present team
 - Report the present team at the report form
 - Do not write W.O. at the report form
 - Report that the team did not show up at the scheduled time for the match
 - Send the report to the organization committee



11. Check the shoes of the players before the beginning of the match.
 - Do not allow players to use bandages around the socks nor patches of different colors to hold the shin guards.
 - In case of any irregularity, demand compliance of determinations.
 - If not obeyed, order the player to wait outside the field until regularization of the situation.
12. With the same procedure, check if the athletes are wearing accessories which can cause harm to the players: rings, bracelets, earrings, piercings or any type of plaster or bandage with metal splints, plastic or wood.
13. Require all stakeholders exit of people, athletes and technology committee, are recorded in the minutes, because only then will be able to participate.
14. Remember to always have an athlete as captain of each team on the field.
15. Ask the representative noted the team that started the first period, to avoid confusion in the second half.
16. Demands that all athletes are in the field of defense when the ball out following the regular distance, allowing only the invasion when the athlete touched the ball kickoff charge.
17. Always use the clock timer, mark out periods and other athletes.
18. Never conmová con complaints from athletes, members of the technical committee or swollen, continue to act with serenity.
19. in determining a bearing not change this decision.
20. The counting of the 05 second should do with his hands above his head, clearly visible.
21. The referee will report the time played only the captain, upon request in order of time.
22. Recalls that the objective of the game is the objective of the brand, therefore, the study also rule defining, for a match can be decided through accidental um goal. The target is only valid when it completely crosses the line.
23. Note the device rules, which are not merely to punish, but to prevent undue output to gain unfair advantages, which must be curbed delay.24. Después de la ofensa colectiva quinto, durante un período, el equipo infractor sufrirá Shoot sale cada infracción técnica, cualquiera que sea la posición de la bola en este momento, siempre que esté en juego y no se haya cometido en la zona la defensa de equipo.



25. Recalls that all technical fouls committed in the area therefore the aim of offending originate maximum penalty is capital important to note such violations.

26. The lack of communication of the offenses does not prevent their sentences.

- The representative does not report the collective fifth, but must charge Shoot Out.
- The representative does not report the fourth individual, but the athlete should leave the field.

27. Before authorizing the imposition of a penalty throw, see what determines the rule:

- Make sure the ball is in the correct position.
- Check the position of keeper and other athletes not involved em collections
- If the ball hit the crossbar, the collector may not play again before it has touched another player.
- The executor must be identified.
- The executor will have 05 seconds to play.

28. Do not allow the athlete to participate bleeding, see what determines the rule:

- Order to leave the playing field and allow his replacement immediately.
- The return of this athlete should occur only after due care and with permission.

29. In the event that service to any athlete in the field, observing new determinations:

- Provide removal allows immediate replacement and proceed with the game. The return of this athlete should only occur when the next ball around.
- If the keeper no replacement is required.

30. Require coaches meeting its recommendations for disobedience involves disciplinary punishments.

31. The coach has a technical area where they can transmit instructions to his team during the match.

- If not checked, you can transmit its guidelines em off the bench.
- If the bank is posted at the bottom line, only the coach can act in front of the seats in the lower line can be moved side to the front line of the goal area line.

32. Do not allow the coach to approach the substitution zone to give instruction.33. Look what determines the official rules as the extension:

- It lasts for 10 total minutes (05 x 05).
- No rest, only the side of change of equipment.
- It is the continuity of the game, so it is the sum of individual violations (Total) and collective (second period) and cards.



34. Study of the application of disciplinary cards during the game, because they will always lead to individual and collective until the fifth foul.
35. Wait for the sanctioned athlete with a yellow or red card to leave the field completely before restarting the game.
36. The time to restart the game due to inclement weather or other disruptions, is 30 minutes maximum.
37. When occurrences in a game, the team of arbitration must file a single report signed by all until 18:00 of the first working day after the game, and national and international games immediately after the match.



ANNEX III - OFFICIAL RULES OF CONDUCT FOR REFEREEING

01. To assist the match place 01 hours before the match.
02. To assist the match venue 30 minutes before the hour mark.
03. Attend properly dressed, predetermined, uniform clean shaven.
04. In the locker planning the match with another officer and representative.
05. Take into his uniform (bag) at least 03 different colors of shirts.
06. Use of the distinctive national Fut7 League logo F7Ww competitions and international matches.
07. Given adequate physical shape their formal appearance cannot be with overweight.
08. Being inside the field 15 minutes before the time table.
09. Check the general condition of the field and the need to inform the official entity boundary lines, poles and destination networks, the bank reserves, representative table, conditions balls, dangerous objects (bottles, cans, pieces wood and iron, etc.
10. Check the documentation, passport and ID card of the Federation, and all involved in the game.
 - a) Check before inserting it into the game score sheet if athletes or technical committee members are printed on Collective Team Registration Form.
 - b) Check the photos and names of the athletes, making sure all are related, and ask the master of the teams to sign the match report form
 - c) Check if the teams have captain's armband
 - d) Check that there is always within the field, a captain identified with a band of different color from the shirt.
11. Review the uniforms of the athletes: Numbering shirts, thermal pants, require generally reserve goalkeeper shirt differently numbering and color of 02 teams, shoes (boots or tennis society), objects that can cause damage to the athletes (rings, bracelets, earrings, plasters, piercings, goalie pants with zipper etc.).
12. Do not allow entry into the playing field elements or strangers are not involved in the game.
13. The presence of strangers in the countryside not allow without permission.
14. Official Rules must be fulfilled.



15. Always treat athletes, coaching staff with respect and education.
16. Never respond to provocations athletes, members of the technical committee or fans
17. Attention to the substitutions and to the behaviors of the players at the bench.
18. Both referees must use stopwatches to control the time of the match.
19. In case of conflict with other officers have to address in the dressing room, if they have to establish some discord binds the last word is the head of team.
20. Always try before the game, plan the mechanics of arbitration to be applied and obey, but for the good development of the game in place of different capacities can be used forever the smooth running of the game.
21. At the end of the match check and sign the report form of the match, in case of disagreement with the report, a minute to the organization must be addressed.
22. Always send detailed report of the facts, when the model is used reports.
23. Submit the report within the statutory deadline by the Federation, F7Ww.
24. Never use snuff and alcohol and not remain in the bars the complex after the Games.
25. Never stand on wheels with fans and athletes and team officials.
26. Behave with dignity before, during and after the games, come and gaming sites always properly uniformed.
27. Do not skip in case of indiscipline, although not in the game, or in other words, during and after the games, remember they are punishable athletes or coaching staff, including the stands, walkways, patios and surrounding resort.
28. Do not allow access mouth among members of the coaching staff.
29. To warn an athlete, always they call by number or by name.
30. Being a game leader, not a cop.
31. Always keep the prerogative advantage of the law.



ANNEX IV - MODEL FOR REPORTS

GENERAL NOTES:

1. Always a faithful and clear the events report.
2. Be the rapporteur, not the judge. The judgment is the responsibility of the Disciplinary Committee of the Football 7 Worldwide
3. Avoid expressions like "attacked" or "attempted assault".
4. Similarly, do not use phrases like "bad words"; "Offensive Gestures"; "Moral offenses". Judgments relate verbatim or gestures made.
5. Your report is a very important document. A failed report does not allow the judge and do your job, think about it.
6. Make the warning given in the field becomes punishment.



ANNEXO V –

Informations

Occurrences

Referee 1 signature:

Referee 2 signature :

Representant	date:
---------------------	--------------



OFFICIAL MATCH REPORT FORM

TEAM 'A' ()		FOULS					CARDS		GOALS				DATE				
ID	ATHLETES	Nº	1	2	3	4	5	YELLOW	RED	NUMBER	MIN.	NUMBER	MIN.	DATE	TIME	BEGINNING	END
										1º		23º					
										2º		24º					
										3º		25º					
										4º		26º					
										5º		27º					
										6º		28º					
										7º		29º					
										8º		30º					
										9º							
										10º							
										11º							
										12º							
										13º							
										14º							
										15º							
										16º							
										17º							
										18º							
										19º							
										20º							
										21º							
										22º							
										TEAM FOULS				1º PER.			
														2º PER.			
														EXTRA TIME			
														FINAL			
CAPTAIN										TIME OUT REQUEST				LOCAL			
ID:										1º HALF				2º HALF			
														EXTRA TIME			
TEAM 'B' ()		FOULS					CARDS		GOALS				HORÁRIO				
ID	ATHLETES	Nº	1	2	3	4	5	YELLOW	RED	NUMBER	MIN.	NUMBER	MIN.	DATE	TIME	BEGINNING	END
										1º		24º					
										2º		25º					
										3º		26º					
										4º		27º					
										5º		28º					
										6º		29º					
										7º		30º					
										8º							
										9º							
										10º							
										11º							
										12º							
										13º							
										14º							
										15º							
										17º							
										18º							
										19º							
										20º							
										21º							
										22º							
										23º							
										TEAM FOULS				REFEREE I			
														REFEREE II			
														ANNOTATOR			
CAPTAIN										TIME OUT REQUEST							
COACH:										1º HALF				2º HALF			
														EXTRA TIME			