

The game rules of 8-on-8 football (International rules for amateur football)

(In agreement with the FIFA Rules)

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1. Game field and goals

Dimensions. The game field is rectangular in shape. The sideline must be longer than the goal line. Length: minimum 60m, maximum 80m. Width: minimum 35m, maximum 45m.

Marking line. The field marking for the game is made using the lines. These lines enter the area they limit. Two long lines, bounding the field for the game, are called lateral, two short lines are goal lines. The width of any of the lines does not exceed 12 cm. In the center of the field, a corresponding mark (dot) is made.

Penalty area. The penalty area is designated at the end of each of the field halves as follows: From the points at a distance of 11 m from the inside of each goal post, at right angles to the goal line, two lines are drawn into the field. At a distance of 11 m these lines are connected by another line parallel to the goal line. The area bounded by these lines and the goal line is called the penalty area. Inside each penalty area is a 10-meter mark - at a distance of 10 m from the point located between the goalposts and at an equal distance from them. In each penalty area is the marking of the goal area (3 meters)

Method of marking. Markings are applied with chalk (powder) or with a solution of blue (on snow). Instead of bluing, a solution of potassium permanganate can be used. The width of the lines must be at least 6 cm and not more than 12 cm.

Items used for marking. Flags can be installed in the corners of the field and attached to flagpoles that do not have a sharpened upper tip. Instead of flags, cones (cone-shaped objects) can be placed. Other objects can also be used for marking. Any items used for marking (including flags and cones) must be safe for competitors.

Goals. Goal posts should be placed in the center of each of the goal lines. They consist of two vertical poles, located at an equal distance from the corners of the field and connected at the top by a horizontal bar. The distance between the vertical poles is 5.60 m, and the distance from the bottom contour of the crossbar to the ground is 2.35 m. The width and height of the cross-section of both poles and crossbar are the same and do not exceed 12 cm. The width of the goal line is equal to the width of the poles and the crossbar. Nets are attached to the goal and the ground behind the goals, which must be securely fixed and positioned in a way they do not interfere with the goalkeeper. The poles and crossbeams of the goal post must be white.

Safety. The goal posts must be fixed to the ground or in a stable position.

Note 1. If the crossbar is deformed or broken, the game stops until the crossbar is repaired or replaced. If it is impossible to fix it, the match ends. The crossbar cannot be replaced by a rope. If the crossbar can be repaired, the match is resumed with a "disputed ball" at the position where the ball was when the game was stopped.

Note 2. The crossbars and poles are made of wood, metal or other permitted (in accordance with the appropriate standard) material. Their cross-section can be in the form of a square, rectangle, circle or ellipse; they should not pose a threat to the players.

Note 3. In cases when marking is hindered by weather conditions (large puddles, deep snow) or weather prevents the preservation of markings (rain, snow, blizzard), the marking is replaced (duplicated) by objects: flags (only angled), cones, other objects. In addition to the corners of the field, objects are installed in the following mandatory points: on the side lines - opposite the center of the field and the penalty lines, on the front lines - opposite the penalty lines. Installation of objects on the field itself is prohibited.

Note 4. The presence of a net on both goal posts is a prerequisite for the game.

2. Ball

Quality and parameters. The ball is spherical in shape, made of leather or other suitable material for this purpose, has a circumference not exceeding 70 cm and not less than 68 cm; at the beginning of the match its weight should not exceed 450 grams and exceed 410 grams; its pressure should amount to 0.6-1.1 atmospheres (600-1100 g/cm²) at sea level.

Replacing a damaged ball. If the ball bursts or gets damaged during the game, the game stops and resumes with a spare ball set as a "referee ball" at the position where the ball was damaged. If the ball bursts or gets damaged when it was not in the game - at kick-off, goal-kick, corner kick, direct free kick, free kick, penalty kick or upon throw-in, the game resumes accordingly. The ball can be replaced during the game only when ordered by the referee.

Note 1. A game ball is provided by the host team according to the calendar. The ball can be replaced at the request of the playing teams. The referee decides on the suitability of the ball.

3. Number of players

Players. The match sees the participation of two teams, with the number of players in each - not exceeding eight, including the goalkeeper. A match cannot start if any of the teams has less than six players.

Number of substitutions. The teams are allowed to substitute an unlimited number of players with the right of a replaced player to re-enter the field.

Substitution process. To substitute a player, the following conditions must be met: the referee must be informed of any substitution; the substitute player enters the field for the game only after the replaced player leaves the field and after receiving the signal from the referee; the player enters the field only at the middle line and during the stoppage time of the game. The substitution is completed after the substitute has entered the field. From this point on, the substitute player becomes a fielder, and the outgoing player becomes a substitute. All spare players are subject to the powers and jurisdiction of the referee, regardless of whether they participate in the game or not.

Goalkeeper substitution. Any other players (field and reserve) can change places with the goalkeeper, provided that: the referee is informed about this before the substitution; substitution is made during stoppage time.

Fouls/penalties. If the substitute player enters the field without permission of the referee: the game stops; the substitute player receives a warning with a yellow card and is invited to leave the field; the game is resumed with a "free kick" at the position where the ball was at the time the game was stopped. If the player changes places with the goalkeeper without the prior permission of the referee: the game continues; when the ball is offside the next time, the players concerned receive a warning with a yellow card. If the number of players is violated (there are more than eight players of one team on the field), the last player(s) on the field receives a warning with a yellow card. In all these situations, the referee should be guided by the advantage rule.

Resuming the game. If the game is stopped by the referee to issue a warning: the game resumes with a free kick in favor of the player of the opposite team at the position where the ball was at the time of stoppage.

Removing a player before the game. A player removed from the field before the actual start of the match cannot take part in the match. The team starts the game with a full team.

Note 1. During the match, the coach has the right to give players tactical instructions. He and other officials are required to be within the technical area, where available; they must behave correctly and with due responsibility.

4. Player Outfit

Outfit. The team players must be in sportswear and sports shoes.

Sportswear. All players on the football field must have identical T-shirts. Players can only change their T-shirts outside the field.

Safety. The player must not use any outfit or wear that poses a danger to himself or to another players (including any kind of jewelry).

Fouls / penalties. In case of violation of this Rule: during stoppage time, the referee asks the offending player to leave the field and put outfit into order. A player who leaves the field at the request of the referee to bring his outfit into order cannot re-appear on the field without permission of the referee; before allowing the player to re-enter the field, the referee checks out the player's outfit; the player

can re-enter the field only when the ball is out of the game. A player who has been asked to leave the field due to a violation of this Rule and who enters (or again returns) to the field without permission of the referee receives a warning with a yellow card.
Goalkeepers. The color of the outfit of each goalkeeper must be different from the rest of the players and from that of the referee.

Resuming the game. If the referee stops the game to issue a warning: the game resumes with a free kick in favor of the player of the opposite team at the position where the ball was at during stoppage time.

5. Referee

Powers of the referee. Each match is controlled by the referee, who has all the powers to enforce the rules of the game in the match for which he is appointed. The rights and obligations of the referee: enforces the rules of the game; controls the course of the match in conjunction with his assistant or reserve referee (if any); ensures that any used balls meet the requirements of Rule 2; ensures that the player outfits meet the requirements of Rule 4; determines the start time of the game and the duration of the break; keeps the timing and recording of the match; monitors the penalty time of the removed player; at his discretion, stops, temporarily interrupts, or completely discontinues the match for any violation of the Rules; stops, temporarily interrupts, or completely discontinues the match with any outside interference; stops the match if, in his opinion, the player is seriously injured and ensures his leaving/expulsion from the field; if the player, in his opinion, received only minor injuries, allows the game to continue until the ball leaves the game; ensures that the player leaves the field in case of bleeding from any wound. The player can return to the field only at the signal of the referee, only if the latter is convinced that the bleeding has stopped; allows to continue the game when the team against which the foul was committed benefits from this advantage and punishes the initial foul if the assumed advantage at that time was not applied; when a player simultaneously commits more than one foul, he is punished for the most serious foul; takes disciplinary action against players guilty of fouls punishable by warning or expulsion. He does not have to take such measures immediately, but he must do it as soon as the ball leaves the game; takes measures against officials of teams that behave incorrectly and can, at his discretion, remove them from the field and the adjacent zones; acts on the basis of the recommendation of his assistant or the reserve referee in respect to incidents that he himself did not see; ensures that unauthorized persons do not appear on the field; resumes the match after it stops; submits a match report to the relevant body that includes information on all disciplinary measures taken against players or team officials, as well as all other incidents that occurred before the match, during or after it.

Referee outfit. The color of the referee outfit should differ from the color of the outfits of the playing teams.

Decisions of the referee. Decisions of the referee on the facts associated with the game are final. The referee can change his decision only if he understands his error or (at his discretion) on the recommendation of his assistant, but on condition that he has not yet resumed the game.

Note 1. The referee (or, as the case may be, an assistant of the referee or reserve referee) cannot be held liable for: any injury incurred by the player, official or spectator; any damage to property of any kind; any other damage to any person, club, company, association or other organization that has arisen or could have arisen from any decision taken by him in accordance with the requirements of the Rules of the Game or with respect to the normal procedures necessary to organize a match, conduct and manage it. This may include: decision whether it is permissible to conduct a match because of the condition of the field or adjacent zones or because of weather conditions; decision on the termination of the match for any reason; decision pertaining to the condition of the equipment or inventory used during the match, including the goalpost, the crossbar, the corner flags and the ball; decision to stop or not to stop the match because of the interference of spectators or any other problem that arose in the zone reserved for spectators; decision to stop or not to stop the game to allow the injured player to leave the field to assist him; decision to request or demand that the injured player leave the field for first aid assist; decision to allow or not allow the player to wear some piece of clothing or equipment; decision (within what may be part of his duty) to allow or not allow anyone (including team or stadium officials, security officials, photographers or other media) to be in close proximity to the field; any other decision that can be accepted in accordance with the Rules of the Game or because of his obligations under the terms of the rules for which this match is being conducted.

Note 2. Facts associated with the game infer a counted or not counted goal, as well as the result of the game.

Note 3. Sports shoes are a must-have addition to the sports form of the referee. The referee is prohibited to use an umbrella or any other items during the game.

Note 4. When the main time of the match ends, the reserve referee uses the nameplate to indicate the number of minutes of added time. If no reserve referee is available, the main referee himself announces to the teams and gestures the amount of added time. After the game, the referee announces to the teams the final score of the game.

6. The assistant referee and the reserve referee.

The duties of the assistant referee. A referee assistant can be appointed to the game. He will help the referee in the field and fulfill all the duties of the referee, without interfering and contradicting the referee of the match.

The duties of the reserve referee. The reserve referee helps in performing any administrative duties before, during and after the match, as required by the referee. He is responsible for assisting in the player substitution procedure during the match. The reserve referee monitors the penalty time of the removed player. He checks the replacement balls as necessary. If the ball used in the match has to be replaced during the game, he ensures the presence of another ball - as requested by the referee, thereby reducing the delay in the game to a minimum. He has the right to check out the outfit of the substitute before they exit to the playing field. If the outfit does not

comply with the Rules of the game, he informs the referee. The reserve referee is required to inform the referee of the incorrect behavior of players and officials of the playing teams if those were not seen by the match referee.

Help. The referee assistant or reserve referee also helps him control the match in accordance with the Rules of the game. In case of unreasonable interference or incorrect conduct, the referee relieves his assistant or reserve referee from his duties and submits a report to the appropriate body.

7. Duration of the game

Game time. The duration of the game is two equal halves of 30 minutes (if the referee and the two teams participating in the match have not agreed on another option). Any agreement to change the length of playing time (for example, the reduction of each half to 25 minutes due to insufficient lighting) must be achieved before the game and must comply with the rules of the competition.

Break between halftimes. The players are entitled to a break between two half times. The interval between halftimes should not exceed 10 minutes. The duration of the interval between half times can vary according to the agreement of the teams and the referee.

Extra time. All time added to the duration of any of the two half times for: the evaluation of the severity of the players' injuries; transportation of injured players from the field to assist; deliberate delaying of the game; any other reasons. The duration of the extra time is determined only by the referee.

Penalty shoot-out. Additional time is allocated to perform a 10-meter penalty kick assigned at the end of any of the times of the main or extra time.

Additional time. The rules of the competition may contain a provision on two additional half-times of equal duration. These cases are governed by the requirements of Rule 8.

Incomplete match. An incomplete match is replayed if there is no other provision in the competition rules.

Note. The additional time refers to two additional halves of 10 minutes each without interruption between them and with the change team goal posts. Additional time is played completely, without the rule of the "golden goal".

8. Starting and resuming the game

Prerequisites. Before the start of the match straws are drawn, and one of the teams gets the right to choose the goal that it will attack in the first half of the match. The opposing team is awarded the kick-off. The team given the choice of goal posts performs the kick-off in the second half of the match. In the second half of the match the teams change their goal posts.

Kick-off. Kick-off - is the way to start or resume the game: at the beginning of the match; after a goal is scored; at the beginning of the second half; at the beginning of each time of the additional time, if any. A goal from kick-off is accepted.

Procedure: all players are on their half of the field; players of the team that did not receive the right for kick-off are at a distance of at least 8 m from the ball, until the ball is entered into the game; the ball is stationary in the center of the field; the referee gives a signal; the ball is in the game when it is kicked and it moves forward; the player who performs the kick-off is not allowed to touch the ball again until it (the ball) touches another player. When a goal is scored by one of the teams, the kick-off is executed by the player of the other team.

Fouls / penalties. If the player who executed the kick-off touches the ball before the ball touches another player, a free kick is awarded to a player of the opposite team from the position where the foul occurred. For any other violation of the procedure for kick-off, it is repeated.

Referee ball. "Referee ball" - this is the way to resume the game after a temporary necessary halt while the ball was in the game - for any reason not provided for by the Rules of the Game.

Procedure: the referee throws in the ball at the position where it was at the time the game was stopped. The game resumes when the ball touches the ground.

Fouls / penalties. "Referee ball" is repeated: if the player touches the ball before the ball touches the ground; if the ball goes beyond the field after touching the ground, but no player touches it.

Special circumstances. Penalty or free kick, which is assigned in favor of the defending team within a radius of 3 m from the goal posts, is performed from any point in this radius. A free kick appointed in favor of the attacking team within a three-meter radius from the net of the opposing team is executed from a distance of 3 m from the goal post, at the point closest to the place where the foul was committed. "Referee ball" to resume the game after a temporary halt within a three-meter radius is played at a distance of 3 m from the goal post, at the point closest to the location of the ball at stoppage time.

9. Ball in and out of game

Ball out of game. A ball is considered to be out of the game if: it has completely crossed the goal line or sideline - on the ground or in the air; the game was stopped by the referee.

Ball in game. During the rest of the time the ball is in the game, including cases when: it bounces off the goalpost, crossbar or marking items and stays in the field; it bounces from the referee or from the linesman, who are within the field.

10. Definition of taking a goal

Goal. A goal is scored if the ball completely crossed the goal line between the poles and under the crossbar, provided that before that the scoring team did not break the Rules of the game.

Winning-team. The team that scored more goals during the match is considered the winner. If both teams scored an equal number of goals, or no goals were scored, then the match ends with a draw.

Competition regulations. The regulations of the competition may provide for additional time or penalty shoot-outs in case the matches end in a draw.

11. Offside

The "offside" position is not recorded.

12. Violations of rules and unruly player behavior

A foul is committed when the player expresses prohibited methods and unruly behavior and is punished as follows:

Free kick. The right to execute a free kick is given to the opposing team in the event that the player commits any of the following six violations, where the referee regarded his actions as careless, reckless or overly physically aggressive: kick or attempt to kick the opponent; step or attempt to make the rival a step; jump on the opponent; Attack of the opponent; kick or attempt to hit the opponent with his hand; push the opponent. The right to execute a free kick is also given to the opposing team if the player commits any of the following four violations: when the ball is taken from the opponent and comes into contact with him before touching the ball; holds an opponent; spits on the opponent; intentionally plays the ball with his hand (except the goalkeeper in his own penalty area). A free kick is awarded at the position where the foul occurred.

Penalty kick. A 10-meter penalty kick is awarded for any of the ten above-mentioned fouls if they are committed by the player within the penalty area of their goal, regardless of the location of the ball, but on condition that the ball is in play.

Indirect free-kick. The right for an indirect free penalty kick is given to the opposing team if the goalkeeper commits any of the following five fouls within his own penalty area: controlling the ball with his hands, delays the ball for more than six seconds before releasing it from his grip; again touches the ball with his hands after releasing it, but the ball does not touch any other player; touches the ball with his hands after his team-mate intentionally gives him the pass; touches the ball with his hands when receiving it directly after a face-off made by his team-mate; deliberately delays time. An indirect free kick is also awarded if the player, in the opinion of the referee: plays dangerously; blocks the opponent's progress; prevents the goalkeeper from releasing the ball from his hands; commits any other foul not mentioned above in Rule 12, for which the game stops for the player to be warned or removed from the field. An indirect free kick is executed from the place where the violation occurred.

Fouls punishable by a warning. The player receives a warning with a yellow card in the event of any of the following seven violations: unsportsmanlike conduct; demonstration of disagreement (word or gesture) with a warning from the referee; systematic violation of the rules of the game; delaying the resumption of the game; non-observance of the required distance when the game is restarted by corner kick, free kick or indirect free kick; exit or return to the field without permission of the referee; unauthorized departure from the field without permission from the referee.

Fouls punishable by expulsion. The player is removed from the field with a red card if he commits any of the following seven violations: a serious violation of the rules of the game; aggressive behavior; spitting at an opponent or any other person; deliberate play by hand, preventing the opponent from scoring a goal or denying him an obvious opportunity to score a goal (this does not apply to the goalkeeper within his penalty area); deprivation of the opponent advancing towards the goal, an obvious opportunity to score a goal with a foul punishable by an indirect free kick, direct free kick or 10-meter penalty kick; use of offensive, hurtful or obscene language; second warning during the same match.

Duration of expulsion. The suspended player leaves the field and his team plays in the minority for 10 minutes. That part of 10 minutes expulsion time, which did not end in the 1st half, is postponed to the 2nd half, and the penalty time not ended in the 2nd half, is postponed for extra time. To supplement the line-up, the team must get permission from the referee (not required when the game is stopped).

Note 1. A 10-meter penalty kick is awarded if the goalkeeper hits or tries to hit the opponent in the penalty area, by throwing the ball at him, when the ball is in the game.

Note 2. Subject to the provisions of Rule 12, a player may pass the ball to his goalkeeper with his head, chest or knee. However, if, in the opinion of the referee, the player used an intentional trick while the ball was in play, in order to circumvent the Rule, then such a player is guilty of unsportsmanlike conduct. He receives a warning with a yellow card and the opposing team is awarded a free kick from the place where the foul occurred. Under similar circumstances it does not matter whether the goalkeeper touches the ball with his hands or not. The foul committed by the player consists in attempting to bypass both the essence and spirit of Rule 12.

Note 3. A rear poke tackle, threatening the safety of an opponent, must be punished as a serious violation of the rules of the game.

Note 4. Simulation of any kind at any position on the field, undertaken in order to deceive the referee, is punished as a manifestation of unsporting behavior.

Note 5. If the referee sends off a reserve player or official, the team plays in full force.

Note 6. An expelled player or official cannot remain with the team.

Note 7. A team player or team official may be expelled from the field after the end of the match, but before he leaves the football field.

13. Free kick and indirect free kick

Kind of kicks. There are free kicks and indirect free kicks. For both kicks, the ball must remain still at the moment of the strike and the kicker must not touch the ball again before the ball touches another player.

Free kick. If the free-kick enters directly into the goal of the opposing team, the goal is scored; if after the free-kick the ball enters directly into the kicker's own goal, the opposing team is entitled to a corner kick.

Indirect free kick.

Signal. The referee signals a free kick by raising his arm up over his head. He holds his hand in this position until the strike is made and the ball touches another player or leaves the game. The ball enters the goal. The ball can only be counted if the ball touches another player after the strike and before entering the goal. If a free-kick ball enters directly into the goal of the opposing team, the goal is awarded; if the ball enters directly into the kicker's own goal, the opposing team shall be entitled to a corner kick.

Place to perform a direct and indirect free kick

Direct and indirect free kick within the penalty area. A direct or indirect free kick taken by the defending team: all players of the opposing team are located at a distance of at least 8 m from the ball; all players of the opposing team are located outside the penalty area until the ball enters the game; the ball is considered in the game when it leaves the penalty area; a direct or indirect free kick taken in the goal area is taken from any point. A free kick performed by the attacking team: all players of the opposing team are located at a distance of at least 8 m from the ball until it enters the game, except when the players are on the line between the posts of their goal; the ball is considered in the game when it is hit and is in motion; a free kick awarded in the goal area, is made from a distance of 3 m from the goal, at the nearest point where the foul occurred.

Direct or indirect free kick outside the penalty area. All players of the opposing team are located at least 8 m from the ball until it enters the game; the ball is in the game when it is hit and it is in motion; a direct or indirect free kick is taken from the place where the foul occurred.

Fouls / penalties

If, when taking a direct or indirect free kick, one of the opponents is closer to the ball than permitted, the free kick is taken again.

If, when a direct or indirect free kick is taken by a defending team from their own penalty area, the ball did not leave the penalty area, the free-kick is taken again.

Direct and indirect free kick taken by a field player. If, after the ball entered the game, the player who took the kick touches it (not with his hands) before the ball touches another player: the opposing team gets the right to free kick, performed from the place where the foul occurred. If, after the ball entered the game, the player who took the kick intentionally plays the ball by hand before the ball touches another player: the opposing team receives the right to free kick executed from the place where the foul occurred; if the foul occurred within the penalty area of the team that committed the foul, a 10-meter penalty strike is awarded.

Direct and indirect free kick performed by the goalkeeper. If, after the ball has entered the game, the goalkeeper touches the ball (not with his hands) before the ball touches another player: the opposing team gets the right to free kick, performed from the place where the foul occurred. If, after the ball has entered the game, the goalkeeper intentionally plays the ball by hand before the ball touches another player: the opposing team is entitled to a free kick if the foul occurred outside the penalty area of that goalkeeper; the kick is taken from the place where the foul occurred; the opposing team shall be entitled to a free kick if the foul occurred within the penalty area of that goalkeeper; the kick is carried out from the place where the foul occurred.

14. 10-meter penalty kick

The 10-meter penalty kick is awarded to the goal of the team, the players of which committed one of ten violations punishable by a free kick, within their own penalty area at the time the ball was in play. A goal scored from a 10-meter penalty kick is counted. At the end of each of the times of the main or extra time, time necessary to complete the 10-meter penalty shoot-outs is added.

Location of the ball and players. The ball is set on the 10-meter mark. The kicker is properly identified. The goalkeeper of the defending team remains on the goal line, between the goalposts, facing the player taking the kick until the ball is kicked. All players, except for the one taking the kick are: within the field; outside the penalty area; behind the 10-meter mark; at a distance of at least 8 m from the 10-meter mark.

Referee. The referee does not signal the 10-meter penalty kick until the players take positions in accordance with this Rule. The referee confirms that the 10-meter penalty kick is taken.

Penalty kick procedure: The player who takes the 10-meter penalty kick strikes the ball forward; does not touch the ball again until the ball touches another player; the ball is in the game when it is hit and moves forward. When a 10-meter penalty kick is taken during the main game time, or when time is added at the end of the first half or main time to retake the 10-meter penalty kick, the goal is scored if, before entering nets the ball touches one or both poles and/or the crossbar and/or the goalkeeper. A 10-meter penalty kick cannot be won as a referee ball.

Fouls / penalties. If the referee signals the 10-meter penalty kick, and before the ball enters the game, one of the following situations occurs:

The kicker breaks the rules of the game: the referee allows the kick; if the ball hits the goal, the kick is repeated; if the ball does not enter the goal, the kick is not repeated.

The goalkeeper violates the rules of the game: the referee allows the penalty kick; if the ball hits the goal, the goal is scored; if the ball does not hit the goal, the kick is repeated.

The partner of the kicker enters the penalty area or moves in front of the 10-meter mark or within 8 m of it: the referee allows the kick; if the ball hits the goal, the kick is repeated; if the ball does not enter the goal, the kick is not repeated; if the ball bounces off the goalkeeper, the crossbar or the goal post and it touches this player, then the referee stops the game and resumes it with a free kick awarded to the opposite team.

A team mate of the goalkeeper enters the penalty area or moves ahead of the 10-meter mark or within 8 m of it: the referee allows the kick; if the ball hits the goal, the goal is scored; if the ball does not hit the goal, the kick is repeated.

Players of the defending and attacking teams violate the rules of the game: the kick is repeated.

If after taking the 10-meter penalty kick:

The kicker touches (not with the hands) the ball again, before the ball touches another player: the opposing team gets the right to a free kick, performed from the place where the foul occurred.

The kicker intentionally plays the ball with his hand before the ball touches another player: the opposing team is entitled to a free-kick from the place where the foul occurred

The ball is hit by a foreign object while moving forward: the kick is repeated

The ball bounces off into the field from the goalkeeper, the post or the crossbar, and then touches an object or face: the referee stops the game; the game is resumed with a "referee ball" at the place where it touched the foreign object or face.

15. Ball throw-in

Ball throw-in is a way to resume the game. A goal scored directly after throw-in is not counted.

Throw-in is awarded: when the ball completely crosses the side line - on the ground or in the air. From the place where the ball crossed the sideline. In favor of the opponents of the team or player who last touched the ball

Procedure of ball throw-in. During ball throw-in, the player: faces the field; part of his feet is either on the lateral line, or on the ground outside the lateral line; throws-in with both hands; throws in the ball from behind the head. A throw-in player cannot touch the ball again before the ball touches another player. The ball is in the game immediately after it hits the field.

Fouls / Penalties.

Throw-in, performed by a fielder. If, after the ball entered the game, the thrower touches the ball (not with his hands) again before the ball touches another player: the opposing team is awarded a free kick from the place where the foul occurred. If, after the ball entered the game, the thrower intentionally plays the ball by hand before the ball touches another player: the opposing team is given a free kick from the place where the foul occurred; a 10-meter penalty kick is awarded in the event that the foul occurred within the penalty area of the thrower.

Throw-in by the goalkeeper. If, after the ball has entered the game, the goalkeeper touches the ball (not with his hands), before the ball touches another player the opposing team is given a free kick from the place where the foul occurred. If, after the ball has entered the game, the goalkeeper intentionally plays the ball by hand before the ball touches another player: the opposing team is given a free kick if the foul occurred outside the goalkeeper's penalty area, and the kick is taken from the place where the foul occurred; the opposing team is given an indirect free kick if the violation occurred within the penalty area of the goalkeeper and the kick is taken from the place where the foul occurred.

If an opponent dishonestly distracts the attention of the player who is making the throw-in or hinders him, he receives a warning for unsportsmanlike conduct and is shown a yellow card.

For any other violation of this rule, the throw-in is taken by a player of the opposite team.

16. Goal-kick

A goal-kick is a way to resume the game. A goal scored directly from a goal-kick is counted, only if scored against the opposing team.

A goal-kick is awarded, when the ball completely crosses the goal line on the ground or by air, after having touched a player of the attacking team, but if, in accordance with Rule 10, the goal is not scored.

Procedure for goal-kick. The kick is taken by the defending team player from any point of the field at a distance of 3 m from the goal. The opponents remain outside the penalty area until the ball enters the game. The kicker cannot replay the ball before the ball touches another player. The ball is in the game when it is kicked directly out of the penalty area.

Fouls / penalties. If the ball did not leave the penalty area after the goal-kick, the kick is taken again

Goal-kick, by a fielder. If, after the ball enters the game, the player who took the kick touches the ball (not with his hands), before the ball touches another player the opposing team gets a free kick, performed from the place where the foul occurred. If, after the ball entered the game, the player who took the kick intentionally plays the ball by hand before touching another player: the opposing team shall be entitled to a free kick being executed from the place where the foul occurred; if the violation occurred within the penalty area of the player who took the kick, a 10-meter penalty kick is awarded to the other team.

Goal-kick, taken by the goalkeeper. If, after the ball enters the game, the goalkeeper touches the ball again (not with his hands) before the ball touches another player, the opposing team gets a free kick, performed from the place where the foul occurred. If, after the ball has entered the game, the goalkeeper intentionally plays the ball by hand before the ball touches another player: if the foul occurred outside the goalkeeper's penalty area, the opposing team is entitled to a free kick performed from the place where the foul occurred; if the foul occurred within the penalty area of the goalkeeper, the opposing team shall be entitled to an indirect free kick, performed from the place where the foul occurred.

For any other violation of this rule, the kick is repeated.

17. Corner kick

A corner kick is a way to resume the game. A goal scored directly from a corner kick is counted, but only if it is scored against the opposing team.

A corner kick is awarded, when the ball has completely crossed the goal line on the ground or by air, touching a player from the defending team, but if, in accordance with Rule 10, the goal is not scored

The procedure for a corner kick. The ball is placed in the corner of the field or at a distance of not more than 50 cm from it. The corner flag or cone (if any) remains stationary. Opponents are located at a distance of not less than 8 m from the ball, until it is in the game. The ball is kicked by the player of the attacking team. The ball is considered in the game when it is hit and it is in motion. The player who took the kick cannot replay the ball before the ball touches another player.

Fouls / penalties. A corner kick is taken by a fielder, but not by a goalkeeper. If, after the ball is in game, the kicker re-touches the ball (not with his hands), before the ball touches another player, the opposing team gets a free kick, performed from the place where the foul occurred. If, after the ball is in the game, the player who took the corner kick intentionally plays the ball by hand, before the ball touches another player: the opposing team receives a free kick, performed from the place where the foul occurred; if the violation occurred within the penalty area of the player who took the kick, a 10-meter penalty kick is awarded.

Corner kick, taken by the goalkeeper. If after the ball is in game the goalkeeper touches it again (not with his hands), before the ball touches another player the opposing team gets a free kick, performed from the place where the foul occurred. If after the ball is in game, the goalkeeper intentionally plays the ball by hand before the ball touches another player: if the foul occurred outside the goalkeeper's penalty area, the opposing team is entitled to a free kick being executed from the place where the foul occurred; if the foul occurred within the limits of the goalkeeper's own penalty area, the opposing team shall be entitled to an indirect free kick, performed from the place where the foul occurred.

For any other violation of this rule, the kick is repeated.

18. Post-match 10-meter penalty shoot out

Performing penalty shoot-outs from the 10-meter mark is a way to determine the winning team in cases when, according to the rules of the competition, it is required to determine the winning team of a match which ended with a draw.

Procedure of penalty shoot-out.

The referee chooses a goal-post where the penalty shoot-out will occur.

The referee holds a toss, during which the team is determined to take the first kick.

The referee records the kicks taken.

Subject to the conditions specified below, both teams have five kicks.

The kicks are taken alternately.

If, after the five shots taken by each team, one of them scores more goals than the other could have scored even after all five shots are taken, the shoot-out ceases.

If, after the shoot-outs, both teams have scored the same number of goals or have not scored a single one, the shoot-outs continue, in the same order, until one of the teams scores one goal more than the other, with the same number of shots taken.

A goalkeeper who was injured during the 10-meter mark penalty shoot-out and unable to further perform his functions, may be replaced by another player.

All shots are taken by different players and a player can repeat a kick only after all the players having the right to do so have taken their shots.

A player who has the right to take a shot can swap places with the goalkeeper at any time when taking the 10-meter mark penalty kick.

During the 10-meter mark penalty shoot-out only players who have the right to take the kick and the match referee are allowed on the field.

All players, except for the player taking the shot and two goalkeepers, must be at the center of the field.

The goalkeeper of the team and the player taking the kick, must remain on the field, outside the penalty area where the kicks are taken, at the intersection of the goal line with the line limiting the penalty area.

When kicking from the 10-meter mark, the relevant Rules of the game and the decisions of the Council of the League are applied, unless otherwise instructed.

Note 1. An expelled player cannot take a post-match 10-meter penalty kick.

Note 2. Prior to the beginning of the post-match 10-meter penalty shoot-outs, the referee agrees with the teams, after which shot a player who has already taken a shot, can retake the shot. The referee makes a record. But this can happen no earlier than the eighth shot. An exception is the case where one or more players were expelled from either team or injured. Both teams get the right for their player to take a second shot simultaneously.

19. Technical area

The substitute players, coach and other persons related to the team must be in a specially designated technical area and must behave correctly and with due responsibility.

Fans, spectators and others. All of them must be at a distance of at least 2 m from the lines limiting the field or at a distance provided by the rules of the competition or stadium requirements.

20. Modification of the Rules

Subject to the consent of the competitors and in compliance with the principles of these Rules, modifications are allowed for several competitions at the regional level. Any or all of the following modifications is acceptable: changing the size of the field for the game; ball size, weight and material of which it is made; the distance between the goal posts and their height from the ground to the crossbar; the duration of the half times; substitutions.