

OFFICIAL FIFS TECHNICAL PUBLICATION

FOOTBALL SKATING- OFFICIAL LAWS OF THE GAME

Discipline: FUTINS

2026-2027 - FIFTH EDITION



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OFFICIAL STATUS AND APPLICATION

These Laws constitute the official FIFS Laws of the Game for the FUTINS discipline for the 2026-2027 period and are intended for application in the 16th Senior Football Skating World Cup and the 2nd Junior Football Skating World Cup 2027, together with the applicable Competition Regulations, disciplinary rules, technical directives, and official decisions issued by FIFS.

AUTHORITY, AUTHORSHIP AND INTELLECTUAL PROPERTY

The Football Skating Laws of the Game and their distinctive refereeing system were created and developed by Dr. Mehdi Salman Pour and have been taught internationally for many years. More than one thousand international referees and more than one thousand international coaches have been certified through the FIFS/IPTC education structure using these Laws and related technical curricula. All rights in the Laws, official signals, diagrams, technical identity, and authorized derivative materials are reserved by FIFS and the author, subject to applicable law.

SCOPE OF THESE LAWS

These Laws apply specifically to FUTINS. They do not constitute the complete laws or technical regulations of RollerSoccer, Ice Football Skating, or Freestyle Football Skating. Each of those disciplines may be governed by separate FIFS laws, technical standards, event regulations, and competition formats.

OFFICIAL FIFS DISCIPLINES

FIFS recognizes four official disciplines: (1) FUTINS; (2) RollerSoccer; (3) Ice Football Skating; and (4) Freestyle Football Skating.

SKATE AND PLAYING-SURFACE CATEGORIES

Football Skating disciplines and approved competition formats may use inline skates, roller/quad skates, or ice skates. Ice may serve as the principal surface of Ice Football Skating and may also be used for other approved formats, including FUTINS on ice and Freestyle Football Skating on Ice,



where FIFS has issued or approved the necessary equipment, safety, court, and competition regulations.

INTERPRETATION AND COMPETITION REGULATIONS

Words importing one gender include all genders. “Shall” indicates a mandatory requirement; “may” indicates permission or discretion. Where these Laws refer to competition regulations, the relevant FIFS-approved regulations form part of the regulatory framework for that event. If an unforeseen situation is not expressly covered, the Referee and the competent FIFS authority shall decide in accordance with the spirit of the game, player safety, fairness, and the principles of these Laws.

EDITORIAL PRINCIPLE

This Fifth Edition modernizes terminology, discipline classification, legal structure, and English drafting while preserving the technical identity and core rules developed for FUTINS. Any future technical amendment must be formally approved and published by FIFS.

1. What is FUTINS?

FUTINS is a team discipline of Football Skating in which players perform football skills while wearing approved skates.

Each team shall register a minimum of five (5) and a maximum of ten (10) players. Five (5) players, including the goalkeeper, may be on the court at one time. The remaining registered players are substitutes. Substitutions are unlimited, subject to the substitution procedure in these Laws.

FUTINS may be played using approved inline skates, roller/quad skates, or ice skates, where the relevant FIFS competition and safety regulations expressly permit that format.

For inline and roller/quad formats, toe stops, heel brakes, or other protruding braking devices shall be removed or rendered fully compliant with the applicable equipment regulations.

For an approved FUTINS format played on ice, players shall use skates and blades approved by FIFS for the competition. Toe picks are not permitted. The blade profile and all related safety requirements shall be defined in the applicable competition regulations.

FUTINS is ordinarily played as a mixed-gender team discipline. On a ten-player team list, no gender may represent more than eighty per cent (80%) of the registered players. Examples include 5/5, 8/2, 6/4, or the corresponding reverse composition. The specific event regulations may impose additional minimum participation requirements for each gender.



FUTINS may be played on approved indoor or outdoor courts and, where specifically authorized, on an approved ice surface.

In FUTINS, each team plays with one goalkeeper and four outfield players. The objective is to score more goals than the opposing team through skating ability, ball control, passing, movement, teamwork, and lawful play.

Speed, agility, balance, controlled skating, dribbling, passing, shooting, tactical awareness, teamwork, and continuous movement are defining characteristics of FUTINS.

2. Official FIFS Disciplines and Skate Categories

Federation International Football Skating (FIFS) recognizes four official disciplines. Separately, Football Skating activities may be classified by the type of skates and playing surface used.

- Official discipline: FUTINS
- Official discipline: RollerSoccer
- Official discipline: Ice Football Skating

Official discipline: Freestyle Football Skating. Skate and surface categories include inline skates, roller/quad skates, and ice skates. These Laws apply specifically to FUTINS. Ice may also serve as an approved platform for other FIFS formats, including Freestyle Football Skating on Ice, subject to separate technical regulations.

3. Player Equipment

- Roller/Quad Skates: approved skates without protruding toe stops or brakes.
- Inline Skates: approved skates without heel brakes.
- Ice Skates: FIFS-approved blades without toe picks, subject to the applicable ice-format regulations.
- Shin guards.
- Soft knee pads.
- Protective helmet of an approved design.

4. Player Safety Requirements

Mandatory protective equipment varies by age category and may be increased by the competition regulations:

- Under 10: full protective set, including helmet, knee pads, elbow pads, wrist guards, and shin guards.



- Under 14: helmet, knee pads, and shin guards.
- Above 14: shin guards are mandatory. Any additional mandatory protection shall be stated in the competition regulations. A player may not waive organizer safety requirements.

5. Principal Technical Elements of FUTINS

1. The court, including its dimensions, surface, walls, markings, and safety zones.
2. The duration of matches by age category.
3. The official FUTINS ball specification.
4. The goal dimensions and construction.

6. FUTINS Court Dimensions by Age Category

Court dimensions are divided into two principal age groups, subject to event-specific approval:

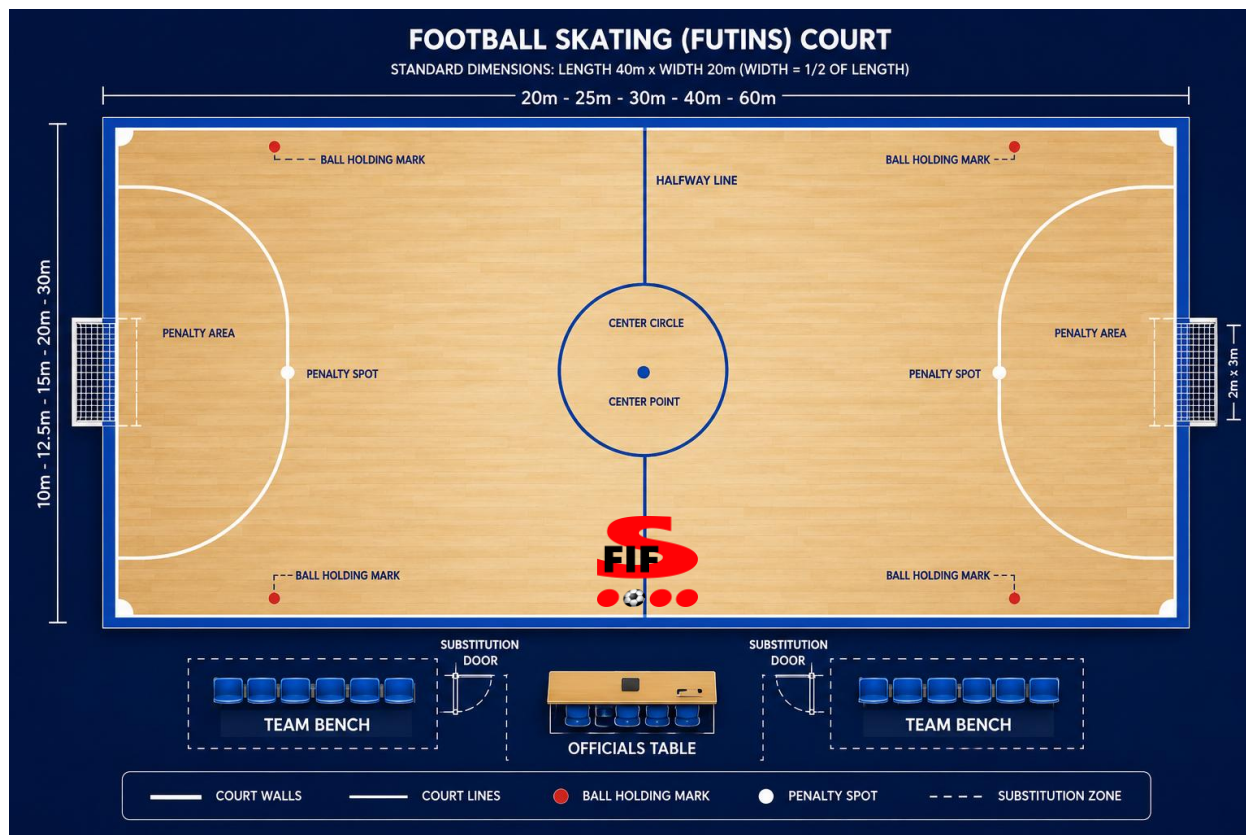
A. Under-14 court dimensions:

- a. 20 m x 10 m.
- b. 25 m x 12.5 m.

B. Above-14 court dimensions:

- a. 40 m x 20 m.
- b. 30 m x 15 m.

The FUTINS Court



7. Playing Surface

The playing surface shall be level, stable, non-slip, suitable for the approved skate category, and free from dangerous defects. It should be non-glare and may be made from an approved material, including:

- **Parquet**
- **Wood**
- **Plastic Tiles**
- **Concrete**
- **Tar**
- **Smooth Asphalt**
- **Ice**



8. Court Walls and Perimeter System

Because FUTINS ordinarily uses continuous play without touchline throw-ins or corner kicks, all four sides of the court shall be enclosed by an approved permanent or temporary perimeter wall or rebound-board system.

The perimeter wall shall normally be at least one (1) metre high and shall be securely installed, smooth, transparent or otherwise spectator-friendly where appropriate, and free from sharp edges, unsafe gaps, or protrusions.

9. Indoor Clear Height

The minimum unobstructed indoor clear height is four (4) metres. A greater minimum may be specified in the competition regulations.

10. Court Markings and Areas

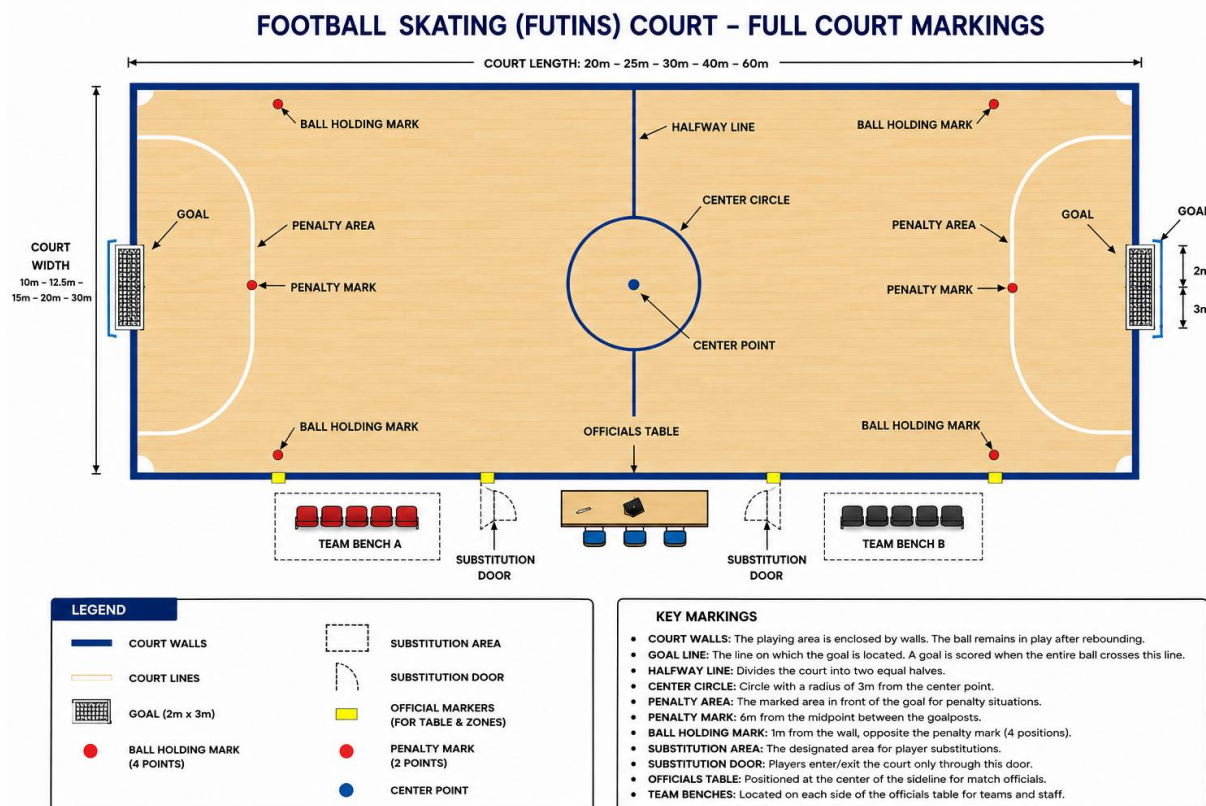
The court shall be rectangular.

A halfway line shall divide the court into two equal halves and connect the midpoints of the two side walls.

Each goal line is located between and behind the goalposts. A goal is scored only when the whole ball completely crosses the goal line between the posts and beneath the crossbar, subject to these Laws.

The centre mark shall be placed at the midpoint of the halfway line. A centre circle with a radius of three (3) metres shall be marked around it.

From the outside of each goalpost, a line six (6) metres long shall be marked at right angles to the goal line. At the end of each line, a quarter-circle with a radius of six (6) metres shall be drawn from the outside of the corresponding goalpost. The upper ends of the quarter-circles shall be joined by a line 3.16 metres long, parallel to the goal line. The area enclosed by these markings and the goal line is the penalty area. A penalty mark shall be placed six (6) metres from the midpoint between the goalposts and equidistant from them.



10.1 Goal Line

Each goal line is located between and behind the goalposts. A goal is scored only when the whole ball completely crosses the goal line between the posts and beneath the crossbar, subject to these Laws.

10.2 Halfway Line

The pitch is split up into two halves by a halfway line, which connects the midpoints of the two court walls.

10.3 Centre Mark and Centre Circle

The centre mark shall be placed at the midpoint of the halfway line. A centre circle with a radius of three (3) metres shall be marked around it.

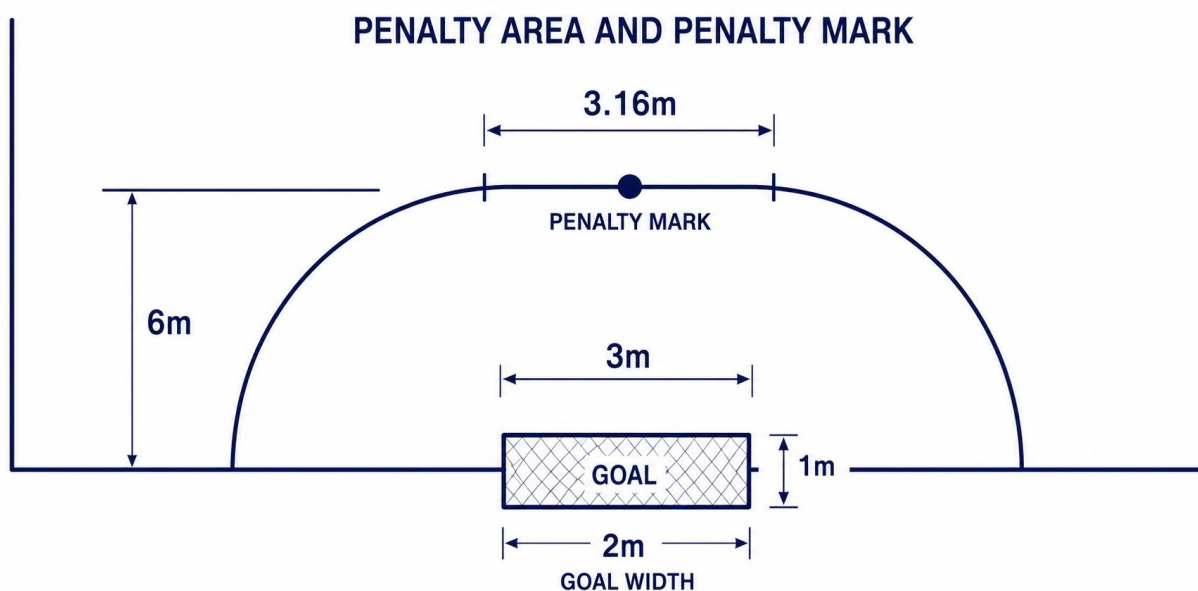
10.4 Ball-Holding Marks

There shall be four ball-holding marks on the FUTINS court.

Each ball-holding mark shall be positioned in accordance with the official court diagram, one (1) metre from the relevant wall.

10.5 Penalty Area

From the outside of each goalpost, a line six (6) metres long shall be marked at right angles to the goal line. At the end of each line, a quarter-circle with a radius of six (6) metres shall be drawn from the outside of the corresponding goalpost. The upper ends of the quarter-circles shall be joined by a line 3.16 metres long, parallel to the goal line. The area enclosed by these markings and the goal line is the penalty area. A penalty mark shall be placed six (6) metres from the midpoint between the goalposts and equidistant from them.



11. Age Categories

FUTINS recognizes the following age categories:

- A. Under 10.
- B. Under 14.
- C. Under 17.
- D. Senior: above 17.

12. Match Duration

- A. Under 10: two halves of ten (10) minutes, with a five (5)-minute interval (10-5-10).
- B. Under 14: two halves of fourteen (14) minutes, with a five (5)-minute interval (14-5-14).
- C. Under 17: two halves of seventeen (17) minutes, with a five (5)-minute interval (17-5-17).
- D. Senior: two halves of twenty (20) minutes, with a five (5)-minute interval (20-5-20).

13. The Official Ball

The official FUTINS ball is size 5.5.

All age categories shall use the official Football Skating ball, size 5.5, unless the competition regulations expressly provide otherwise. The size 5.5 Football Skating ball was conceived and developed by Dr. Mehdi Salman Pour for the sport and forms part of the protected technical identity of FIFS.

The ball shall be spherical, made from leather or another approved synthetic material, and have a smooth, safe outer surface. Weight, circumference, pressure, colour, and testing requirements may be specified by FIFS technical regulations.

14. FUTINS Goals

FUTINS goals are divided into two age categories:

- A. Under 14: width 190 cm; height 175 cm; top depth 60 cm; bottom depth 90 cm.
- B. Above 14: width 300 cm; height 200 cm; top depth 80 cm; bottom depth 100 cm.

15. Ball In Play and Ball Out of Play

- A. After a lawful start or restart, the ball remains in play while it is within the court or rebounds from an approved wall. Play stops when the referee signals, when the ball leaves the enclosed court, or when another event specified in these Laws occurs. A goal is scored only when the whole ball completely crosses the goal line between the posts and beneath the crossbar.
- B. All four sides of the court are enclosed by approved walls or portable rebound boards. The ball remains in play after rebounding from those surfaces. There is no ordinary touchline out-of-play or corner-kick restart in FUTINS.
- C. If the ball touches the ceiling or an overhead obstruction, the referee shall stop play. Play shall restart with a dropped ball at the place directly below the contact point, subject to any safety adjustment required by the referee. No player may play the ball until it has touched the playing surface.

16. FUTINS Penalty Categories

- Short penalty shot.

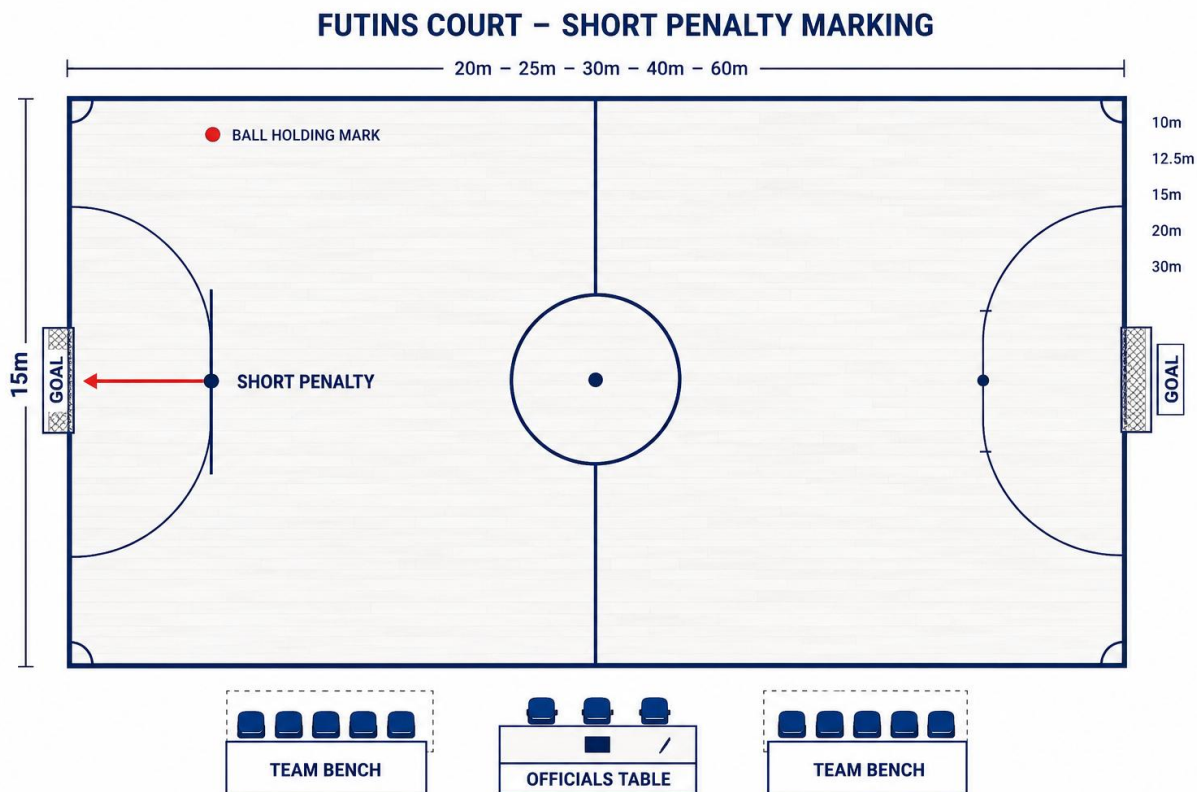
17. Penalty Decisions

The referee shall determine the correct restart or penalty in accordance with the location, nature, severity, and accumulation of the offence. The decision shall not be arbitrary and must follow these Laws and the applicable competition regulations.

18. A short penalty shall be taken from the six-metre penalty mark against the defending goalkeeper. All other players shall remain behind the halfway line until the ball has been kicked and clearly moves. The detailed procedure, goalkeeper position, encroachment sanctions, and retake conditions shall follow these Laws and the competition regulations.

The attacker will kick the ball from the defending team penalty mark to the defending team goal, which the defending team goalkeeper will be present in the goal during a short penalty kick.

In short penalty kicks, all the players will gather behind the halfway line and can only move after the ball has been kicked.



19. Mandatory Player Equipment

1. Skates without brakes
2. Shin Guard
3. Soft knee Pads
4. Helmet
5. Team Jersey
6. Goalkeeper special Jersey (In FUTINS)
7. Goalkeeper Gloves (In FUTINS)
8. Goalkeeper helmet (In FUTINS)

20. Number of Players

Each team shall register between five (5) and ten (10) players. Five (5) players, including one goalkeeper, may be on the court. The remaining registered players are substitutes. Substitutions are unlimited, provided the substitution procedure is followed.

FUTINS is ordinarily played as a mixed-gender team discipline. On a ten-player team list, no gender may represent more than eighty per cent (80%) of the registered players. Examples include 5/5, 8/2, 6/4, or the corresponding reverse composition. The specific event regulations may impose additional minimum participation requirements for each gender.

21. Substitutions

A maximum of five (5) substitutes may be named where the team list contains ten players. The number of substitutions during the match is unlimited. A substitute may enter only through the substitution zone and only after the player being replaced has completely left the court.

A match shall be abandoned if a team has fewer than three eligible players on the court. The competition authority shall determine the official result and any disciplinary consequences.

If a team has six players on the court, the entering substitute shall receive a personal foul and any additional sanction required by these Laws.

A substitute who enters before the replaced player has completely left the court commits an illegal substitution and shall receive a personal foul.

Both genders shall be represented on the court. If one gender is unavailable, the team may play with a maximum of four players, subject to the competition regulations.

22. Official Match Record and Score Sheet

The official FIFS FUTINS Match Record and Score Sheet shall be used in all FIFS World Cups, continental competitions, recognized championships, and other official matches unless an approved electronic system is used.

The Table Referee is responsible for completing the official match record accurately and in real time.



FOOTBALL SKATING WORLD CUP 2027 - OFFICIAL SCORE SHEET																			
TEAM NAME:										TEAM NAME:									
JERSEY COLOR:					COUNTRY:					JERSEY COLOR:					COUNTRY:				
GOALS										GOALS									
PLAYERS#										PLAYERS#									
TIME										TIME									
PAUSE 1 ☐					PAUSE 2 ☐					PAUSE 1 ☐					PAUSE 2 ☐				
MISCONDUCT																			
A	#	TIME	YC/RC/BC	REASON	B.H	#	TIME	YC/RC/BC	REASON	B.H	B								
REF:					CHIEF REF:					TAB REF:									
Team A Behavior: Bad ☐ Good ☐ Very Good ☐ Excellent ☐										Team B Behavior: Bad ☐ Good ☐ Very Good ☐ Excellent ☐									
Match Result: -					Match Winner:														
TEAM (A) Team Manager/Coach:										TEAM (B) Teamer Manager/Coach:									

“The Football Skating World Cup 2027 official Score Sheet”

The Football Skating Official Score Sheet is available on the FIFS' website.

www.footballskating.com

23. Referees Committee

Referees and Second referees are allowed to be with or without skates during the matches.

Each World Cup/Continental Cup/Championship/Official Match and similar events must have an official referee committee.

The Referees Committee must execute the official Federation International Football Skating FIFS Laws of the Game.

The Referees Committee must always be up to date with the FIFS Laws of the Game.

The referees' committee is formed by The Referee, The Second Referee/Referees, The Chief Referee, The Table Referee, and The Time Referee.

24. Match Officials

- A. **The Referee (Inside the Court)**
- B. **The Second Referee (Besides the Court)**
- C. **The Chief Referee (Referees' Table, Right)**
- D. **The Table Referee (Referees' Table, Middle)**
- E. **The Time Referee (Referees' Table, Left)**

25. The Referee

The Referee is the principal on-court match official and has full authority to enforce these Laws from arrival at the competition area until the completion of all post-match duties. The Referee controls the match, starts and restarts play, stops play when necessary, applies disciplinary sanctions, and makes the final decision on facts connected with play, subject to the formal responsibilities assigned to other match officials.

26. Second Referee(s)

Each match shall have at least one (1) and may have up to two (2) Second Referees, as determined by the competition regulations.

A Second Referee is positioned outside the court and assists the Referee by observing incidents, substitutions, bench conduct, penalty procedure, and offences outside the Referee's field of vision. A Second Referee shall communicate relevant information promptly and may indicate the official signals authorized for the role.

Where a Second Referee has the clearest view of an incident, that official shall provide information to the Referee. The Referee retains final authority unless these Laws expressly assign the decision to another official.

The second referee will also indicate during the penalty kicks if the goalkeeper from the goal or players from the halfway line has moved forward before the ball has been kicked.

Only referees holding the appropriate FIFS/IPTC qualification and event appointment may exercise card authority. The competition Referees Committee shall define the permitted signals and decisions for each appointed official.

27. Chief Referee

The Chief Referee supervises the officiating team, protects the consistent application of the Laws, supports match officials, and reports technical or disciplinary concerns to the Referees Committee and competition authority.

The main task of the Chief Referee is to monitor the referees during the match.

The Chief Referee is the official representative of the Referees Committee in each match.

At the end of each competition, the chief referees will present their official report on the referees to the Referees Committee.

28. Table Referee

The Table Referee is an active match official responsible for the match record, accumulated fouls, cards, goals, timeouts, ball-holding offences, bench conduct, and formal communication with the on-court officials. Any consultation among officials shall be conducted promptly; the Referee retains final authority on facts connected with play.

The Table referee will communicate with the referee by FIFS official signals, the table referee will take the record of all the fouls, goals, etc. of the match.

The table referee is the one who will show the warning flag (Yellow) for team 4th foul and will show the (Red) flag for the team 5th foul include a short penalty signal.

The table referee must write the record of the match on the FIFS score sheet and verify it by getting the signatures of all the referees and both team captains as well as their own signature on the score sheet at the end of each match.

The table referee will award the personal foul to the goalkeeper at the 3rd Ball Holding and a personal foul and a short penalty signal at the Ball Holding number 6.

At the end of each Football Skating match, the score sheet must be handed over to the Referee Committee.

29. Time Referee

The Time Referee controls the official match clock, records stoppages and exclusions, assists the Table Referee, manages countdown procedures, and confirms the duration of each period, interval, timeout, and authorized additional time.

The time referee will manage and announce the right extra time of the match under the direct supervision of the referee and table referee.

The time referee is responsible for indicating the first 10 seconds count down signal after fifty seconds Pause started and indicate the team foul if the team is not ready at the 60 second after the pause started. The second team foul and award a short penalty will be indicated by the time referee in case the second count down signal over and the team is not ready to restart the match yet.

Official Referee Signals

30. Start and Restart of Play

Before the match, the Referee conducts a coin toss with both team captains. The winning captain chooses either the first kick-off or the goal to attack. The opposing captain receives the remaining choice. At half-time, the teams change ends, and the team that did not take the first kick-off begins the second half.

If the winner chooses the first kick off the match, the second team will choose the goal it will attack.

If the winner chooses the goal it will attack, the second team will have the first kick off the match.

In the second half of the game, the teams will change goal sides and will attack in the opposite direction.

31. Kick-off / Restart Signal

Raising up the Left hand, all the fingers must be open, and pointing to the sky, Pointing to the center point of the court with the index finger of the right hand.



32. Player Number Signal

The referee communicates the player number to the Table Referee using the approved FIFS number signals, beginning with the left hand and then the right hand, with the palms visible.



33. Direct Free Kick Signal

Right-hand front, all fingers next to each other,
Left hand next to the body or holding the whistle.
The distance between the defending wall to the ball must be a minimum of 3 meters.



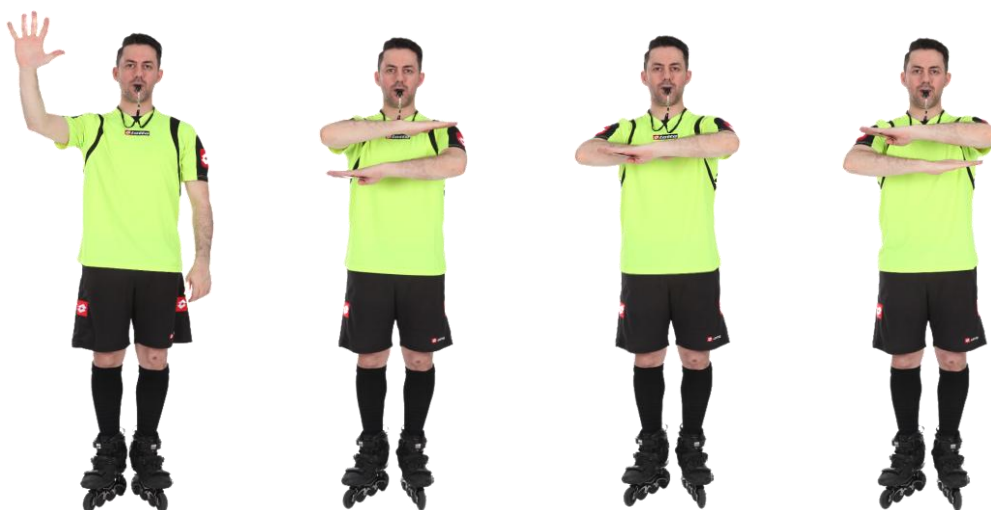
34. Indirect Free Kick Signal

The right-hand raises up 90 degrees and makes a horizontal line,
in front of the chest followed by the left hand stopping the
right-hand fingers vertically.
The distance between the defending wall to the ball must be a
minimum of 3 meters.



35. Personal Foul Signal

First showing the offender player's number to the table referee followed by raising your hands, then making a forward rotation by both hands.



36. Short Penalty Signal

Make a circle next to your neck by spinning your index finger for 720 degrees then both hands forward.

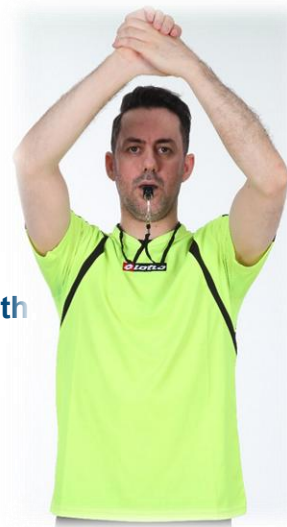


37. Ball-Holding Signal

Take your hands together and hold them top of your head, showing to the table referee.

Ball Holding is a goalkeeper's 3 second foul.

In Football Skating, the Goalkeeper cannot hold the ball with their hand for more than 3 seconds.



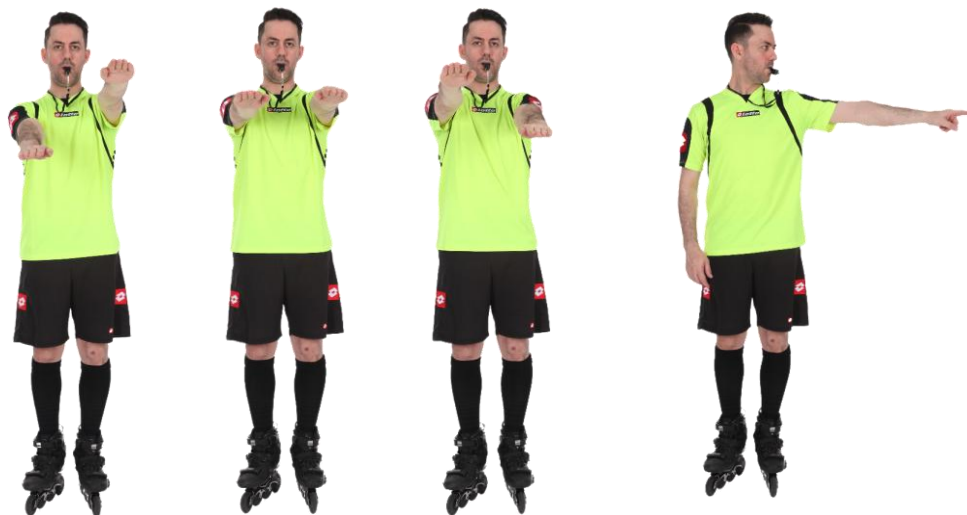
38. Match Official Pause Signal

Fingers of both hands must be placed on the same hand's shoulder. The match official time will stop during the Match Official Pause.



39. Team Foul Signal

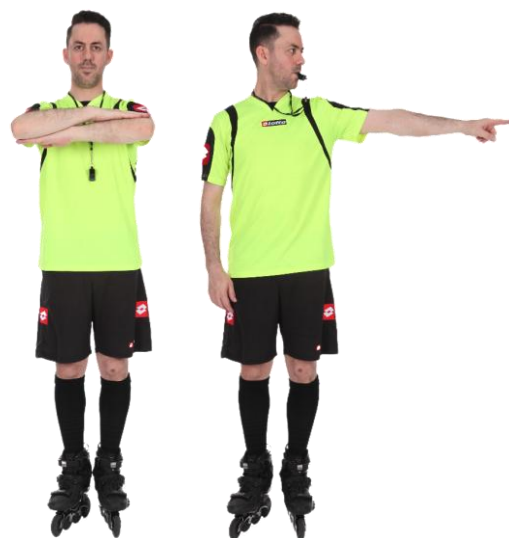
First, showing the team with the index finger, then hands straight front of your chest and moving them up down, the distance between the hands should be minimum 30 cm vertically.



40. Team Official Foul Signal

First showing the person who made the foul by the index finger, and then the right hand will be on top of the left-hand elbow, and left hand under the right-hand elbow.

The Officials Foul will be indicated to the Teams officials, such as team Coach, Manager, Medical, Media, and another team technical crew.



41. Yellow Card - Warning

Showing the card with the right hand,
the hand should raise up and be straight.



42. Red Card - Three-Minute Temporary Exclusion

Showing the card with the right hand, the hand should raise up and be straight.

- **Two Yellow Cards = Red Card**
- **Red Card = 3 minutes temporary exit**



43. Black Card - Permanent Exclusion

Showing the card with the right hand, the hand should raise up and be straight.

- ✚ Two Red Cards = Black Card
- ✚ Four Yellow Cards = Two Red cards = Black Card
- ✚ Black Card = Permanent exit from the current match,
- ✚ Not allowed to attend the next match.



44. Advantage Signal

One hand on the opposite hand's shoulder for a second and then the same hand pointing front with the thumb, in an upward position and says Advantage or Continue.



45. Goal Signal

Raise up both left and right hands' thumbs.



46. Own Goal Signal

Left hand's thumb up, right hand's thumb showing your face.

This signal is shown when a goal is scored by one of the players for their own team.



47. Disallowed Goal Signal

Showing X-mark with hands, the front of the neck.



48. Handball Signal

Hold one hand in front of the chest at an angle of approximately 90 degrees, and the other hand will hold the upper wrist from down.



49. Sliding Tackle Signal

First, lift one of your legs slightly forward from the ground.

Put the weight of the body on the other leg and then slowly bend the knee.

At the same time, with both palms facing the front, move both hands from the chest to the front.



50. Wall-Holding Signal

Close the fingers of both hands and keep the hands, in front of the body for a few seconds.

We show this signal when the player puts their hand on the wall for more than 3 seconds.



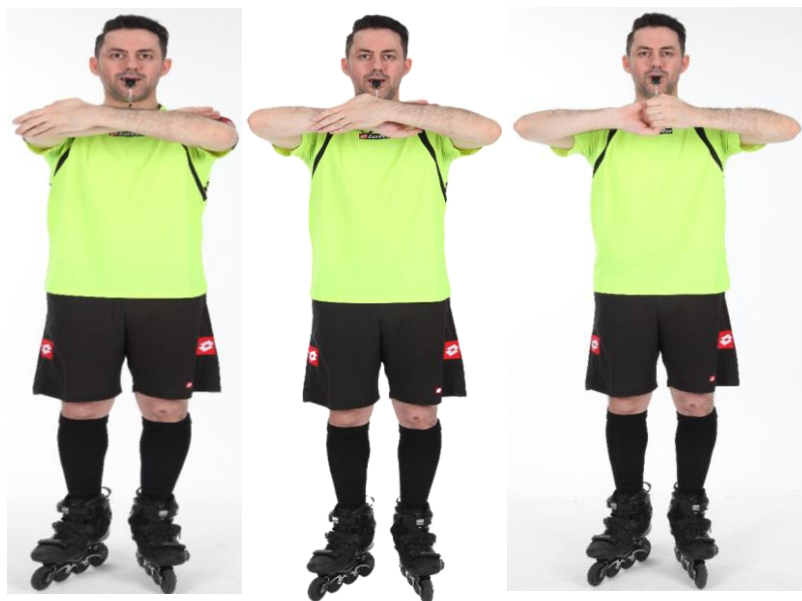
51. Pushing Signal

At the same time, with both palms facing the front, move both hands from the chest to the front.



52. Blocking Signal

We lock the fingers of both hands against each other in front of the chest.



53. Spectator Removal Signal

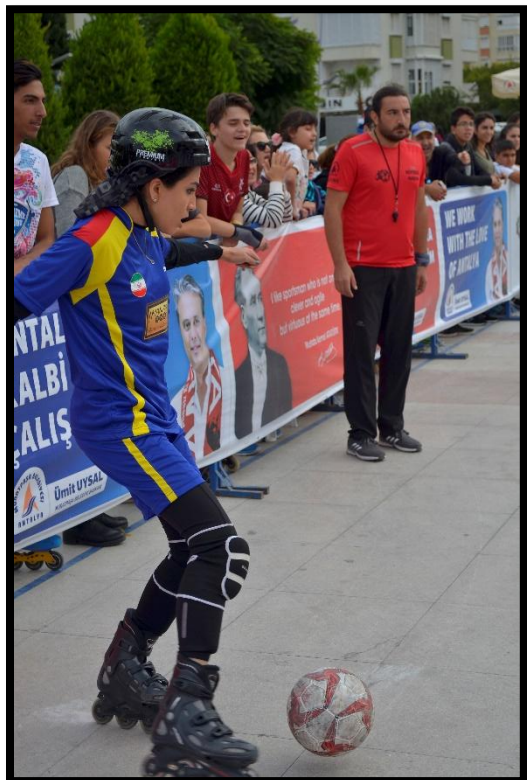
The referees must first observe the person to make sure of their unsportsmanlike actions. Then they wait for the first stop in the match. When the game is stopped, they show the Audience Watch off signal to the security of the stadium so that they can guide the person out of the stadium or any other suitable place.

First pointing out the person between audience who made the foul/unsporting behavior by the index finger and then showing X-mark with hands, the front of the neck.



Signals by the Second Referee

The second referee can use all the signals which indicate by the first referee except the Black Card in case the second referee is an inexperienced referee.



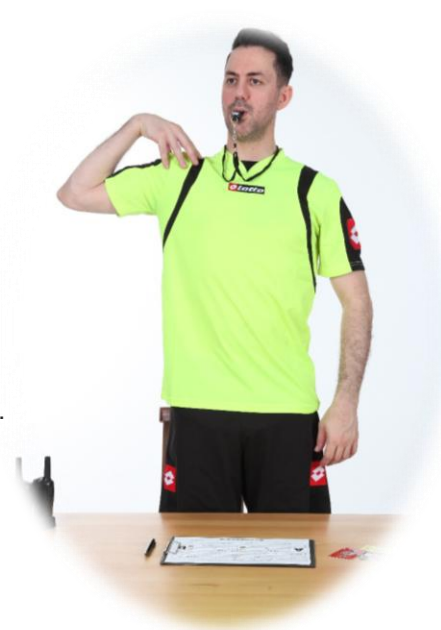
Signals by the Table Referee

54. Team Timeout Signal

Placing one of the hands' fingers on the shoulder of the same hand.

Pause signals will be indicated by the table referee. The referee's hand for Pause signals will show which team's coach requested for Pause.

The Pause is only 60 seconds for each team in each half.



55. Fourth Team Foul - Yellow Warning Flag

After announcing the fourth foul by any of the referees, the table referee will stand, and announce the fourth foul along with showing the yellow flag.

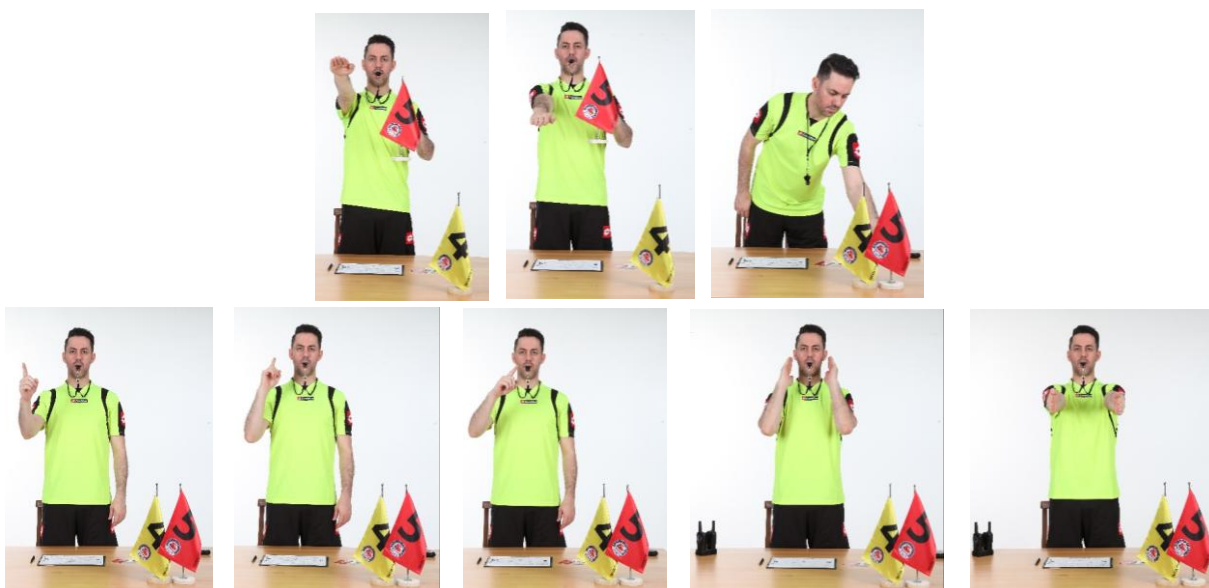
The table referee will hold and show the yellow flag with the same hand of the erring team and moving the other hand up down vertically about (30cm). After that should place the yellow flag on the referee table at the same team side.



56. Fifth Team Foul - Red Flag and Short Penalty

After announcing the fifth foul by any of the referees, the table referee will stand, and announces the fifth foul along with showing the red flag.

The table referee will hold and show the red flag with the same hand of the erring team and moving the other hand up down vertically about (30cm). After that should place the red flag on the referee table at the same team side beside the yellow flag and award the short penalty signal to the mentioned team.



57. Match Official Pause Signal

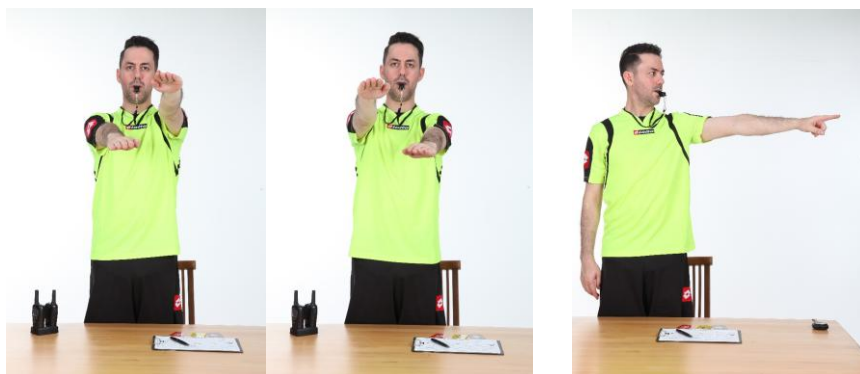
Fingers of both hands must be placed on the same hand's shoulder.

The match official time will stop during the Match official Pause.



58. Team Foul Signal

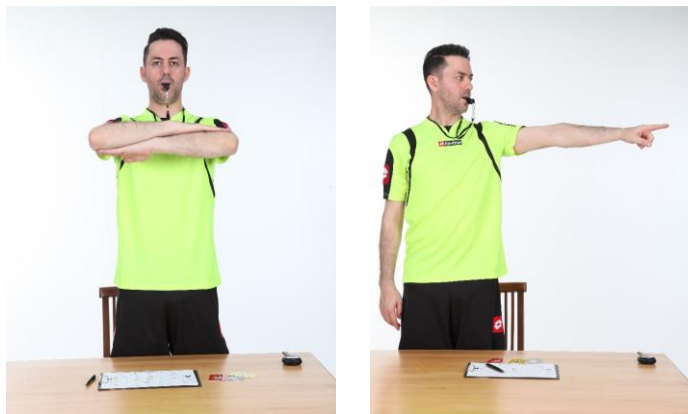
First, showing the team with the index finger, then hands straight front of your chest and moving them up down, the distance between the hands should be minimum 30 cm vertically.



59. Team Official Foul Signal

First showing the person who made the foul by the index finger, and then the right hand will be on top of the left-hand elbow and left hand under the right-hand elbow.

The Officials Foul will be indicated to the Teams officials such as team Coach, Manager, Medical, Media, and another team technical crew.



60. Yellow Card - Warning

Showing the card to the team players on benches with the right hand.

the hand should raise up and be straight.

No need to stop the match when the table referee awards a card

to the team players/team officials who are on the benches.

The table referee is not allowed to award the card to the players

inside the court except when the player goes to the referee table to protest.

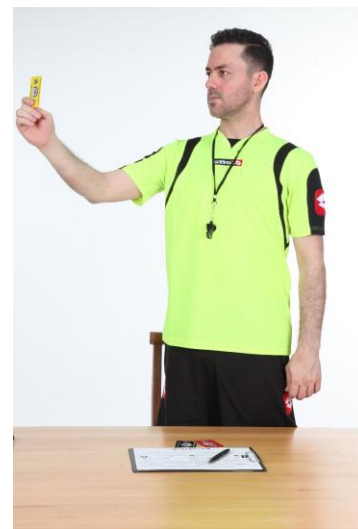
The table referee will put the yellow flag on the table when the fourth foul

is committed by any of the players on bench or team officials' members,

and to inform the team, they can show the yellow flag when the match

is stopped for any reason.

The table referee will stop the match when the foul made by the players or officials on benches is the team's fifth foul. In this situation the table referee will stop the match, show the card if it's necessary, show the red flag and award a short penalty.



62. Red Card - Three-Minute Temporary Exclusion

Showing the card to the team players on benches with the right hand. the hand should raise up and be straight.

No need to stop the match when the table referee awards a red card to the team players who are on the benches.

The table referee is not allowed to award the card to the players inside the court except when the player goes to the referee table to protest.

The table referee will put the yellow flag on the table when the fourth foul is committed by any of the players on bench or team officials' members, and to inform the team, they can show the yellow flag when the match is stopped for any reason.

The table referee will stop the match when the foul made by the players or officials on benches is the team's fifth foul. In this situation the table referee will stop the match, show the card if it's necessary, show the red flag and award a short penalty.

- **Two Yellow Cards = Red Card**
- **Red Card = 3 minutes temporary exit (the player in bench who has a red card, cannot enter the match, until the 3 minutes getting over)**
- **The player on the bench who has a red card must sit, next to the time referee until their 3-minutes time is over.**



63. Black Card - Permanent Exclusion

Showing the card to the team players on benches with the right hand. the hand should raise up and be straight.

No need to stop the match when the table referee awards a red card to the team players who are on the benches.

The table referee is not allowed to award the card to the players inside the court except when the player goes to the referee table to protest.

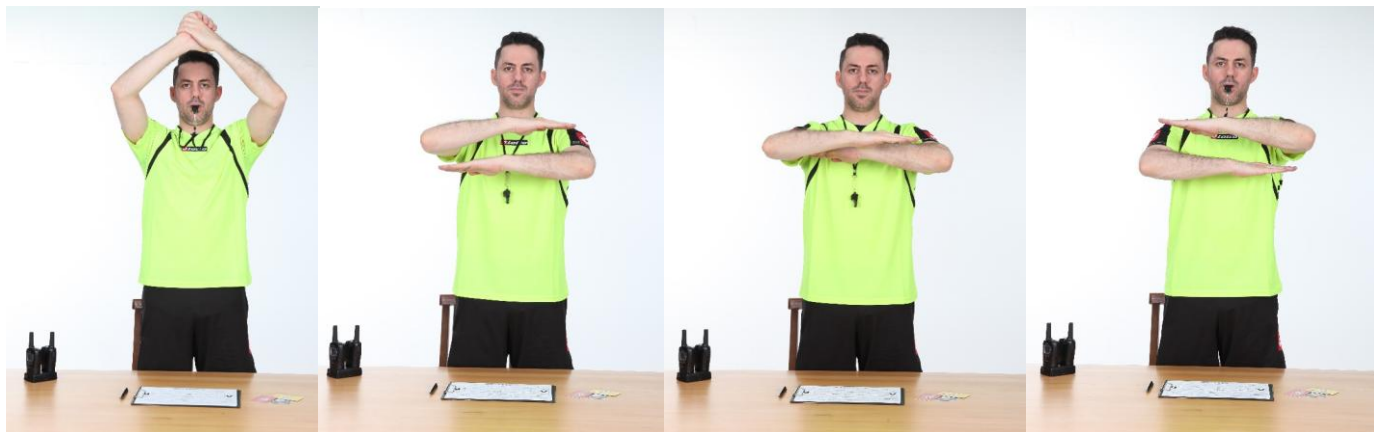
- **Two Red Cards = Black Card**
- **Four Yellow Cards = Two Red cards = Black Card**
- Black Card = Permanent exit from the current match, and not allowed to attend in the next match.
- The player/officials who has a Black Card is not allowed to stay in team bench.



64. Third Ball-Holding Offence

The table referee will stop the match when the goalkeeper has made the Ball Holding foul number 3.

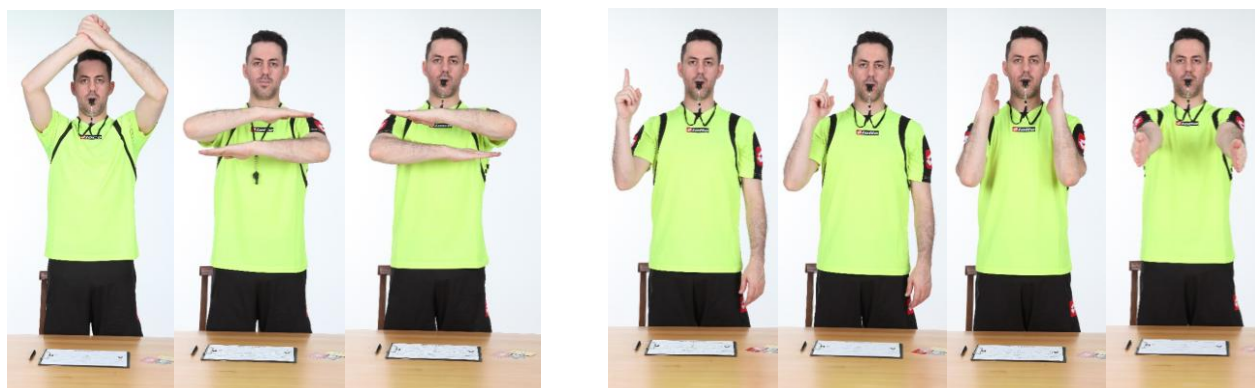
At this point, the table referee first shows the Ball Holding signal and then will indicate a personal foul signal to the goalkeeper.



65. Sixth Ball-Holding Offence

The table referee will stop the match when the goalkeeper has made the Ball Holding foul number 6.

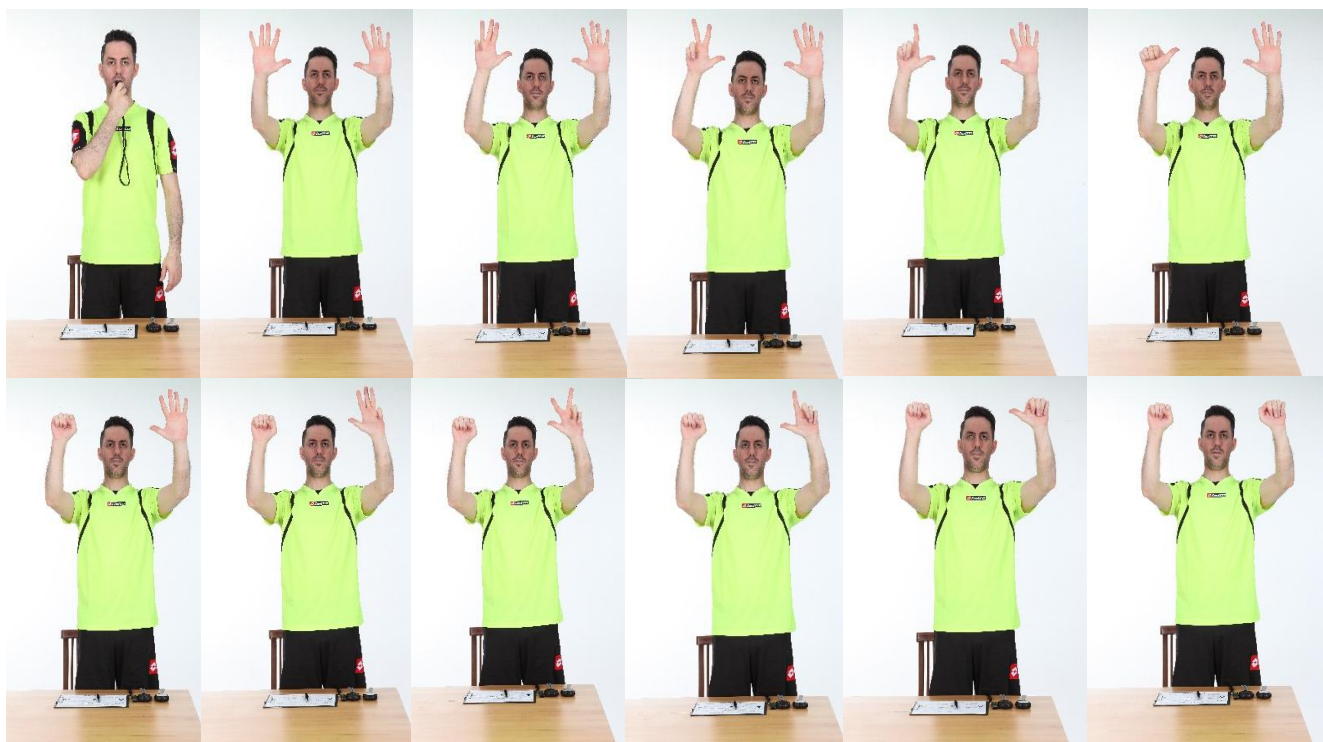
At this point, the table referee first shows the Ball Holding signal and then will indicate a personal foul and a short penalty signal to the goalkeeper.



Signals by the Time Referee

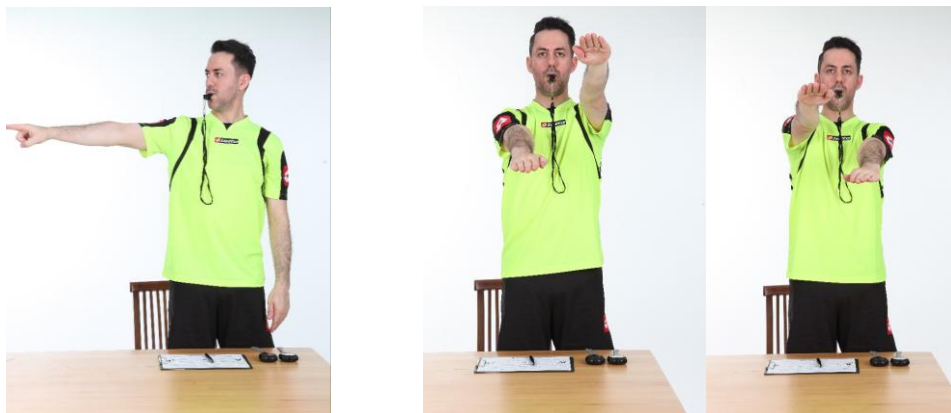
66. Ten-Second Countdown

Raise up Both hands and start counting down from Ten.



67. First Delay Sanction - Team Foul

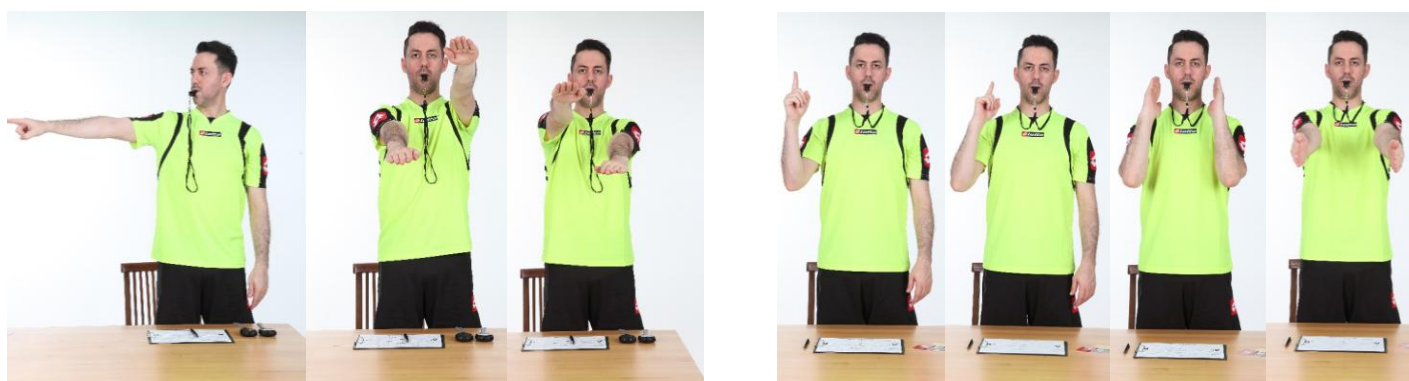
The Time Referee will award the Team Foul to the team right after the second 10 second count down finished, and the mentioned team is not ready to restart the match.



68. Second Delay Sanction - Team Foul and Short Penalty

The Time Referee will award the 2nd Team Foul and a short penalty to the team right after the second 10 second count down finished, and the mentioned team is still not ready to restart the match.

The match will re-start by a short penalty.



Determining a Goal and Match Points

69. Goal Signal

A goal is scored when the whole ball completely crosses the goal line between the goalposts and beneath the crossbar, provided no offence has been committed by the scoring team before the goal.

A goal can be scored by any player in the game to both goals.



70. Match Points

For group or league standings, points shall normally be awarded as follows, unless the competition regulations specify otherwise:

- **Winner = 3 points**
- **Drawn = each team 1 point**
- **Loser = 0 point**

71. Fouls and Unsporting Conduct

A foul includes any careless, reckless, excessively forceful, dangerous, deceptive, abusive, disrespectful, or unsporting act prohibited by these Laws. Conduct that injures or creates an unreasonable risk of injury may result in a direct free kick, team foul, personal foul, card, temporary exclusion, permanent exclusion, or additional disciplinary proceedings.

Any action which involves foul language.

Any action which involves swindle and cheating.

Any action which would be against the Football Skating Law of the Game.

Any action which involves disrespect and unsporting behavior in any form in the game.

Detailed offence interpretation, disciplinary guidance, and referee positioning are contained in the official FIFS/IPTC Referee Handbooks and competition directives. Where a conflict exists, these Laws and the official competition regulations prevail.

72. Types of Free Kick

Types of Free Kick:

- Direct Kick.
- Indirect Kick.

The ball must be at a stationary position (unmoving) when the kick is taken in both Direct Free Kick and Indirect Free Kick.

73. Direct Free Kick

A goal may be scored directly from a direct free kick against the opposing team. The ball must be stationary and opponents must remain at least three (3) metres from the ball until it is in play.

74. Direct Free Kick Offences

- Player tackles an opponent.
- Player charges an opponent.
- Player pushes an opponent.
- Player Jumps at an opponent.

- Player hits or attempts to hit an opponent.
- Player trips or attempts to trip an opponent.
- Player kicks or attempts to kick an opponent.
- Player holds an opponent.
- Player spits at an opponent.
- Player prevents the goalkeeper from restarting the game.
- The player handles the ball deliberately except for the goalkeeper within their own goal area.

75. Indirect Free Kick

A goal may be scored from an indirect free kick only if the ball touches another player before entering the goal. If an indirect free kick enters the opponents' goal directly, play restarts with a goalkeeper restart. If it enters the kicker's own goal directly, the restart shall be determined by the competition regulations and the principle that no team may score directly against itself from an indirect free kick.

A goal clearance will be given when the indirect free kick is kicked directly into the opponent's goal.

76. Indirect Free Kick Offences

- The player plays in a danger's manner.
- Player impedes the progress of an opponent.
- The player commits any other offense, not previously mentioned with the direct kick rule, for which play is stopped to caution or temporary/permanent exit a player.

77. Goalkeeper Rights and Responsibilities

The goalkeeper has special rights and responsibilities within the penalty area and may also participate as an outfield player outside that area, subject to these Laws.

- The goalkeeper may handle, catch, parry, or release the ball within the penalty area but may not retain control with the hands for more than three (3) seconds.
- Within the penalty area, the goalkeeper may play the ball with any part of the body, subject to the laws on dangerous play and misconduct.
- The goalkeeper may leave the penalty area and play anywhere on the court. Outside the penalty area, the goalkeeper is subject to the same handling restrictions as any other player.

- Deliberate handling by the goalkeeper outside the penalty area is penalized in the same manner as deliberate handling by an outfield player.
- The goalkeeper must use a pair of goalkeeping gloves.
- The goalkeeper may use the hands after receiving a deliberate pass from a teammate unless a future FIFS rule amendment or competition regulation expressly restricts that action.
- Goalkeeper restarts the game from opposite their goal in case ball stuck up on top of their goal net. The goalkeeper must start it by kicking off the ball.
- If the goalkeeper controls the ball with the hands for more than three (3) seconds, the Referee or Second Referee shall indicate a ball-holding offence. The opposing team shall receive the restart prescribed by these Laws at the nearest lawful position.
- On the goalkeeper's third ball-holding offence, the Table Referee records and signals a personal foul. On the sixth ball-holding offence, the Table Referee records a further personal foul and signals a short penalty for the opposing team.
- The goalkeeper is allowed to wear trousers and special goalkeeping cloths.
- The goalkeeper is allowed to use chest guard and face protection.
- The goalkeeper is allowed to use a helmet.
- The goalkeeper is allowed to have full protection equipment.

78. Determining the Winner

At the end of regulation time, the team that has scored more goals is the winner. If the scores are equal, the match is drawn unless the competition regulations require extra time, penalty procedures, or another approved tie-break method.

79. Technical Area

The technical area is divided into Team Area A and Team Area B. Each team's registered substitutes and authorized team officials shall remain in their assigned area except when permitted by these Laws or the match officials.

When there is a match, each team has either Technical Zone A or B and the Team officials and the substitute players will sit in that zone.

80. Team Benches

Each team area shall include adequate seating for registered substitutes and authorized officials, including the coach, manager, medical staff, analyst, and accredited media staff, subject to the competition regulations.

81. Substitution Zone

Each team area shall include a clearly marked substitution zone or gate through which players enter and leave the court.

Substitutions are supervised by the match officials but do not require a separate whistle or permission, provided the substitution procedure is completed correctly.

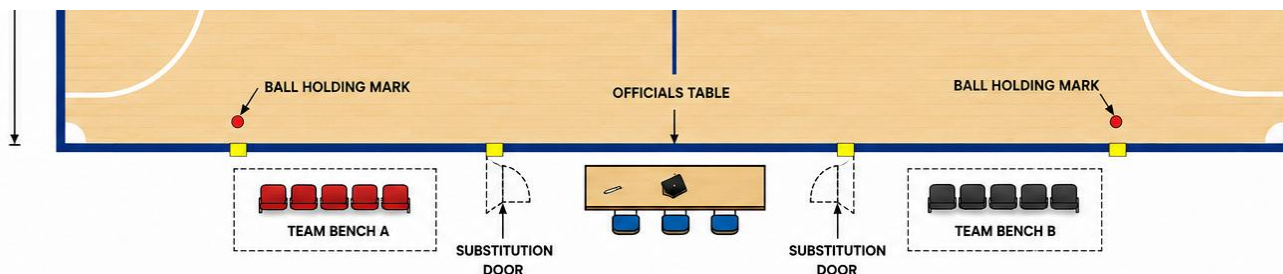
The substitution can be during the match for unlimited time.

82. Officials Table

The official's table or the referee table is located opposite to the halfway line of the court and

In the middle of the 2 sectors of technical zones with 1-meter distance from Technical Zone A, Technical Zone B, and the court.

The Officials Table shall provide an unobstructed view of the court, benches, substitution zones, scoreboard, and other match officials.



83. Roles of Team Officials

a. Team Coach

- The Team Coach is responsible for the team's technical preparation, tactics, lawful instructions, attendance at official technical meetings, and communication with the Table Referee through the permitted channel. The coach must promote respect for the Laws and may not enter the court without authorization.

b. Team Manager

- The Team Manager is responsible for administration, travel coordination, accommodation, accreditation, documentation, official meetings, and communication with the organizing committee.

c. Team Medical Staff

- The Team Medical Staff are responsible for the health and immediate care of team members before, during, and after the competition, within their professional qualifications and the event medical regulations.

d. Team Analyst

- The Team Analyst supports technical analysis, performance review, training and competition planning, opponent analysis, and lawful collection of match information.

e. Team Media Staff

- The Team Media Staff manage authorized media activity. Photography, filming, interviews, publication, and access to controlled areas require the permissions established by FIFS and the organizing committee.
- Official ID cards will be issued for the National Team's media crew by FIFS/IPTC or championship's organization committee.

