

United States Power Soccer Association
Laws of the Game

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Preface to the Laws of the Game

The Philosophy and Sprit of the Laws

Football is the greatest sport on earth. It is played in every country and at many different levels. The Laws of the Game are the same for all powerchair football throughout the world from the FIPFA World Cup final through to a game between young children in a remote village.

Powerchair Football must have Laws which keep the game ‘fair’ as a crucial foundation of the beauty of the ‘beautiful game’ is its fairness – this is a vital feature of the ‘spirit’ of the game. The best matches are those where the referee is rarely needed as the players play with respect for each other, the match officials, and the Laws.

The integrity of the Laws, and the referees who apply them, must always be protected and respected. All those in authority, especially coaches and team captains, have a clear responsibility to the game to respect the match officials and their decisions.

Although accidents occur, the Laws should make the game as safe as possible. This requires players to show respect for their opponents, and referees should create a safe environment by dealing strongly with those whose play is too aggressive and dangerous. The Laws embody the unacceptability of unsafe play in their disciplinary phrases, e.g., ‘reckless challenge’ (caution = yellow card/ YC) and ‘endangering the safety of an opponent’ or ‘using excessive force’ (sending-off = red card/RC).

Powerchair Football must be attractive and enjoyable for players, match officials, coaches, as well as spectators, fans, administrators etc. The Laws must help make the game attractive and enjoyable so people, regardless of age, race, religion, culture, ethnicity, gender, sexual orientation, disability etc. want to take part and enjoy their involvement with football.

Powerchair Football’s Laws are relatively simple, compared to other team sports, but as many situations are ‘subjective’ and referees are human (and thus make mistakes) some decisions will inevitably cause debate and discussion. For some people, this discussion is part of the game’s enjoyment and attraction but, whether decisions are right or wrong, the ‘spirit’ of the game requires that referees’ decisions are always respected.

The Laws cannot deal with every possible situation, so where there is no direct provision in the Laws, USPSA expects the referee to decide within the ‘spirit’ of the game – this often involves asking the question, “what would football want or expect?”

Players have a major responsibility for the image of the game. Players and the team captain should play an important role in helping to ensure that the Laws and referees’ decisions are respected.

USPSA will continue to engage with the national powerchair football family so changes to the Laws benefit powerchair football at all levels and in every corner of the world, and so the integrity of the game, the Laws and the referees is respected, valued, and protected.

Object of the Game

The game is played by two teams of differently-abled athletes using special footguards attached to powered wheelchairs as ‘feet’ to kick a large ball. The object of the game is to maneuver the ball over the goal line of an opposing team while preventing them from doing the same.

Modifications

Subject to the agreement of the national association concerned and provided the principles of these Laws are maintained, any or all the following modifications are permissible:

- size of the field of play
- size, weight, and material of the ball
- duration of the periods of play
- substitutions

Further modifications may be allowed based upon decisions made between referees, coaches, and tournament directors prior to the start of the match or tournament.

Male and Female

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

Safety

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

1

Law 1 – The Field of Play

Dimensions

The basic size of the field that the game will be played on is 28 m x 15 m (94 ft x 50 ft) (standard size basketball court):

Length:	maximum	30m	(98 ft 5 in)
	minimum	25 m	(82 ft)
Width:	maximum	18 m	(59 ft)
	minimum	14m	(46 ft)

Surface

The surface of the field must be hard, smooth, and level for easy maneuverability of the powerchairs. The use of wood or artificial material is recommended. Concrete or tarmac should be avoided.

Markings

The field is marked with lines which belong to the areas of which they are the boundaries. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

All lines are a minimum of 5 cm (2 in) wide.

The field is divided into two halves by a halfway line.

The center mark is indicated at the midpoint of the halfway line. The mark may consist of a visible “X” taped securely onto the floor with contrasting/non-damaging tape.

Goal Area

A goal area is marked at the center of each end of the field, 8 m (26 ft 3 in) wide and 5 m (16 ft 5 in) deep.

Penalty Mark

A penalty mark is placed 3.5 m (11.5 ft) from the goal line and equidistant from each goalpost to indicate the location of the ball during the taking of penalty kicks. The mark may consist of a visible “X” or line taped securely onto the floor with contrasting/non-damaging tape.

Goals

Goals must be placed on the center of each goal line.

They consist of two upright posts (see document USPSA Goal Post Regulation for details) placed equidistant from the corners of the field. The goal posts shall be securely fastened to the floor with nondamaging tape, or weight with a non-skid surface.

The distance between the posts is 6 m (19 ft 8 in).

Corner Triangle

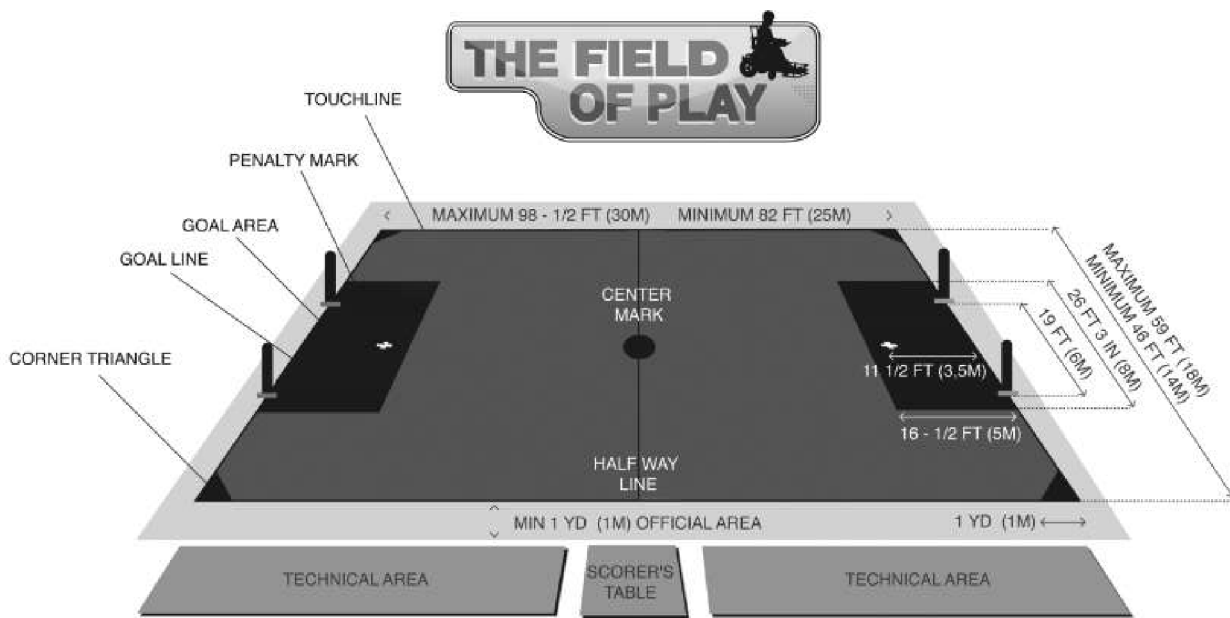
A triangle 1 m (3 ft 3 in) from each corner is drawn inside the field of play.

Corner Kick Mark

A mark outside the field of play shall be placed 5 m (16 ft 5 in) from the corner triangle on the goal line. The mark may be with tape perpendicular to the goal line up to 6 in long.

Officials' Area

An area at least 1 m (3 ft 3 in) wide is placed around the entire perimeter of the field, which allows for the maneuver of the officials.



Technical Areas

The technical area lateral limits are from the goal line to the halfway line or 1 m (3 ft 3 in) from the scorer's table and extends forward to the edge of the officials' area.

Additional requirements and restrictions concerning the technical area are described in the administrative notes.

2

Law 2 – The Ball

Qualities and Measurements

The ball is:

- spherical
- made of leather, vinyl, or other suitable material, that is low friction
- 33 cm (13 in) in diameter (no more than 35.6 cm (14 in) and no less than 30.5 cm (12 in))
- of appropriate pressure to minimize bouncing yet prevent powerchairs from riding over it.



Replacement of a Defective Ball

If the ball becomes defective while the ball is in play:

- the match is stopped
- the match is restarted by a set ball where the ball first became defective (see Law 8).

If the ball becomes defective when not in play just prior to a restart, the match is restarted accordingly.

The ball may not be changed during the match without the authority of the referee.

3

Law 3 – The Number of Players

Players

A match is played by two teams, each consisting of not more than 4 players, one of whom must be a goalkeeper. A match may not start if either team consists of fewer than 2 players. Players must be at least 5 years of age and must have adequate control of their powerchairs. The referee has the authority to stop a player from participating in a game who does not have adequate control of his chair.

Official Competitions

Teams shall consist of 4 players with up to 4 substitute players, however, the rules of competition may allow a greater number of substitutes.

A greater number of substitutes may be on the team provided that:

- the teams concerned reach agreement on a maximum number
- the referee is informed before the match.

If the referee is not informed, or if no agreement is reached before the match, no more than 4 substitutes are allowed on the team sheets.

Teams must provide team sheets to the referee prior to the start of the match. Players and substitutes not so named may not take part in the match.

Substitution Procedure

To replace a player by a substitute, the following procedure must be followed:

- The nearest assistant referee must be informed of the substitution request prior to the stoppage
- The assistant referee signals that a substitution has been requested
- A substitute only enters the field of play from the technical area and during a stoppage in the match
- The substitution is completed when a substitute enters the field of play
- All substitutes are subject to the authority and jurisdiction of the referee
- A team may not substitute a goalkeeper for a penalty kick unless there has been an injury or equipment failure

Changing the Goalkeeper

Any of the players may change places with the goalkeeper, provided that:

- the referee is informed before the change is made
- the change is made during a stoppage in the match.

Infringements/Sanctions

If a substitute enters the field without the referee's permission:

- the referee stops play immediately only if the substitute or substituted player interferes with play. Otherwise, the referee shall wait until the next stoppage in play to deal with the infringement
- the referee cautions him for entering the field without permission and orders him to leave the field of play
- If the referee has stopped play to punish the misconduct, the game will be restarted with an indirect free kick by the opposing team from the place the ball was located when play was stopped (see Law 8).

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- the referee allows play to continue
- the players concerned are cautioned when the ball is next out of play.

For any other infringements of this Law, the players concerned are cautioned.

Restart of Play

If play is stopped by the referee to administer a caution, the match is restarted with an indirect free kick to be taken by a player of the opposing team from the place where the ball was located when play was stopped (see Law 8).

Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.

4

Law 4 – The Players Equipment

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player.

Basic Equipment

The basic compulsory equipment of a player is:

- A jersey or shirt. All members of a team will wear shirts of the same color which contrasts those of their opponents.
- A powered wheelchair
- Lap seatbelt
- Foot Guard
- Shorts or warm-up pants which matches the rest of their team
- A clear and visible number. No two teammates may have the same number.

Powerchair

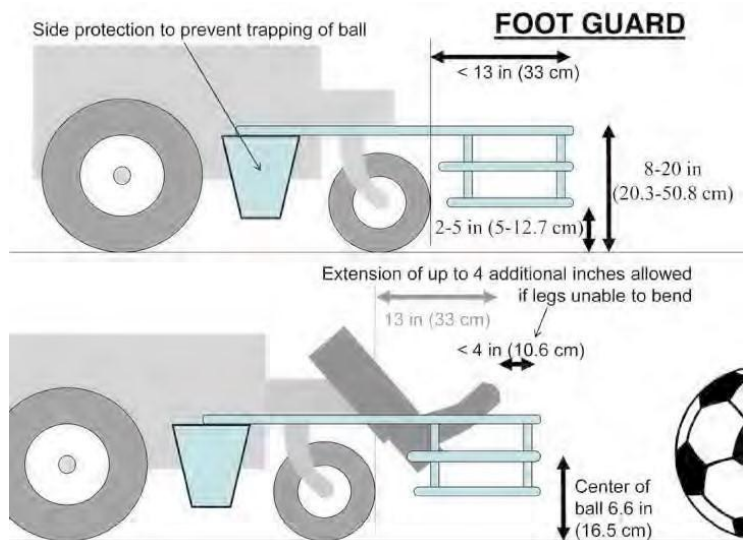
- Powerchairs must have 4 or more wheels
 - 3 or 4-wheeled scooters similar equipment are not permitted.
- The maximum speed allowable during the match for powerchairs is 10 kph (6.2 mph). This applies to both forward and backward direction.
- Backpacks, bags, etc. are not allowed to be attached to powerchairs during play. Essential medical equipment is exempted.
- Chairs must not have any sharp surfaces or items that might become entangled with other powerchairs or create a safety hazard. This requirement includes essential medical equipment.
- Chest/shoulder/head/arm/leg restraints are required equipment for those athletes who need them.



- No part of the chair shall be constructed to be able to trap or hold the ball.
- Additions should be placed on the powerchair which prevent the wheels from trapping, holding, or riding over the ball.

Foot Guards

- Must consist of unbreakable material and be securely attached to the powerchair
- Bottom of the footguards shall be no more than 10 cm (4 in.) and not less than 5 cm (2 in.) from the floor
- Top of the footguards should be at least 20 cm (8 in.) high but no more than 45 cm (18 in.) from the floor
- Players must be able to maintain eye contact with the ball.
- Footguard surfaces shall be solid and not angled to hit the ball upwards.
- All surfaces must be flat or convex. Concave surfaces are not allowed.



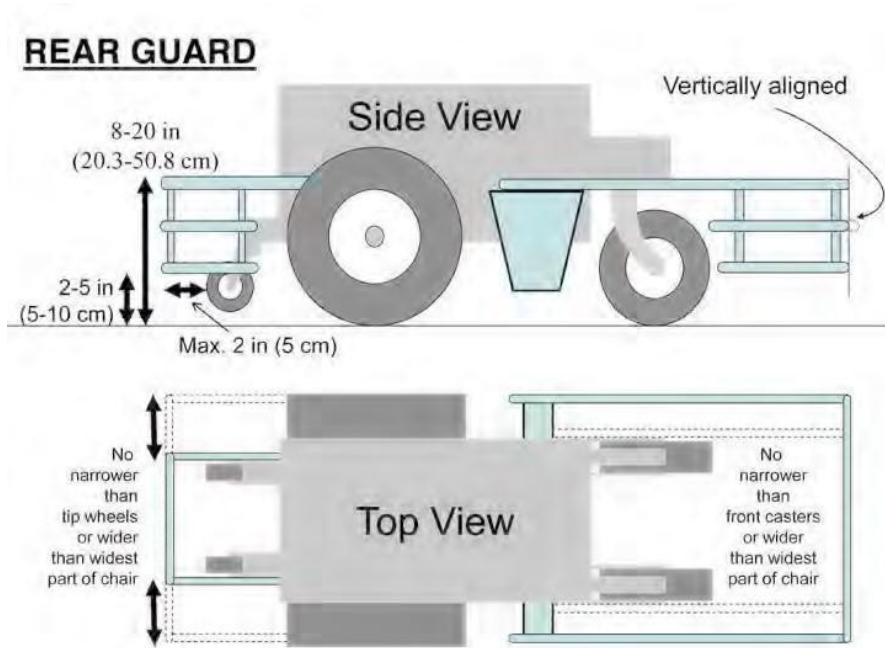
No part of the footguard shall be constructed to be able to trap or hold the ball.

- At least one of the bars must make contact at or about the equator of the ball on all three sides of the guard.
- Footguards should not extend more than 33 cm (13 in) from the front of the forward wheels of the powerchair, when reversed. If a player's feet are too close to the guard or would extend beyond the footguard, up to an additional 10 cm (4 in) will be allowed beyond the furthest extension of the toes/feet.
- Footguards must not have any sharp surfaces or protrusions.
- Footguards must not be wider than the widest point of the frame or wheelbase of the powerchair.
- Footguards should not be narrower than the front casters (or attachments) of the powerchair.

Rearguards (optional)

- Must consist of unbreakable material and be securely attached to the powerchair
- Bottom of the rearguards should be no more than 10 cm (5 in) and not less than 5 cm (2 in) from the floor
- Rear of the rearguards should be at least 20 cm (8 in) high but no more than 45 cm (20 in) from the floor
- Rearguard surfaces shall be solid and not angled to hit the ball upwards
- All surfaces must be flat or convex. Concave surfaces are not allowed. No part of the rearguard shall be constructed to be able to trap or hold the ball.
- Rearguards should not extend more than 5 cm (2 in) from the back of the chair or from the rear tip wheels. Rear tip wheels must be enclosed within the rearguard.
- Rear tip wheels should not be extended to gain additional length at the rear of the chair
- Rearguards must not have any sharp surfaces or protrusions
- Rearguards must not be wider than the widest point of the frame or wheelbase of the powerchair

- Rearguards should not be narrower than the rear tip wheels (or attachments) of the powerchair.



Goalkeepers

Each goalkeeper shall wear colors that distinguish him from the other players. Distinguishing colors may include bibs, shirts, etc. Hats are not considered a distinguishing item.

Infringements/Sanctions

For any infringement of this law:

- The referee allows play to continue if it is safe and does not interfere with play.
- The player at fault is instructed by the referee to leave the field of play to correct his equipment.
- The player leaves the field of play at the next stoppage unless he has already corrected his equipment.
- Any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission.
- The referee checks that the player's equipment is correct before allowing him to re-enter the field of play.
- The player is only allowed to re-enter the field of play when the ball is out of play.

A player who has been required to leave the field of play because of an infringement of this law and who enters (or re-enters) the field without the referee's permission is cautioned.

Restart of Play

If play is stopped by the referee to administer a caution, the match is restarted by an indirect free kick taken by a player from the opposing team, from the place where the ball was located when the referee stopped the match (see Law 8).

5

Law 5 – The Referee

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he has been appointed.

Powers and Duties

The Referee:

- Enforces the Laws of the Game in accordance with safety and sportsmanship
- Controls the match in co-operation with the assistant referee
- Ensures that the field of play meets the requirements of Law 1
- Ensures that any ball used meets the requirements of Law 2
- Inspects and ensures that the players' equipment meets the requirements of Law 4
- Collects and verifies team sheets prior to the start of play
- Acts as a timekeeper and keeps a record of the match
- Stops, suspends, or abandons the match, at his discretion, for any infringement of the Laws
- Stops, suspends, or abandons the match because of outside interference
- Stops the match if, in his opinion, a player is seriously injured
- Stops the match if, in his opinion, a player is in danger of flipping over or if powerchair components begin falling onto the field
- Allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- Ensures that any player bleeding from a wound leaves the field. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped.
- Allows play to continue when the team against which an offense has been committed will benefit from such an advantage, and penalizes the original offense if the anticipated advantage does not ensue at that time
- Punishes the more serious offense when a player commits more than one offense at the same time
- Takes disciplinary action against players guilty of a caution-able or sending-off offense. He is not obliged to take this action immediately, but he must do so when the ball next goes out of play.
- Takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field and its immediate surrounds.
- Acts on the advice of the assistant referee regarding incidents which he has not seen
- Ensures that no unauthorized persons enter the field of play
- Restarts the match after it has been stopped
- May, if requested or required, support the ball during the taking of a free kick or restart

- Provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team official and any other incidents which occurred before, during or after the match
- Allows play to continue until the ball is out of play if a player's equipment breaks down and he is not in danger. When there is a stoppage in play, the referee will allow time for the repair of the equipment. If the repair time is significant, the referee can order a substitution.

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final. Facts connected with play shall include whether a goal is scored or not and the result of the match.

The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

Clarifications

A referee (or where applicable, an assistant referee) is not held liable for:

- Any kind of injury suffered by a player, official or spectator
- Any damage to property of any kind
- Any other loss suffered by any individual, club, company, association, or other body, which is due, or may be due, to any decision which he may take under the terms of the laws of the game, or in respect of the normal procedures required to hold, play, and control a match
- This may include:
 - A decision that the condition of the field, or its surrounds, or that the weather conditions are such as to allow, or not to allow, a match to take place
 - A decision to abandon a match for whatever reason
 - A decision as to the condition of the fixtures or equipment used during a match including the goalposts and the ball
 - A decision as to stop or not to stop a match due to spectator interference or any problem in the spectator area
 - A decision to stop or not to stop play to allow an injured player to be removed from the field of play for treatment
 - A decision to request or insist that an injured player be removed from the field of play for treatment
 - A decision to allow or not allow a player to wear certain apparel or equipment
 - A decision (in so far as this may be his responsibility) to allow or not allow any persons (including team or venue officials, security officers, photographers, or other media representatives) to be present in the vicinity of the field
 - Any other decision which he may take in accordance with the laws of the game, or in conformity with his duties under the terms of the association, or leagues rules under which the match is played

6

Law 6 – The Assistant Referees

Duties

Assistant referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball has passed out of the field of play
- Which side is entitled to a corner kick, goal kick, or kick-in
- When a substitution is requested
- When a team may be penalized for having exceeded the number of allowable players in the goal area
- When a team may be penalized for having a player, other than the goalkeeper, completely cross the goal line between the goal posts
- When misconduct or any other incident has occurred out of the view of the referee
- When offenses have been committed whenever he is closer to the action than the referee (this includes circumstances and offenses committed in the goal area)
- Whether, at penalty kicks, the goalkeeper has moved forward before the ball has been kicked and if the ball has crossed the line
- May, if requested or required, support the ball during the taking of a free kick or restart.

Assistance

The assistant referees also shall assist the referee as needed to control the match in accordance with the Laws of the Game.

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

7

Law 7 – The Duration of the Match

Periods of Play

The match consists of two equal periods of 20 minutes, unless otherwise mutually agreed between the referees and the two participating teams. Any agreement to alter the periods of play (for example to reduce each half to 15 minutes) must be made before the start of play and must comply with competition rules.

Half-Time Interval

Players are entitled to an interval at half-time which must not exceed 10 minutes.

Competition rules must state the duration of the half-time interval.

The duration of the half-time interval may be altered only with the consent of the referee.

Allowance for Time Lost

Allowance is made in either period for all time lost through:

- Stoppage to ensure a player's safety such as when a player is in danger of falling over or when powerchair parts fall onto the field in close proximity to play
- Removal of a non-operable powerchair from the field for repair
 - If the player's equipment breaks down during play, the referee may allow play to continue if the player's safety is not jeopardized.
 - At the next stoppage, or if the player's equipment breaks down during a stoppage, the referee will allow for the repair of the equipment. If the repair takes excessive time, the referee will order a mandatory substitution of the player.
- Assessment of injury to players
- Removal of injured players from the field for treatment
- Wasting time
- Any other cause

The allowance for time lost is at the discretion of the referee.

Penalty Kick

If a penalty kick must be taken or retaken, the duration of either half is extended until the penalty kick is completed.

Abandoned Match

An abandoned match is replayed unless the competition rules provide otherwise.

8

Law 8 – The Start and Restart of Play

Preliminaries

The referee, or designee, will administer the coin toss before the game. Representatives from both teams will meet with the referee, and the visiting team is invited to make the call for heads or tails.

- the team that wins the toss of a coin decides which goal to attack in the first half or to take the kick-off
- depending on the above, their opponents take the kick-off or decide which goal to attack in the first half
- the team that decided which goal to attack in the first half takes the kick-off to start the second half
- for the second half, the teams change ends and attack the opposite goals
- after a team scores a goal, the kick-off is taken by their opponents

Kick-Off

A kick-off is a way of starting or restarting play:

- At the start of the match
- After a goal has been scored
- At the start of the second half of the match
- At the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

Kick-Off Procedure

- All players are in their own half of the field
- The opponents of the team taking the kick-off are at least 5 m (16 ft 5 in) from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives the signal
- The ball is in play when the ball has been kicked and moved
- The kicker does not touch the ball a second time until it has touched another player
- After a team scores a goal, the kick-off is taken by the other team

Kick-Off Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player, then an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred.

For any other infringement of the kick-off the kick-off is retaken.

Set Ball

A set ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

Set Ball Procedure

The referee sets the ball at the place where it was located when play was stopped.

A player from each team shall be no closer than 1 m (3 ft 3 in) from the ball. Both players must face the ball and be positioned parallel with the touchline until the ball has been touched and played.

All other players must be at least 3 m (10 ft) from the ball until it is in play.

The ball is in play when the referee makes a signal.

Set Ball Infringements/Sanctions

The ball is set again:

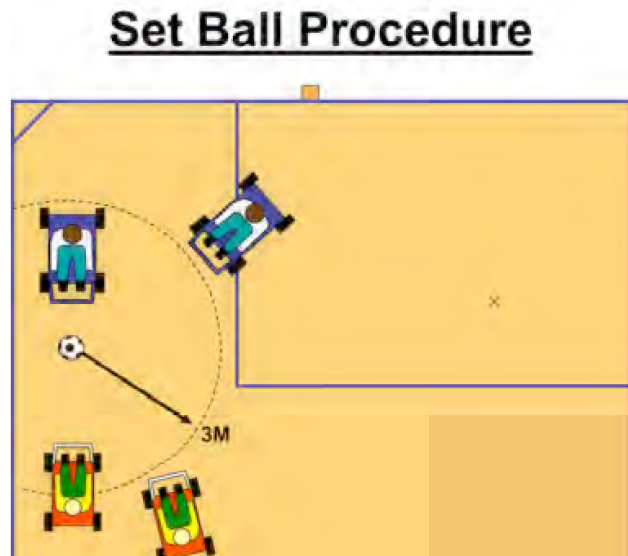
- If it is touched by a player before the referee's signal
- If the ball rolls before the referee's signal
- If a player not involved in the set ball encroaches within 3 m before the referee's signal.

Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.

An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A set ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.



9

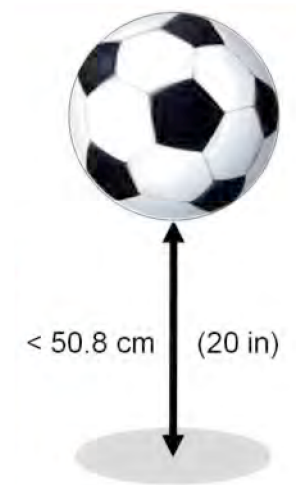
Law 9 – The Ball In and Out of Play

Ball Out of Play

The ball is out of play when:

- It has wholly crossed the goal line or touch line whether on the ground or in the air
- It is held immobile for more than 3 seconds between two or more players
- Play has been stopped by the referee
- It elevates more than 50.8 cm (20 in) from the floor
- It lands in or is contained in the footguard of any player.

The referee shall restart play with a set ball if the ball elevates higher than allowed, or lands in or is contained in the footguard of any player.



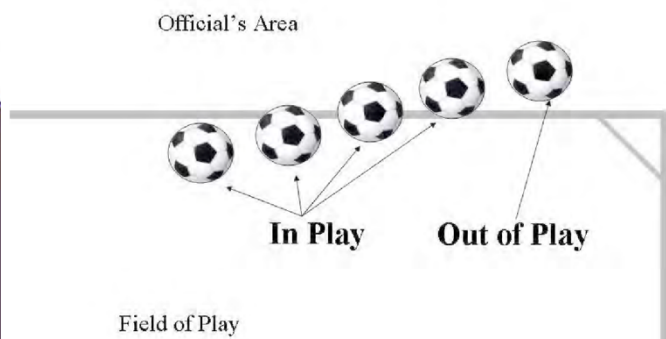
Ball In Play

The ball is in play at all other times, including when:

- It rebounds from a goalpost and remains in the field of play
- It rebounds from either the referee or an assistant referee when they are on the field of play.

The ball shall only be played by the players' powerchairs: it cannot be moved by contact with a player's body (e.g. hand, foot, or head).

Immobile Ball



10

Law 10 – Determining the Outcome of a Match

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goal posts, provided that no infringement of the Laws of the Game has been committed during the scoring action by the attacking team.

The moving ball must meet the requirements of Law 9.

Winning Team

The team scoring the greater number of goals during the match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Competition Rules

For matches ending in a draw, competition rules may state provisions involving extra time or kicks from the penalty mark to determine the winner of a match.



11

Law 11 – Field Position

General

There are two possible offenses based on relative positioning of players and the ball during play. However, several criteria must be met before the positioning becomes an offense.

2-on-1 Position

A 2-on-1 position is defined as two teammates and an opponent being within 3 m (10 ft) of the ball while it is in play.

It is not an offense in itself to be in a 2-on-1 position.

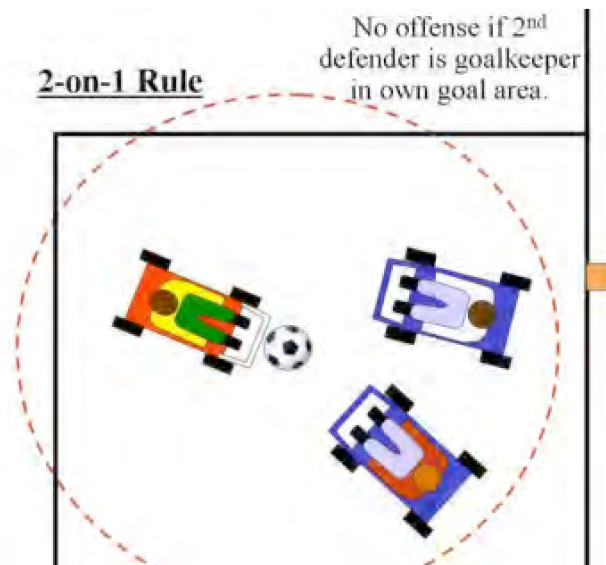
2-on-1 Position Offense

A 2-on-1 position is only penalized if, in the opinion of the referee, both of the teammates and the opponent are involved in active play.

Active play is defined as:

- Interfering with play, or
- Interfering with an opponent, or
- Gaining an advantage by being in that position.

There is no 2-on-1 offense if one of the two teammates is a goalkeeper in his own goal area.

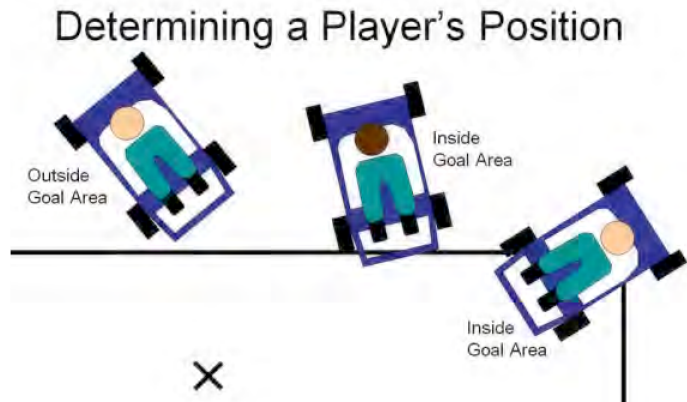


Goal Area Positioning Offense

A goal area positioning offense is when 3 or more teammates are within their own goal area while the ball is in play in that half of the field and involved in active play. Players are considered in the goal area if any part of the “whole of the powerchair” crosses or is above any goal area line.

The “whole of the powerchair” is defined as:

- Any part of the entire powerchair
- Any part of the footguard or rearguard
- Any part of the wheels or casters.



Infringements/Sanctions

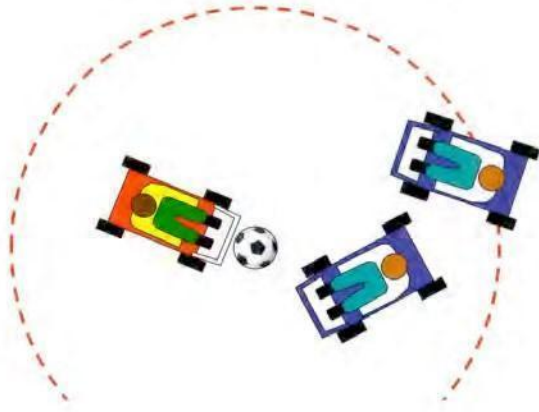
For an offense of this Law, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred, in accordance with the requirements of Law 13. If the positioning offense denies a goal scoring opportunity, then follow Law 12.

Elements of Involvement in Active Play

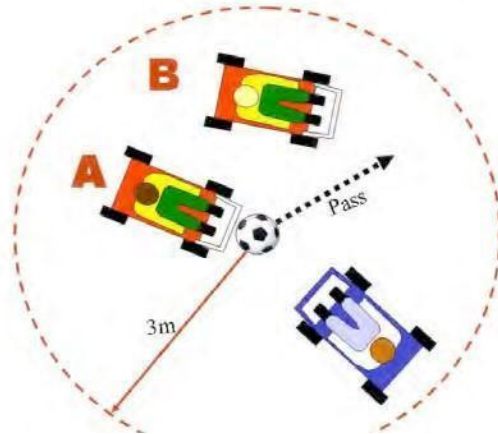
The definitions of the elements of involvement in active play are given in the following paragraphs and diagrams:

- Interfering with play means playing or touching the ball passed or touched by a teammate.
- Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent.
- Gaining an advantage by being in that position means playing a ball that rebounds to him off a post having been in a 2-on-1 position or playing a ball that rebounds to him off an opponent having been in a 2-on-1 position.
- Having 2 teammates within 3 m of the ball and an opponent is, in and of itself, not an offense until or unless the 2nd of the teammates becomes involved in active play.

2-on-1 Violation



2-on-1 Rule: Interfering with Play



2-on-1 Violation



2-on-1 Violation



2-on-1 Rule



No offense unless
player B becomes
"involved in the
play."

2-on-1 Rule

No Violation...yet



12

Law 12 – Fouls and Misconduct

Fouls and misconduct are penalized as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player rams or attempts to ram an opponent in a manner considered by the referee to be careless, reckless, or using excessive force

A direct free kick is also awarded to the opposing team if a player commits any of the following offenses:

- Holds an opponent with his power chair
- Handles the ball deliberately
- Uses his arms to push, hold, or strike an opponent, or attempts to do so
- Spits at an opponent
- Denies an obvious goal scoring opportunity.

A direct free kick is taken from where the offense occurred.

Penalty Kick

A penalty kick is awarded if any of the above offenses is committed by a player inside his own goal area, regardless of the position of the ball, provided the ball is play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a player other than the goalkeeper completely crosses the goal line, between the goal posts, while the ball is in play.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Deliberately moves or pushes-over a goal post
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.

The indirect free kick is taken from where the offense occurred (subject to the requirements of Law 13.)

Denies a goal scoring opportunity

Any violation of the Law, even those that would normally result in an indirect free kick, that denies a goal scoring opportunity, in the opinion of the referee, will result in a direct free kick if outside the goal area, or a penalty kick if inside the area and committed by a defending player.

Any violation of Law 11 which, in the opinion of the referee, denies an obvious goal scoring opportunity, will result in a direct free kick if outside the goal area, or a penalty kick if inside the area.

Disciplinary Sanctions

A player, named substitute, or team official may be shown the red or yellow card.

The referee has the authority to take disciplinary sanctions, as from the moment he enters the venue of the match until he leaves the venue after the final whistle.

Cautionable Offenses

A player, named substitute, or team official is cautioned and shown a yellow card if he commits any of the following offenses:

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently infringes the laws of the game
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick, kick-in, free kick, goal kick, or set ball
6. Enters or re-enters the field of play without the referee's permission
7. Deliberately leaves the field of play without the referee's permission

Sending-Off Offenses

A player, named substitute, or team official is sent off and shown a red card if he commits any of the following offenses:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick
6. Denies the opposing team a goal by completely crossing over the goal line (goalkeepers excepted)
7. Uses offensive or insulting or abusive language and/or gestures
8. Receives a second caution in the same match

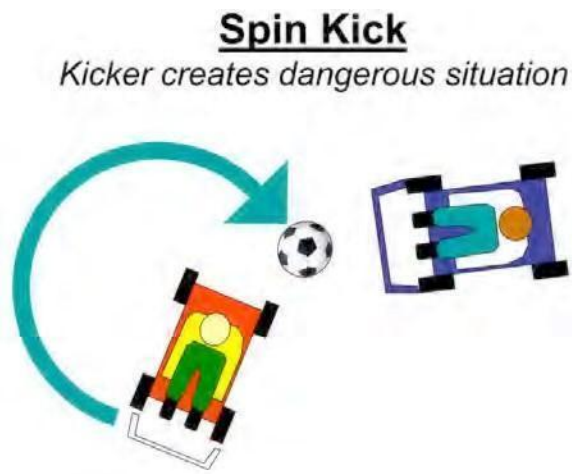
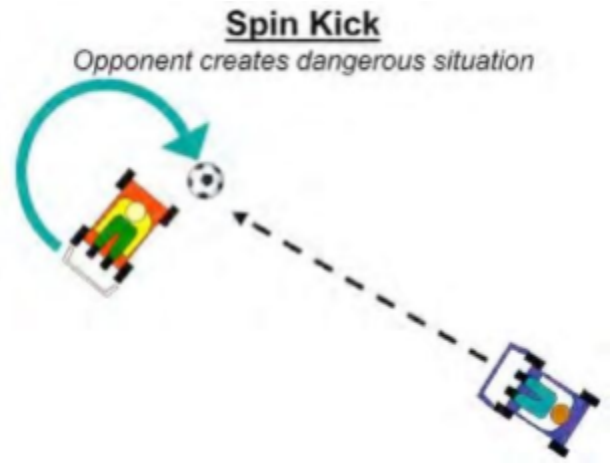
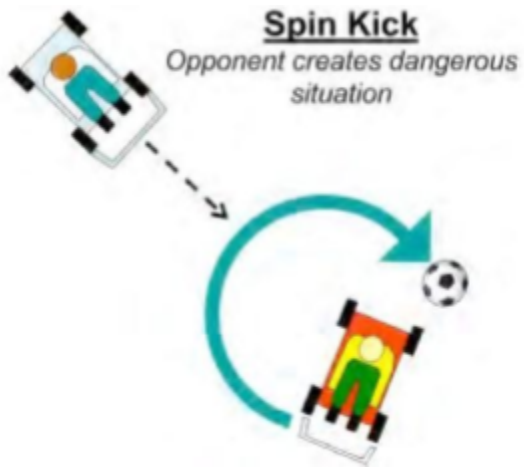
A player, named substitute, or team official who has been sent off must leave the vicinity of the field of play, and will not take part in any further activity of the match, including team activities and post-game ceremonies. A player who has been sent off will not be substituted.

Additional Elements of Law 12

The following text and diagrams define additional elements of Law 12:

- Tackling and fair charges are allowed if they are footguard to footguard. Contact with any other part of the chairs or ramming is a foul and is NOT allowed.
- Ramming is defined as when a player deliberately drives into an opponent, with or without the ball, at a high rate of speed or with excessive force. The opponent may be moving or standing still.
- Holding is defined as when a player deliberately and physically restricts the movement of an opponent's powerchair. Clipping is a variation of holding.
- Clipping is when a player deliberately contacts the side or back of an opponent's powerchair to impede the progress of the opponent.
- Spin kicks can create a dangerous situation, and when contact is made shall be treated as a ramming foul.
 - Once the spin is initiated by a player (kicker), if an opponent enters the space needed for the spin, then the opponent creates the dangerous situation or ramming foul. The foul, and if necessary disciplinary action, shall be placed on the opponent.
 - Once the spin is initiated by a player (kicker), if an opponent enters the space needed for the spin and causes the player taking the spin kick to stop the spin to avoid a collision, then a dangerous play foul shall be placed on the opponent.
 - If the spin is initiated by a player (kicker) when an opponent is already in the space needed for the spin, then the player creates the dangerous situation or ramming foul. The foul, and if necessary disciplinary action, shall be placed on the player.
 - If the spin is initiated by a player (kicker) when an opponent is already in the space needed for the spin and causes the opponent to evade the area to avoid a collision, then a dangerous play foul shall be placed on the player.

All these additional elements contain safety considerations. These fouls will be considered and awarded regardless of the attempt to play the ball, and regardless of which player reaches the ball first. The referee will carefully consider if these actions contain careless, reckless, or excessive force, or endanger the safety of the player(s), and shall take appropriate actions.



13

Law 13 – Free Kicks

Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken, and the kicker shall not touch the ball again until it has touched another player.

If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.

Direct Free Kick

Ball Enters the Goal:

- If a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Indirect Free Kick

A goal can be scored from an indirect free kick only if the ball touches another player before it enters the goal.

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has been touched by another player or goes out of play.

Ball Enters the Goal:

- If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

Position of Free Kick

There are separate laws and provisions for taking free kicks inside the goal area and outside the goal area.

Free Kick Inside the Goal Area:

There are separate laws and provisions for taking a free kick inside the goal area for the defending team and for the attacking team.

Direct or indirect free kick for the defending team:

- All opponents are at least 5 m (16 ft 5 in) away from the ball
- All opponents remain outside the goal area until the ball is in play
- The ball is in play when it is kicked directly out of the goal area
- A free kick awarded in the goal area is taken from any point inside that area.

Indirect free kick for the attacking team:

- Defenders have priority for first position in their own goal area prior to the kick.
- All opponents are at least 5 m (16 ft 5 in) away from the ball until it is in play, except for the goalkeeper if the whole of the powerchair is behind his own goal line between the goal posts.
- The ball is in play when it is kicked and moves.
- An indirect free kick awarded inside the opponent's goal area is taken from a point along the goal area line parallel to the goal line, at the point nearest to where the infringement occurred.

Free Kick Outside the Goal Area:

The laws and provisions for taking a free kick outside the goal area are the same for defending and attacking teams.

- All opponents are at least 5 m (16 ft 5 in) from the ball until it is in play, except for the goalkeeper if the whole of the powerchair is behind his own goal line between the goal posts.
- The ball is in play when it is kicked and moves.
- The free kick is taken from the place where the infringement occurred.

5M Exception



Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance, then the kick is retaken.

If, when a free kick is taken by the defending team from inside its own goal area, the ball is not kicked directly into play, then the kick is retaken.

Free Kick for Attacking Team



5 M Exception



14

Law 14 – Penalty Kicks

General

A penalty kick is awarded against a team that commits a major foul for which a direct free kick is awarded, inside its own goal area while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball must be placed on the penalty mark.

The player taking the penalty kick must be properly identified.

The defending goalkeeper:

- At the time the kick was awarded must defend the penalty kick (no substitution allowed)
- Must remain stationary, facing any direction, between the goalposts, with the whole of the chair behind the goal line until the ball has been kicked.

The players other than the kicker are located:

- Inside the field of play
- Outside the goal area
- Behind the penalty mark
- At least 5 m (16 ft 5 in) from the penalty mark.

The referee:

- Does not signal for a penalty kick to be taken until the players have taken up position in accordance with the law
- Decides when a penalty kick has been completed.

Procedure:

- After the players have taken position in accordance with the law, the referee signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball
- The player taking the kick shall not play the ball a second time until it has touched another player
- The ball is in play when it is touched and moves.

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts the ball touches either or both goalposts and/or the goalkeeper.

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following infringements occurs:

If the player taking the penalty kick or a teammate of the player taking the kick infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the opposing team from the place where the infringement occurred.

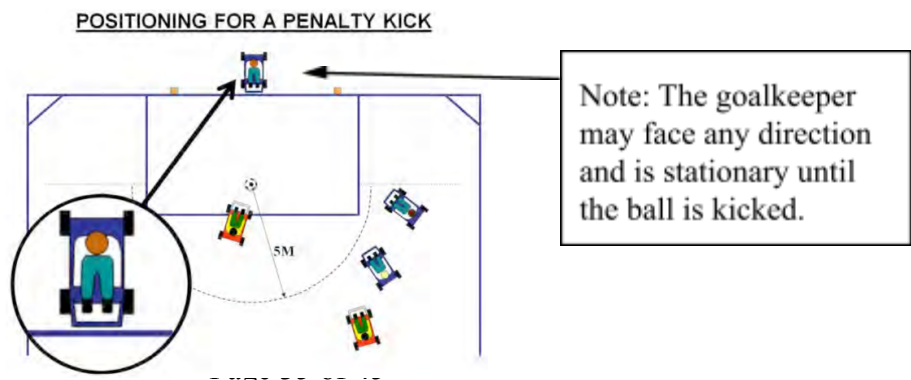
If the goalkeeper or teammate of the goalkeeper infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken.

If a player of both the defending team and the attacking team infringes the Laws of the Game, then the kick is retaken.

If, after the penalty kick has been taken:

- The kicker touches the ball a second time (except with his hands) before it has touched another player, an indirect free kick is awarded to the opposing team. The kick will be taken from the place where the infringement occurred.
- The kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team. The kick will be taken from the place where the infringement occurred.
- The ball is touched by an outside agent as it moves forward, the kick is retaken.
- The ball rebounds into the field from the goalkeeper or the goalposts, and is then touched by an outside agent:
 - The referee stops play
 - Play is restarted with a set ball at the place where it touched the outside agent. If the ball touched the outside agent inside the goal area, the set ball will be placed on the goal area line at the point nearest to where the ball was located when play was stopped.



15

Law 15 – The Kick-In

General

A kick-in is a method of restarting play.

A goal can be scored directly from a kick-in.

A kick-in is awarded:

- When the whole of the ball passes over the touch line, either on the ground or in the air
- From the point where the ball crossed the touch line
- To the opponents of the player who last touched the ball.

Procedure

- The ball is placed on the touchline at the spot where it left the field.
- Defenders have priority for first position in their own goal area prior to the kick.
- Opponents must remain at least 5 m (16 ft 5 in) away until the ball has been put into play.
- The ball is in play when it is kicked and moves.
- The kicker shall not touch the ball a second time until it has touched another player.

Infringements/Sanctions

If an opponent unfairly distracts or impedes the kicker he is cautioned for unsporting behavior and shown the yellow card. The restart will then be an indirect free kick.

If the kicker touches the ball a second time before it has touched another player an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred.

For any other infringement of this Law the kick-in is taken by a player of the opposing team.

16

Law 16 – The Goal Kick

General

A goal kick is a method of restarting play.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when, the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team.
- Opponents remain outside the goal area and at least 5 m (16 ft 5 in) away until the ball is in play.
- The kicker shall not touch the ball again until it has touched another player.
- The ball is in play when it is kicked directly out of the goal area.

Infringements/Sanctions

If the ball is not kicked directly out of the goal area from a goal kick, the kick is retaken.

If, after the ball is in play, the kicker touches the ball before it has touched another player an indirect free kick is awarded to the opposing team. The kick is taken from the place where the infringement occurred, subject to the provisions of Law 13.

For any other infringement of this Law the kick is retaken.

17

Law 17 – The Corner Kick

General

A corner kick is a method of restarting play.

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

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

Procedure

- The ball is placed inside the corner triangle closest to where the ball crossed the goal line.
- Defenders have priority for first position in their own goal area prior to the kick.
- Opponents must remain at least 5 m (16 ft 5 in) away from the corner triangle until the ball is in play, except for the goalkeeper if the whole of the powerchair is behind his own goal line between the goal posts.
- The ball is kicked by a player of the attacking team.
- The ball is in play when it is touched and moves.
- The kicker shall not touch the ball again until it has touched another player

Infringements/Sanctions

If, after the ball is in play, the kicker touches the ball again before it has touched another player, then an indirect free kick is awarded to the opposing team. The kick is taken from the place where the infringement occurred, subject to the provisions of Law 13.

For any other infringement of this Law the kick is retaken.

18

Law 18 - Classification

USPSA has not adopted a classification system at the time these rules were published. Please consult with USPSA President for further information.

Kicks from the Penalty Mark

General

Kicks from the penalty mark is the method of determining the winning team where competition rules require there to be a winning team when the score is still tied after finishing both regulation time and two extra time periods.

When used, these provisions and requirements carry the authority of Law 10.

Procedure

- The referee chooses the goal at which the kicks will be taken.
- The referee tosses a coin and the team whose captain wins the toss decides whether to kick first or second.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take four kicks.
- Only those players on the field of play at the end of the match, which includes extra time where appropriate, are allowed to take the kicks from the penalty mark.
- The goalkeepers on the field of play at the end of the match, which includes extra time where appropriate, will defend all the kicks from the mark by the opposing team.
- If a team has a greater number of players on the field at the end of the match than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- The goalkeeper who is the teammate of the kicker must remain outside the field in which the kicks are being taken, along the touchline.
- The ball is in play when it is kicked and moves.
- The kicks are taken alternately by the teams.
- Each kick is taken by a different player, and all eligible players must take a kick before any player can take a second kick.
- If, before both teams have taken four kicks, one has scored more goals than the other could score, even if it were to complete its four kicks, no more kicks are taken.
- If, after both teams have taken four kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is injured or suffers complete technical failure while kicks are being taken from the penalty mark, and is unable to continue as goalkeeper, may be replaced by a named substitute or one of the eligible players. If one of the eligible players replaces the goalkeeper, then a named substitute will become an eligible player to take kicks. The replacement who comes in for the goalkeeper must be the only player to defend all subsequent kicks by the opposing team.
- If a player is injured or sent off during the taking of the kicks from the penalty mark, then the team continues with one fewer player. If the designated goalkeeper is the one sent off, then one

of the remaining players on the field will now become the designated goalkeeper. An equal number of players from each team is required only at the start of the taking of kicks from the penalty mark, but not for continuing kicks.

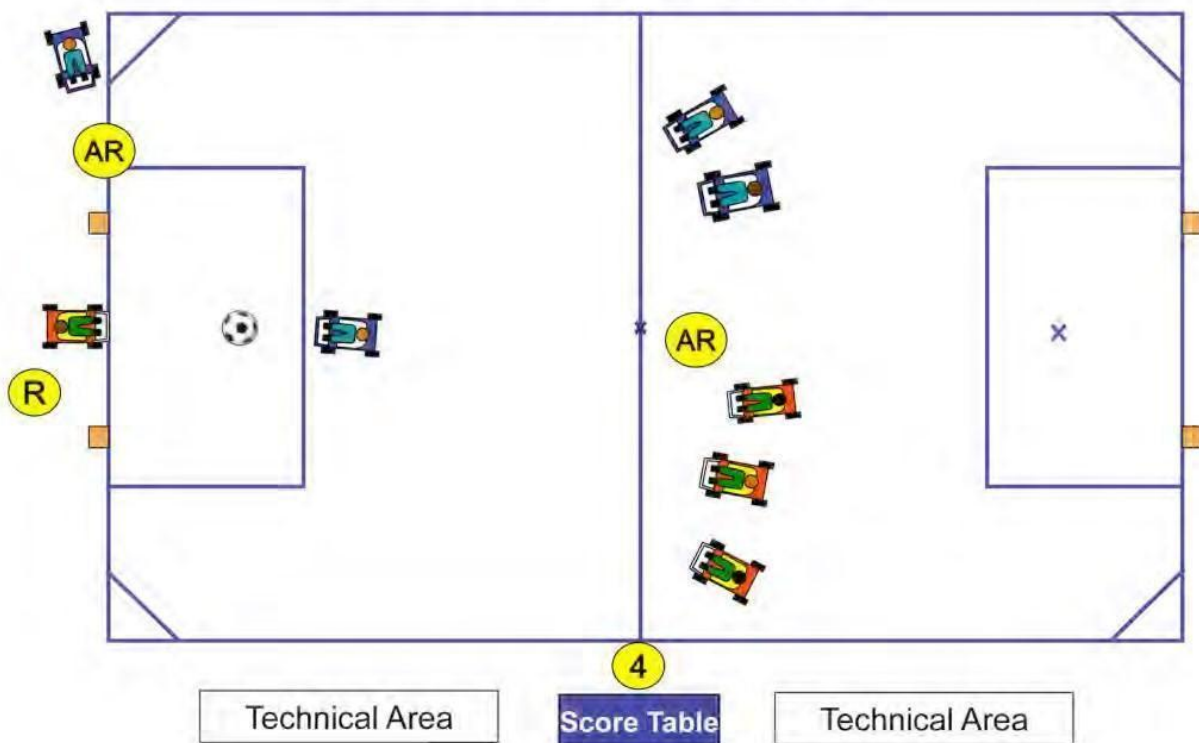
- Unless otherwise stated, the relevant Laws of the Game apply when kicks from the penalty mark are being taken.

Infringements/Sanctions

If the kicker, or a teammate of the kicker, infringes the law provided here, then the kick is recorded as a miss.

If the goalkeeper, or a teammate of the goalkeeper, infringes the law provided here and a goal is not scored, then the kick is retaken.

Positioning for Kicks from the Penalty Mark



Note: The goalkeeper may face any direction and is stationary until the ball is kicked.

The goalkeeper of the kicker's team must be off the field outside the touchline.

Administrative Notes

Technical Area

Technical areas may vary between venues, for example in size or location, and the following notes are issued for general guidance:

- The technical area lateral limits are from the goal line to the halfway line or 1 m (3 ft 3 in) from the scorer's table and extends forward to the edge of the officials' area.
- It is recommended that markings are used to define this area.
- The number of persons permitted to occupy the team area is defined by the competition rules.
- The occupants of the team area are identified before the beginning of the match in accordance with the competition rules.
- Only one person at a time is authorized to convey tactical instructions to the players.
- Team personnel may enter the field only after receiving permission from a referee (safety or imminent danger situations excluded). Personnel seeking permission to enter the field must first ask the nearest assistant referee to signal the referee.
- Coaches and other occupants of the technical area must behave in a responsible manner.

The Fourth Official

- The fourth official may be appointed under the competition rules and officiates if any of the three match officials is unable to continue.
- He assists the referee at all times.
- Prior to the start of the competition, the organizer states clearly whether, if the referee is unable to continue, the fourth official takes over as the match referee or whether the assistant referee takes over as referee with the fourth official becoming an assistant referee.
- The fourth official assists with any administrative duties before, during and after the match, as required by the referee.
- He is responsible for assisting with substitution procedures during the match.
- He supervises the replacement footballs, where required. If the match ball must be replaced during a match, he provides another ball, on the instruction of the referee, thus keeping the delay to a minimum.
- He has the authority to check the equipment of substitutes before they enter the field of play. If their equipment does not comply with the Laws of the Game, he informs the referee.
- He must indicate to the referee when the wrong player is cautioned because of mistaken identity, or when a player is not sent off having been seen to be given a second caution, or when violent conduct occurs out of the view of the referee and assistant referees. The referee, however, retains the authority to decide on all points connected with play.
- After the match, the fourth official must submit a report to the appropriate authorities on any misconduct or other incident that has occurred out of the view of the referee and the assistant referees. The fourth official must advise the referee and his assistant of any report being made.

- He has the authority to inform the referee of irresponsible behavior by any occupant of the technical area.

Coaches

- Coaches are responsible for all persons associated with their teams, including behavior and compliance with the Laws of the Game.
- Coaches may also play, but to do so they must be listed on the team sheet in both roles.

REFEREE SIGNALS



Indirect Free Kick



Corner Kick



Kick-In



Direct Free Kick



Set Ball



Penalty Kick



2-on-1 Violation



Advantage



Caution



Send Off

ASSISTANT REFEREE SIGNALS



Substitution



Foul



Goal Kick



Kick-In



Goal



Corner Kick



**Foul Inside
Penalty Area**