



Technical

1. The size of field (playing area) is **46 x 26m**.
2. The size of goals is **4 x 2m** (inner size, not including posts)
3. The size of the ball is **5**.

Timing

4. Matches are played for **25** minutes each half.
5. Half time is **5** minutes. The 5 minutes begin immediately after the end of first half
6. If a team arrives late (more than **5** min after the official start of the match) then they lose the match by default (**5-0**).
7. The referee must add extra time to the game if it was interrupted due to injury, deliberate delaying etc.
8. If a match is abandoned after it has started, due to inclement weather or any other unforeseeable circumstance, then the re-scheduled match will resume at the exact same point in terms of timing at which it was suspended. The match protocol must contain the same players who were on the match protocol when the match was abandoned, with the exception of players sent off during the abandoned match as well as players suspended for the abandoned match. The teams must restart the match on the field with the players who were in play at the time the match was abandoned.

Players

9. Players must be male.
10. Players must be a minimum of **16** years old at the start of the competition. Any player that is under **16** is allowed to play only with the written notarized permission of his parents/guardians, in accordance with the legislation of the country he belongs to.
11. In any case of questioning the age of any players the team must be able to provide evidence of the player's identity by showing their valid ID card or passport.





12. Please refer to the '**WMF Professional Player Definition**'

Squads

Each team can register **17 players** and up to **10 officials** for competitions.

- 13 There are a maximum of **17** players in a squad for each match.
- 14 Only players and officials registered in the team list are allowed to sit down on their bench.
- 15 Squads must change benches at half time.
- 16 A maximum of **6** team officials are allowed to represent the team on the team bench during the games. They must be announced by the team before the start of competitions, during the registration process and these 6 officials are fixed. They can't be changed during the tournament. Also, they must wear their accreditation for the full duration of the match.
- 17 Before all matches players **must present passports** for identity check. Photos of passports or ID are not allowed
- 18 Players without ID cards or passports are not allowed to participate in the match.
- 19 The players' identity check is made by referees and the match observers, 50 min before the game in front of the locker room of the teams.
- 20 All squad members registered in the match protocol who are not playing must sit down on their bench. One person (e.g. head coach) can stand up and manage the team. He must respect technical area. All substitution players must wear vests (different color than the jersey of both teams and referees)

Clothing

- 21 Each squad should wear their home or away kit as well as one set of reflective bibs/vests for the substitutions.



- 22 Referees will wear a different color shirt to both teams avoid color clashes with the participating teams.
- 23 Each player will wear a long or short sleeved jersey which should have a printed number between 1 and 99 on the back. The printed number should be 20-25cm in size. The number on the jersey must be the same as the number submitted to the referee and printed on their match protocol.
- 24 If a player's jersey is damaged then they may swap to a jersey with a different number, so long as no other player has worn that number during the game. In this case the team captain must alert the referee of the change before it is done.
- 25 The goalkeeper's kit should be a different color distinguishing from his team and the opponent.
- 26 Shin pads must be worn, and the players' shock must cover the shin pads. No short socks are allowed.
- 27 Shoes with metal studs or blades are not allowed. Only flat shoes or shoes with elastic or plastic molds are permitted. See below '**Authorized footwear.**'
- 28 Wearing jewelry of any kind is strictly forbidden.
- 29 When an outfield player replaces a goalkeeper, they become the '**Fly Goalkeeper**' and must wear a distinctively colored jersey. Bibs/vests are not allowed. The jersey must be numbered with his original match number. If a team doesn't have such jerseys, the team will be not be allowed to make such a substitute.

Referees

- 30 Two referees will officiate each match, from opposing sidelines.
- 31 The referee has the authority to:
 - a. Start, suspend and restart the game as appropriate
 - b. Warn or penalize players for both on and off-field behavior
 - c. Exercise discretionary powers
 - d. Add extra time to the game for any delays
- 32 The Tournament Director is responsible for keeping the archive of match





protocol after the game. The Tournament Director may delegate this duty to another member of the Tournament Committee.

Start of the game

- 33 The team manager (leader, captain) must be in place at least 45 minutes before the start of the game to complete the match protocol. Countdown to kick-off attached.
- 34 Teams must enter from the side of the pitch and walk out to the center, forming a line facing the main side of the grandstands. The team listed first in the fixtures (the 'home' team) will commence the handshake procedure with the referees and their opponents.
- 35 The referee will then toss a coin, and the captain of the team listed second in the fixtures (the 'away' team) will choose heads or tails. The winner of the coin toss will choose kick-off. The other captain will choose which end to defend first.

Substitutions

- 36 A maximum of **6** players for each team are allowed on the pitch at any given time.
- 37 There are unlimited substitutions.
- 38 Substitutions are roll on, roll off, administered by the third referee on the side of the pitch where the team benches are located and in the substitute, gate marked on the pitch.
- 39 If a player is injured, they may leave the field from any part of the pitch, but the player replacing them must enter at the halfway line upon authorization of the referee.
- 40 In the case that a goalkeeper is substituted for an outfield player, the outfield player must wear a different colored jersey distinguishing from his team and the opponents.

Sliding

- 41 **Slide tackles are not allowed.** If there is a contact with the opponent player due to a slide tackle, then the referee will award direct freekick to the opposing

team and will caution the player. If the slide tackle is in the penalty area, a penalty kick will be awarded. A player will receive a yellow card for a slide tackle. If there is no contact with the player and he makes contact with the ball and does not endanger his opponent, and an Indirect free kick is awarded. A player can make a slide tackle to stop the ball going out of play, block a shot or play the ball in a manner that doesn't endanger the opponent's player.

- 42 General sliding to control or stop the ball in a safe manner, is permitted only if there is no opponent nearby.

Scoring

- 43 Goals can be scored directly from goal kick.
 44 The referee disallows the goal if the ball is thrown by hand from the opposing goalkeeper into the other team's goal and restarts with a goal kick.
 45 If a player scores an own goal from a goal kick, throw-in, direct free kick or indirect free kick. The game is restarted with a corner kick for the opposing team.
 46 If a match is drawn at knock-out stage, there will be three penalties from each side. If the teams still cannot be finished, then the game will go to sudden death penalties until a winner is found. The players taking the sudden death penalties must be different to the players who have taken the first three penalties.

Re-starts

- 47 If the ball goes out of play on the touch line a throw-in from touch line where the ball left the pitch will be awarded.
 48 If the ball passes the goal line (but not inside the goal) then the goalkeeper must restart the game by a goal kick from within his goal area.

Free-kicks

- 49 The distance between the ball and the opponents at a free kick should be 5 meters.

50

Yellow and red cards

Ind	Name

ex	
1.	Unsporting behavior
2.	Reckless foul
3.	Disrespect for the game
4.	Stopping a promising attack
5.	Holding
6.	Dissent with referees' decision by words or actions
7.	Persistent infringement of the laws of the game
8.	Delaying the restart of play
9.	Failure to respect the required distance
10.	Entering the pitch without referees' permission
11.	Leaving the pitch without referees' permission
12.	Simulation
13.	Deliberate handball that does not prevent a goal
14.	Wrong substitution
15.	Other: (Reason to be explained)

51 Red cards

Ind	Name
ex	

16.	Excessive reckless and/or serious foul play
17.	Violent conduct towards any individual
18.	Denying a goal by deliberately handling the ball
19.	Denying obvious goal scoring opportunity
20.	Using offensive, abusive or insulting language or gestures

52 A red card results in exclusion of the relevant player for the rest of the game and the team will be reduced to **5** players for **5** minutes.

53 After the awarding of a red card, the offending player's team will commence a period of 5 minutes in which they will play with a player less. Once the game has restarted after the incident, the 5 minutes must be completed in full. If a player is treated for an injury during this period, the clock must be stopped and restarted once the game commences. If the dismissal occurs in the first half of the game or at the end of a match that goes into extra time, the 5-minute count stops at the end of that period and continues in the next period.

54 A player who receives a direct red card will be banned from playing in the subsequent game.

55 A player who receives two yellow cards in one game will be shown a red card and therefore is excluded for the remainder of the game. The team will be reduced to **5** players for **5** minutes. The player who receives the red card cannot resume in the game.

56 **A player who receives a yellow card in two consecutive games is banned**



from playing in the subsequent match. This rule applies throughout the whole competition and the player's record will not be wiped after the group games. (Except for the final where the player who got two yellow cards in two different games - usually quarter and semi-final is allowed to play). The yellow cards are starting to accumulate again after the suspension is served.

- 57 The Disciplinary Committee has the authority, upon witnessing or written report, to exclude a player for the remainder of the tournament for very serious offences (violence towards players, officials, spectators etc.)
- 58 Team officials and management are subject to the same disciplinary measures as the players.

Qualification

- 59 **16** teams progress from the group stage into the next round of the competition "Last 16". They are the winners of each group and the runner-up from each group.
- 60 For every win in the group a certain team obtains 3 (three) points, 1 (one) point for a draw and 0 (zero) for a loss
- 61 If **two teams** tied on points after the completion of the group stage, the following criteria are applied, in the order given, to determine the rankings
- a) Mutual match
 - b) The superior goal difference
 - c) The number of goals scored
 - d) lower disciplinary points total based only on yellow and red cards received in the group stage (red card = **3 points**, yellow card = **1 point**, expulsion for two yellow cards in one match = **3 points**);
 - e) Drawing lots.
- If on completion of a group stage a draw is required, the lots are drawn in the WMF Tournament office. The draw is made by the Tournament director and the



team managers/captains, they must sign a document stating that they accept the result of the draw.

- 62 If **three teams** tied on points after the completion of the group stage, the following criteria are applied, in the order given, to determine the rankings
- a. Higher number of points obtained in the matches played among the teams in question (the three teams). The three teams form an additional ranking between them *hereinafter: additional ranking*
 - b. If the points between the three teams are equal to an *additional ranking* between the three teams, is made according to the following criteria in the order given:
 - c. Superior goal difference from the matches played among the teams in question (the three teams);
 - d. higher number of goals scored in the matches played among the teams in question (the three teams);
 - e. Total goal difference (with all teams in the group)
 - f. lower disciplinary points total based only on yellow and red cards received in the group stage (red card = 3 points, yellow card = 1 point, expulsion for two yellow cards in one match = 3 points);
 - g. Drawing lots.

If on completion of a group stage a draw is required, the lots are drawn in the WMF Tournament office. The draw is made by the Tournament director and the team managers/captains, they must sign a document stating that they accept the result of the draw.

63 Five (5) Seconds

The referee will vocally count five seconds and visibly show it in the following situations:

Throw in – if player is ready to take a throw in or he clearly delaying the restart, the Referee will start 5 second countdown and after that, the Referee awards throw in to the opposition team.

Corner kick – if player is ready to take a corner kick or he clearly delaying the restart, the Referee will start 5 second countdown and after that, the Referee awards a goal kick to the opposition team.

Goal kick - if goalkeeper is ready to take a goal kick or he clearly delaying restart of the game, Referee will start a 5 seconds countdown and after that, the Referee awards an indirect free kick to opposition team and the indirect free kick will be taken from the nearest penalty area line.

Goalkeeper – ‘5 second GK rule’ The Referee will start to count once the Goalkeeper (GK) has control of the ball in the GK’s half of the field of play, the referee will then begin to count to 5 seconds. The count of 5 seconds only stops when:

1. The ball clearly enters the GK opponent’s half of the field of play
2. The ball leaves the field of play
3. The ball is touched by an opponent anywhere on the field or play.
4. The ball is passed to a team mate of the GK
5. If the GK is guilty of any misconduct that receives a sanction such as a yellow or red card.

If the GK holds onto the ball in his own half for more than 5 seconds, an indirect free kick will be awarded to the opposition for a technical foul.

VAR

VAR will be in place and will be used if the on pitch match officials have made a clear and obvious error. VAR can be used if the match officials miss an act of violent conduct by any participant. The on pitch referee R1 will decide the final outcome of the incident viewed on VAR. Players or participants that ask for a VAR review by word or action will receive a yellow card for dissent. When the VAR is taking place no participant can communicate with the VAR or R1. If they do they will receive a yellow card. Please refer to the VAR protocol.

Video Assistant Referee (VAR)

VAR will only be used for "clear and obvious errors" or "serious missed incidents" in four match-changing situations.

1. Goal / No goal
2. Penalty decisions
3. Direct red card incidents
4. Mistaken identity

1. Goal / No goal

All goals scored in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).

When the decision has been made by VAR that no infringement has taken place, the Referee should be immediately informed by VAR that goal's been correctly scored. The referee is not obliged to check it by on-field review.



If there is any kind of offence committed in the lead up to a goal by the attacking team, such as **/HAND BALL, FOUL PLAY AGAINST DEFENDER OR AN ATTACKER INTERFERING WITH THE GOALKEEPER LINE OF SIGHT etc.** /the Referee should be invited by VAR to review decision on field.

For subjective decisions such as a foul or a handball, VAR can be used to overturn if a “clear and obvious error” has been identified.

The Referee will explain his decision to the VAR and what he has seen.

If the evidence provided by the broadcast footage does not accord with what the Referee believes he has seen, then the VAR can recommend to Referee that they overturn their original decision.

2. Penalty decisions

All penalties awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR), who will also check for possible penalties not given by the on-field Referee. For penalties awarded, the VAR will check for any infringement by the attacking team in the attacking possession phase that led to the penalty as well as the incident for which the penalty was awarded.

For factual decisions such the ball being out of play in the build-up, the VAR will inform the Referee, who will overturn any penalty awarded.

For subjective penalty decisions, such as for a foul or for a handball, the VAR will look to identify a “clear and obvious error”.

The referee will explain his decision to the VAR and what he has seen.

If the evidence provided to the VAR by the broadcast footage does not accord with what the Referee believes he has seen, then the VAR can recommend an overturn.

The final decision will remain with the on-field Referee.



If a penalty decision is overturned with no infringement by the attacking team, play will restart with an uncontested drop ball for the defending team.

3. Direct red card incidents

All red cards awarded in the WMF competitions will automatically be checked by the Video Assistant Referee (VAR).

The VAR will also check for possible red-card incidents for which the on-field referee has been awarded a yellow card or no card at all.

If there is massive confrontation, the VAR should inform the Referee about every player who broke the rules/**including benches, coaches ext./**

The VAR will look to identify a “clear and obvious error”.

The on-field referee will explain his decision to the VAR and what he has seen.

If the evidence provided to the VAR by the broadcast footage does not coincide with what the Referee believes he has seen, then the VAR can recommend to the Referee that they overturn their original decision.

The final decision will remain with the on-field referee.

For possible red-card incidents that go unnoticed by the match officials, the VAR has a short window to intervene.

For incidents not captured by the match officials or VAR, The WMF Disciplinary committee can act after the match and make disciplinary decisions to punish people involved in the incident.

The VAR will not intervene for an incident where a second yellow card leads to a red card, unless the VAR believes the second yellow card should be upgraded to a red.



4. Mistaken identity

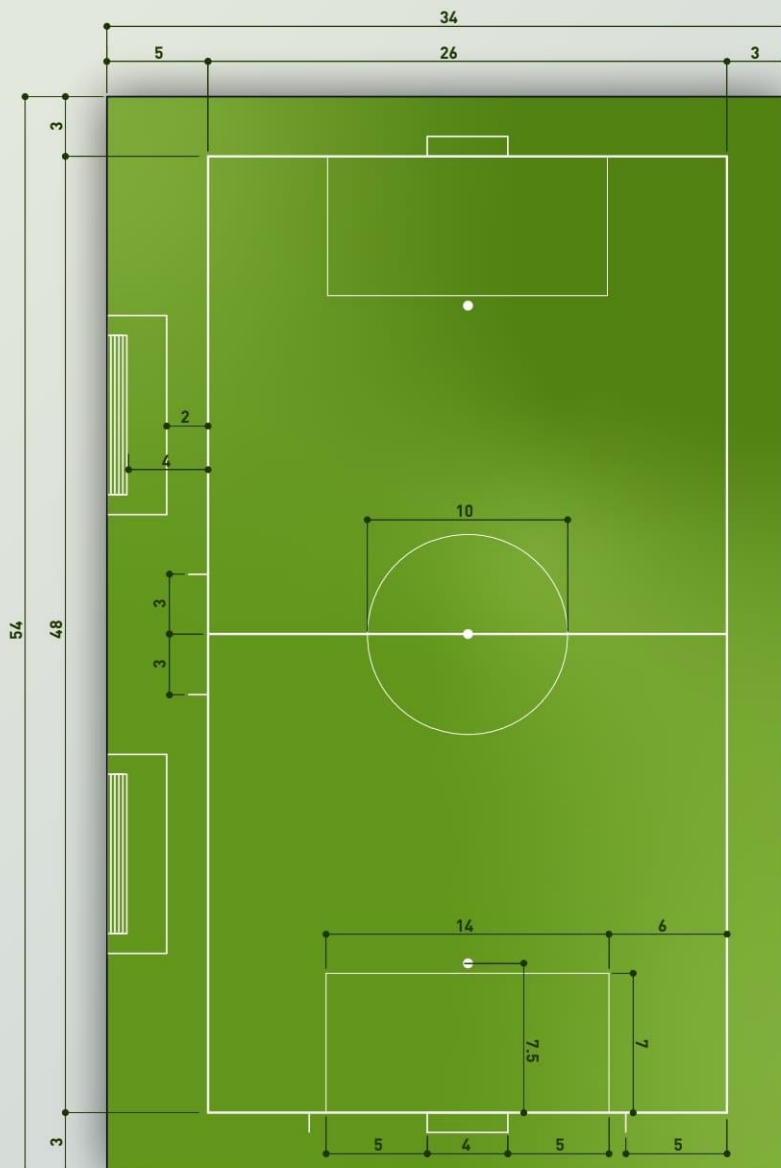
THIS IS TECHNICAL DECISION BY VAR. In the event that the on-field Referee awards a yellow or red card to the wrong player, or is unsure of the player to who award the card to, the VAR should immediately inform which player should be sanctioned.

The final decision SHOULD BE TAKEN BY THE 1st REFEREE, NOT BY THE VAR.

DURING VAR CHECK AND FINAL DECISION TAKEN BY THE REFEREE, TEAMS ARE **NOT ALLOWED** TO MAKE SUBSTITUTION!

Disciplinary Committee

The Disciplinary Committee is responsible for preserving International Minifootball Rules, the spirit of fair-play and sportsmanship as well the WMF image and reputation. It may impose sanctions and any other disciplinary measures, in accordance with the WMF Disciplinary Code, in force for all World minifootball teams.



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Authorised footwear

Type of shoe	Example	Approved	Unapproved
Futsal shoes (no moulds)		✓	
Shoes with 20+ small elastic moulds		✓	
Shoes with 20+ small plastic moulds		✓	
Shoes with small and less than 20 plastic moulds		✓	
Shoes with plastic blades		✓	
Shoes with metal mould or blade			✗