

MAB (Maracana Association Board) and



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# LAWS OF MARACANA GAME

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Official version

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# **LAW 1: THE PITCH AND THE BALL**

## **1. THE PITCH**

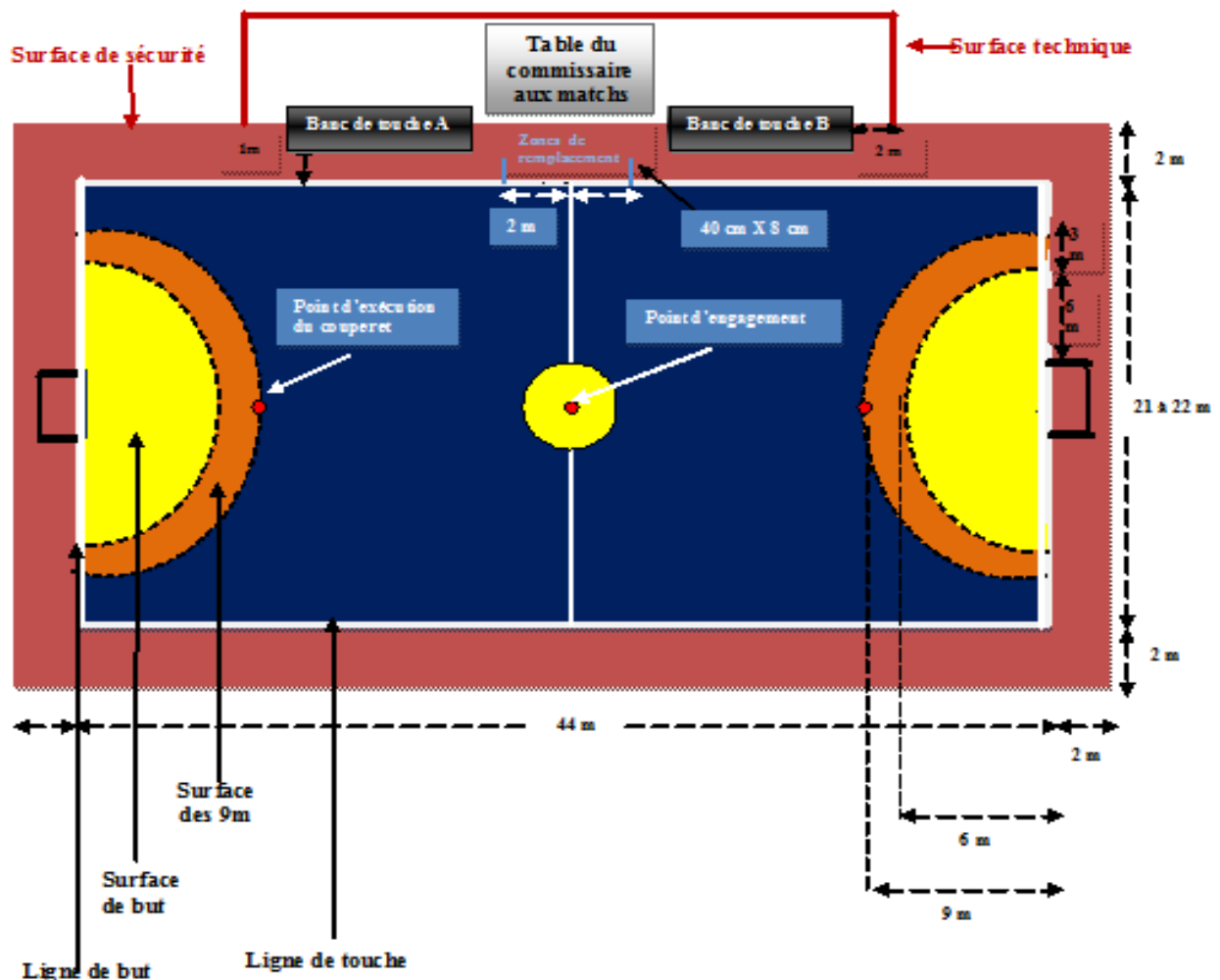
### **a. The dimensions**

The playing field is a rectangle of thirty eight (38) to forty-four (44) meters long and twenty-one (21) to twenty-two (22) meters wide.

The long sides are called sidelines; about the small side, they are called goal lines (between the goalposts) or outer goal lines (on either side of the goalposts).

It is not allowed to modify the characteristics of the playing area during the match.

The marking of the playing field and its particularities must be established according to the plan below :



**b. The goal area**

At each extremity of the field there is a goal area.

Two semicircles of six (06) meters radius are drawn from the outer edge of each goal post inward of the playing surface. These half-circles drawn from the goal line intersect an imaginary line perpendicular thereto. The upper part of each semicircle is connected by a line parallel to the goal line.

The curve line delimiting the goal area is called goal line.

**c. The nine (9) meters line**

A broken line is drawn at each end of the field from the outer goal line, with half circles with a radius of nine (9) meters from the outer edge of each upright.

**d. The goals**

In the center of each goal line are placed the goals compounds of two (02) vertical upright, equidistant from corner points of three (03) meters (internal measure) and connected by a horizontal bar whose lower edge is two (02) meters from the ground.

Nets may be attached to the posts and crossbar to the ground behind the goals. They must be supported properly and be arranged so not to as hinder the players.

**e. Substitution areas**

The substitution area is located on the same side of the field that the team bench ; players pass there at each replacement. Each of the substitution areas has a length of two (02) meters from the center line.

Each zone is bounded on either side by a line perpendicular to the line button; they have a width of eight (08) centimeters and a length of forty (40) centimeters outside the playground.

**f. The technical area**

The technical area extends on the sides, two (02) meters either side of the seat positions of teams and officials, and forward, up to one (01) meters from the sideline.

The number of people allowed to sit on the bench in the technical area is defined in the Law 2.

**g. The safety surface**

A safety zone surrounds the playing area. Its width is at least two (02) meters along the sideline and the outer goal line. It covers the technical area and its access is strictly prohibited to spectators.

## **2. THE BALL**

- a. The approved ball for Maracana competitions shall be a size 4 ball of football. It is spherical, leather or suitable material.
- b. When the ball bursts or deflates during the game, the game must be stopped and resumed with a dropped ball with a new ball at the place where the first ball became defective; unless it was in the six (06) meters, in which case the dropped ball must be played on the line of nine (09) meters.
- c. When such event occurred during the stoppage of play (kick-off, corner kick, penalty kick, goal kick, free kick, kick in) the game must be restarted accordingly.

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# **LAW 2: THE NUMBER AND USUAL EQUIPMENTS OF PLAYERS AND OFFICIALS**

## **1. THE NUMBER OF PLAYERS**

- a. The game is played by two teams each comprising six (6) players maximum. A match may not start if either team consists of fewer than four (4) players.
- b. In any match during official competitions, it is possible to use four substitutes maximum.

A team is allowed to use all his substitutes as many times as they wish to do so at any time during the game, provided that it does not overcome six (6) players on the pitch and that it respects the substitution procedure.

### ***The substitution procedure***

- The match commissioner must ensure that the incoming player, are previously registered on the match report
- The part is not interrupted when the substitution is taking place
- The outgoing player get out of the game in his camp area before the substitute enters the field in the same area.
- The substitution procedure is completed when the substitute enters the field.

### ***Sanctions***

- The game is stopped for an offense under subsection (a) and (b).
- The outnumbering player is sent off and the captain of the team gets a yellow card. If the captain is on the bench the coach expels a player on the pitch, then the game is restarted with a free kick to nine (09) meters line in favor of the opposing team.
- When the replacement procedure is badly performed, the incoming player gets a yellow card and if he played the ball at the time of expulsion, a free kick is then awarded to the opposing team where the ball has been touched last.

## **2. USUAL EQUIPMENTS**

- The equipment of the players must never present any danger to themselves and others. This is applied to jewelry of all kinds.
- The equipment of a player consists of a numbered jersey, a short, socks and approved shoes.
- Approved shoes are those designed for sport on rough terrain, with a low upper textile or leather and rubber soles bowls. Shoes, shoes with molded or screw-in studs and rubber shoes with iron buckles are prohibited to practice Maracana.



## **LAW 3: THE REFEREES, THE MATCH COMMISSIONER AND THE SUPERVISOR**

Two (02) main referees, one (01) substitute referee, one (01) match Commissioner and one (01) supervisor are appointed to officiate each game.

### **1. THE MAIN REFEREES**

- a. Two (02) referees are appointed to lead each game; they are endowed with full power and authority to enforce the laws of maracana games as soon as they enter the field. Their penalization rights extend to infringement committed during a temporary suspension of play or when the ball is out of play. Their decisions on issues of developments in the course of the game are final, so far as the match result is concerned.
- b. They ensure the implementation of laws of Maracana game.
- c. They shall refrain from penalizing where by doing so, they believe support the team with fault.
- d. They have the discretion to stop play for any law violations following the opinion of the Commissioner for the match, to suspend or permanently discontinue the game every time they seem necessary, in particular because of the intervention of spectators or other reasons.

From the moment they enter the field, one of them may make a verbal warning and show a yellow card to any player with a bad conduct or wrong attitude.

- e. They must not allow anyone outside the players and the match commissioner, to enter the field of play without permission.
- f. They stop the game if they believe a player is injured and authorize the doctor to treat him on the playground. They shall order to carry the player out of the field as soon as possible and shall immediately resume the game under the authority of the Commissioner who manages the timer.
- g. If a player is injured, the match is stopped only when the ball is out of the pitch.
- h. They definitely exclude from the field and show a red card to any player who, in their opinion, is guilty of violent conduct or brutality, or tackle intentionally or showing insulting or abusive attitude or continue to behave in a wrong manner after receiving a first warning.
- i. Referees must wear a t-shirt or a shirt whose color will be separate from those of the teams involved.

## **2. THE SUBSTITUTE REFEREE**

- a. He is responsible for recording all category C faults committed by each team. He will use numbered paddles from one (01) to two (02) and he will brandish them as and as teams committed faults. He'll show the paddle to the offending team, the opposing team and the public.
- b. When the second cumulative fault is reached, the assistant referee will signal by setting a flag or an indicative sign on the table, on the side of the team that committed the fourth fault.
- c. At the end of the game, the substitute referee will cancel all the accumulated fouls.

## **3. THE MATCH COMMISSIONER**

- a. Match commissioner is appointed to lead the game smoothly. Its mission is to ensure the implementation of laws by referees and players. He gives its opinion with regards to the suspension or interruption of the game whenever he seems it necessary for the spectators' interference or other reasons sake.
- b. He sends a detailed report of the facts to the dispute committee in the right manner and time stipulated by the regulations.
- c. He gives the kick off signal, the resumption of play after any interruption, the end of the game and decide whether the ball meets the requirements of Law 2.
- d. He fulfills the function of timekeeper and ensures that the party is held in the prescribed time. He puts the clock on pause mode for any loss of time due to an accident or other causes.
- e. He does not allow anyone except the players to enter the playing area.
- f. In case of infringements or a referee does not implement laws of the game, he is allowed to replace him by the substitute referee or when failing to replace him he combines the two functions.
- g. He must ensure that the number of people allowed on the bench is respected : four (04) players and three (03) officials whose names appear on the match report.
- h. He is the only one to report the result of the match and consider that a match is to be replayed or forfeited.
- i. If necessary, it can perform the tasks assigned to the substitute arbitrator.



#### **4. THE SUPERVISOR**

- a. A supervisor is appointed to supervise matches during competitions days. He aims at ensuring the smooth running of the competitions. In relation with the game Commissioner, he gives his opinion with regard to the suspension or interruption that occurred in a match whenever it seems necessary.
- b. He sends a detailed report of the facts to the dispute committee in right manner and time as stipulated by the regulations in such cases

**NB:** Each main referee is complementary and solidary to his partner. When the two (02) referees have opposite decisions, they should first try to reconcile their views before the match Commissioner may decide or help them make a final decision.

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# **LAW 4: THE DURATION OF THE PARTY – THE BALL IN PLAY AND OUT OF PLAY**

## **1. THE DURATION OF THE PARTY**

The party has two equal periods of ten (10) minutes (stopwatch).

The duration of each period should be extended to allow the execution of a penalty kick. A stop at halftime not normally exceed 5 minutes unless authorized by the match Commissioner.

## **2. THE BALL OUT OF PLAY**

The ball is out of play when :

- It fully exceeded the touch line or goal either on the ground or in the air.
- The game was stopped by one of the referees or the match commissioner.

## **3. THE BALL IN PLAY**

The ball is in play at any time from the beginning to the end of the game, including the following cases :

- If it bounces in the field of play after hitting a goalpost, crossbar.
- If it bounces in the field of play after touching one of the arbitrators found on the playground.

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## **LAW 6: THE SCORED GOAL**

A goal is scored when the ball has completely passed the goal line between the posts and under the crossbar purpose without being carried, thrown or struck intentionally by hand by a player of the attacking team and if and only if player who touched the ball last is in the goal area.

The team that has scored the most number of goals is designated winner. If no goal has been scored or if the teams have managed a draw or an equal number of goals, the match will be void and punishable by a penalty shoot the goals.

A goal can in no case be granted when the ball was stopped by a foreign body before crossing the goal line. If the act occurs during a regular live game other than the kick from the penalty kick the game must be stopped and taken over by one of the referees with a "ball dropped" where is occurred the contact between the ball and the foreign body.

If when the ball will enter the goal, but before it completely beyond the goal line, a spectator enters the field and tries to prevent the goal, the Referee shall award the goal if the ball in order, unless the viewer has touched the ball or intervened in the game; in this case the referee will stop the game and restart with a "ball dropped" where the contact or the intervention took place.

**NB** : A goal may be refused by one of the referee, if it considers that the player who scores, shoots the ball with violence (force) at the belt, on one or more players of the opposing camp, located on the trajectory of the ball.



# **LAW 7: THE FREE KICKS**

## **1. THE GOAL KICK**

Only a player of the team who has the benefit of kick (or goal kick) must be in the goal area.

His teammates will stand beyond the line of 6m; when one or more teammates are in the goal area on the kick the goal kick, a free kick is then awarded to the opposing team and it is performed to nine (09) meters.

The opposing team's players will be held outside of the surface of nine (09) meters.

The ball is in play when it crosses the line of six (06) meters.

## **2. IN THE GAME**

A free kick is awarded on a stroller, a pulling of a jersey (yellow card), elbow (red card), obstruction, a hook-in leg, while laying on a partner or an opponent in order to clear the ball with the head or the foot (yellow or red card).

Any free kick awarded to the defending team inside its own goal area, can be run from any point of the said goal area.

All offenses committed by the defending team (outside of ball handling) inside the goal area and 9m zone leads to a free kick in favor of the attacking team, performed on the broken line of 9 m.

All offenses committed by the defending team in the area between the rows of six (06) meters and nine (09) meters leads to a free kick executed at the nine (09) meters line

**NB** : The required distance to be observed by the defending team during the execution of a free kick is three (03) meters.

### **Sanctions**

- If during the execution of a free kick, a player or players start dancing and gesticulating in order to distract or delay the game, this is a bad attitude so the wrongdoers receive a verbal warning; in case the same player continues, he is awarded a yellow card.
- On the kick free kick, if a player or players of the defending team will not put the necessary distance, they must receive a verbal warning and in case of recidivism, they are awarded a yellow card.
- Is to be considered as a misconduct any serious attempt to delay the execution of a free kick by advancing particular to reduce the distance or throwing the ball away from the player with the benefit of a free kick; the offending players must get a yellow card.
- If the player kicking a free kick replays the ball before it has touched or played by another player, a free kick is awarded to the opposing team where the infringement occurred.



## **LAW 9: FAULTS AND ANTI-SPORTING BEHAVIOUR**

The red card (RC) is equivalent to exclusion. The yellow card (YC) is synonymous of warning and expulsion of two (02) minutes

### **1. FAULTS WARNING LIABLE**

A player is dealt a yellow card if he commits any of the following errors. If he

- is guilty of a anti-sporting behavior (conduct unbecoming)
- dissent by word or action
- persistently violated the laws of the game
- delaying the restart of play
- does not respect the required distance when executing a kick, a penalty kick, a goal kick or a corner kick
- violating the replacement procedure.
- gives or tries to give a kick to an opponent
- jumps at an opponent
- charging an opponent from behind
- holds an opponent
- pushes an opponent
- handles the ball outside the goal area, that is to say, wear, hit or throw the ball with the hand or arm.

In addition, a free kick is awarded to the opposing team.

### **2. EXCLUSION FOULS LIABLE**

A player gets a red card and is sent off the field of play when he commits any of the following offenses :

- be guilty of violent conduct or brutality, in the opinion of the referee
- spit on the opponent or any other person
- cause of the brawl
- hold discourteous, insulting or abusive
- denying an obvious goalscoring opportunity to an opponent moving towards its goal by committing an offense punishable by a free kick
- prevent the opposing team from scoring or denies an obvious goalscoring opportunity by deliberately handling the ball of the hand.
- receiving a second caution in the same match
- go again guilty of improper conduct after receiving a warning.
- give a kick to an opponent

- pass a hook legs in a fast race opponent
- jumps at an opponent
- charges an opponent violently or dangerously
- violently charging an opponent from behind
- strike an opponent or spit on him
- hold an opponent
- pushing an opponent
- handle the ball intentionally, then that is the last defender and that there was a purpose action

If the play was stopped due to the exclusion of the field a player for one of these faults without any other violation of laws has been committed, play is restarted with a free kick awarded team opposite to where the foul was committed.

**NB:** The player who receives a red card must leave the safety zone; it should not influence the result of the game in any way whatsoever.

### **3. THE LETTER AND THE SPIRIT OF THE LAW 9**

The letter and the spirit of the Law 9 does not require referees to stop the game when giving a card. If they prefer, they can apply the advantage rule. In this case, they penalize the player when the game is stopped.

### **4. THE BALL COVER**

When a player covers the ball without touching it in order to avoid that it can be played by an opponent, there is obstruction but not an infringement of the law 9, because the player is already in possession he covers for tactical reasons while the ball remains at the required distance for the play to go on. In fact, he does play the ball nor commits any offense in this case the player can be charged because in fact he plays the ball.

### **5. OBSTRUCTION**

If a player extends his arms to obstruct an opponent and moves his foot from one side to the other, waving his arm up and down to delay an opponent, forcing him to change his running direction, but without contact with him, the referee must give a warning yellow card to the player and a free kick for a misconduct.

### **6. UNBECOMING OR VIOLENT CONDUCT**

Any player who is guilty of violent or wrong conduct against an opponent or a teammate, an official or other people and shows rudeness or insults will be punished according the nature of the misconduct.



## **7. PROTESTS**

When the referee awarded a free kick, if a player violently protested through insults and rudeness, this player is excluded from the play. The free kick is executed when the player leave the field.

## **8. THE OUTRAGE**

Spitting on opponents, officials or other persons and any other indecent behavior is considered as violent conduct within the meaning of Section F of the Law 9.

## **9. DOUBLE FAULT**

By the time the referee will give a warning to a player and he has not yet done so, if the player is guilty of another misconduct, he will be sent off the field.

## **Sanctions**

It can only be shown a yellow or red card to a player, substitute, substituted player or coach.

## **10. TABLE OF SANCTIONS**

Type	SENTENCE
Yellow card	Two (02) minutes of temporary exclusion
Two yellow cards in the same game equivalent to a red card	Expulsion of the player: the team plays with one less player; the player receives two (2) game suspension (the current game and the next game of his team)
Direct Red card	Expulsion of the player; the team plays with one less player; the player receives three (03) game suspension, the match in progress and two (02) following matches of the team
Blue card	Indicating that a Class C fault has been committed

It can only be shown a yellow or red card to a player, substitute, substituted player or coach.

## **11. THE DISCIPLINARY OFFENSE**

Let it be understood by disciplinary offense, any unseemly act or misguided insults, penetration of the play area or physical abuse, spitting, throwing objects, damage or destruction of logistics deployed by the federation and partners, etc.) committed by a coach, manager, player (on the bench) or support against the opposing team official (referee, match commissioner, organizing committee )and partners. The coach, manager, or player (on the bench) offender will get a red card; as the offending bear, the referee excludes without submit cardboard. The captain of the offending team will get a yellow card. If he is on the bench, while the coach chooses a field player who is excluded temporarily for two (02) minutes.

If the captain, coach, assistant coach and the third official duly registered on the match report commit a disciplinary offenses a red card at the same time, while a player of the offending team field auto-designates and will get the yellow card.

If after thirty (30) seconds of dialogue fields no player of the offending team shall designate self, while the referee is responsible for choosing a field player who will get the yellow card.

Play is restarted with a free kick executed to nine (09) meters m against the offending team, and the team will continue the party outnumbered.

In addition, the Federation will appreciate the official match reports and take appropriate disciplinary action.

## **12. THE CATEGORIZATION OF FAULTS**

There are three types of faults:

- Category A: Acts committed by an officer or supporter.
- Category B: Technical and verbal faults (wrong substitution, non-compliance with the distance of three (03) meters, failing hands, insults, etc.).
- Category C: Contact faults endangering an opponent, partner or official (tackles, dangerous play, physical, etc.).



## **LAW 10: THE PENALTY KICK**

A penalty kick is given at the penalty mark (the center of the median line) when a player of the defending team handles the ball in the goal area. Before execution of the penalty, all players have to stay at the center line obviously at three (03) meters from the ball (in the half of the field reserved for the team that has the benefit of fault).

The penalty goal is scored if the ball crosses the goal line inside the goal mouth completely, either the ball flies directly into the goal mouth or bouncing once in the goal area before crossing the goal line into the goal mouth.

The player who gives the penalty kick can replay the ball only if another player has touched the ball. If necessary, the playing time may be extended either to the end of the 1st half or to the end of the game so as to allow the execution of a penalty kick.

**NB:** During a penalty kick session, only players who finished the game are allowed to participate.

### **Sanctions**

- If, in executing the penalty kick, the ball bounces out of the goal area, the ball ceases to be in play and a goal kick is allowed.
- When the referee awards a penalty kick, it should not give the signal for the execution before the players abide by the law in force.
- If, after the referee has given the signal for the execution of a penalty kick and before the ball is in play, a player of the defending team enters the field half his team or approaches to within three (03) meters of player kicking the ball, no matter this the referee does not stop the process. If the player fail to score then, the penalty kick is taken anew.
- After the referee has given the signal for the execution of a penalty kick and before the ball is in play, if a teammate of the player in charge of the kick enters the penalty area, the referee no matter this allows the kick and if a goal is not scored, the kick will not be repeated. However, if a goal is scored, the goal will be refused and a goal kick is permitted.
- After the kick was given, if the ball is by chance stopped in his tracks by a foreign object in the goal area, the kick will be taken anew.
- At the time a penalty kick will be kicked, if the player executing the kick is guilty of misconduct and kicks the ball therefore the player will get a yellow card.
- If, after the referee has given the signal for the execution of a penalty kick and before the ball is in play, one or more players from each team enters the penalty area, the referee does not stop the process if a goal is scored, the goal will not be validated and the kick will be

taken anew, the guilty players will be warned verbally and in case of recidivism they will get a yellow card.

- When the duration of a match is extended at half time or at the end of the game in order to start a penalty kick, this extension should last until the penalty kick ended his effect. The game ends as soon as the referees have made the decision.

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## **LAW 13: THE “COUPERET”**

All category C faults are accumulated. The substitute referee or the match Commissioner will use the numbered paddles from one (01) to two (02) and will lift them up while teams accumulate C category faults.

When the second accumulated fault is reached, the substitute referee or the Commissioner will report the match by putting a flag or an indicative sign on the table, on the side of the team that committed the second offense.

As from the third C category offense perpetrated by a team, it is the victim a “couperet” (a direct free kick) in favor of the opposing team regardless of disciplinary sanctions under the Law 9.

The direct free kick is taken from the line of the recipient team nine (09) meters in the axis of the goal, under the same technical conditions as a penalty kick.

If the direct free kick is transformed, the counter cumulative faults will be reset. If it is not transformed, the cumulative number of faults is maintained and each new C category fault committed shall be penalized by a new direct free kick.

At the end of a match, the counter cumulative faults will be reset. In the case of an extension, it will be considered as the continuity of the second period, keeping the same technical conditions.

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## **LAW 14: THE START AND END-MATCH PROTOCOLS**

The protocol that begins and closes matches are part of Maracana official match.

They are applicable to all official matches and enable to communicate to the practitioners, the friendly, fraternal and convivial character of discipline.

### **1. THE START OF THE GAME**

Two (02) teams enter the playing area preceded by referees and captains.

All are arranged at the point of engagement parallel to the sideline opposite the table games or the Commissioner or of the officials lodge.

The Commissioner joined them and stands on the point of engagement; arbitral pair and the visiting team are positioned to his right, while receiving ranks to his left.

The visiting team shakes hands with officials and opponents; then the receiving team welcomes officials. The game can then begin.

### **2. THE END-MATCH PROTOCOL**

At the end of a match, the players and officials of the winning team will have on the line median, from the point of engagement towards the table of the match Commissioner.

All players and officials of the opposing team must shake their hands before dispersing.

Any player or official who violates this provision is assessed a disciplinary sanction : Suspension for the next game, his team began outnumbered until extinction of two (02) minutes.

### **3. THE END OF THE MATCH**

The end of the game comes when the two teams have met in the last requirement of the protocol

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