

# WinBundesliga Index

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## Tabelle neu

### **Menü: Datei**

In dieser Dialogbox können Sie eine neue Tabelle anlegen, indem Sie zunächst einen Tabellennamen (max. 30 Zeichen lang) angeben und dann Mannschaften eintragen aufrufen. Werden keine Mannschaften eingetragen, so erscheint eine Hinweis-Box. Ohne Eintragen von Mannschaften kann fast keine Funktion von WinBundesliga genutzt werden.

## Mannschaften eintragen

### **Menü: Datei / Tabelle neu**

Hier tragen Sie die in der anzulegenden Tabelle spielenden Mannschaften (max. 30 Zeichen lang) ein. Die Mannschaften werden nur in den Datenbestand übernommen, wenn geradzahlig viele eingegeben werden. Sollte die Anzahl der Mannschaften doch einmal ungeradzahlig sein, so sollte eine 'dummy'-Mannschaft eingetragen werden, die nicht am Spielbetrieb teilnimmt.

Hinweis: Geben Sie bitte sofort alle Mannschaftsnamen vollständig an!

## Table laden

### **Menü: Datei**

Mit dieser Funktion kann eine bereits erstellte Tabelle geladen und weiterbearbeitet werden.

## Tabelle speichern

### **Menü: Datei**

Die Funktion 'Tabelle speichern' speichert den aktuellen Datenbestand ohne weitere Rückfragen, sofern die Datei bereits einen anderen Titel als 'Ohne Namen' hat - sie also schon einmal gespeichert worden ist. Anderenfalls wird automatisch der Menüpunkt 'Tabelle speichern unter...' aufgerufen, damit ein gültiger Dateiname spezifiziert werden kann.

# Druckausgabe

## Menü: Datei

Es können folgende Datenbestände mit dem angeschlossenen Drucker ausgegeben werden:

- die momentan aktuelle Tabelle, so wie sie auf dem Bildschirm permanent angezeigt wird,
- die Begegnungen, Tips und Ergebnisse eines zu spezifizierenden Spieltages,
- die Mannschaftskader aller Mannschaften oder einer bestimmten Mannschaft sowie
- die Torschützenliste der gesamten Saison oder eines einzelnen Spieltages.

Drucker: Hier wird der in der Systemsteuerung oder in WinBundesliga (Drucker auswählen) eingestellte aktuelle Drucker, mit dem die Daten ausgegeben werden, angezeigt.

Tabelle: Dieses Feld enthält den Namen der Liga, deren Datenbestände Sie ausdrucken möchten.

Exemplare: Stellen Sie hier ein, wieviele Kopien jedes Punktes unter Druckdaten Sie ausdrucken möchten.

Seitenränder: Spezifizieren Sie hier bitte die gewünschten Freibereiche, die links, unten, oben und rechts unbedruckt bleiben sollen. Die Default-Werte sind möglichst praxistauglich gewählt. Beachten Sie bitte bei der Wahl der Seitenränder, daß die tatsächlichen Freibereiche auf dem Papier druckerspezifisch leicht variieren können.

Seitenausrichtung: Hier können Sie einstellen, ob der Ausdruck im Hoch- ("landscape"-) oder Quer- (d.h. "portrait"-) Format erfolgen soll. Besonders bei größeren Schriftgrößen bietet sich für den Ausdruck der aktuellen Tabelle ein Querdruck an.

Drucker auswählen: Mit diesem Knopf können Sie einen anderen aktuellen Drucker (oder ein anderes Gerät, z. B. ein Faxgerät) einstellen, mit dem dann der Ausdruck der Ligadaten erfolgt. Befindet sich Ihr Drucker nicht in der Auswahlbox, so sollten Sie ihn mit der Systemsteuerung installieren.

Druckdaten: Wählen Sie hier bitte aus, welche Daten Sie ausgedruckt haben möchten. Falls Sie die Mannschaftskader aller Teams, eines einzelnen Teams oder eine Torschützenliste ausdrucken, so erfolgt nach jeder Option jeweils ein Seitenumbruch. Die aktuelle Tabelle und die Begegnungen, Tips und Ergebnisse werden auf einer Seite gedruckt. Die Spieler eines Mannschaftskaders werden in der Reihenfolge ausgedruckt, in der Sie unter Kader festlegen eingegeben worden sind.

Hinweis: Bevor Sie drucken, sollten Sie eine geeignete Schriftgröße auswählen (Schriftart). Für einen gut leserlichen Druck, der auch noch auf eine Seite paßt, bietet sich eine Schriftgröße zwischen 10 und 12 Punkten an.

## Vorgaben

### Menü: Datei

In diesem Programmteil können generelle Festlegungen getroffen werden, die auch zusammen mit dem Datenbestand abgespeichert werden können.

Stellen Sie Deutscher Meister ein, wenn es sich bei der Liga um die 1. (Fußball-, Handball-, Volleyball- etc.) Bundesliga handelt.

Die Option Aufsteiger sollte für Ligen verwendet werden, bei denen der Tabellenführer am Saisonende kein Deutscher Meister, sondern (ein) Aufsteiger ist.

Die Anzahl der UEFA-Cup-Teilnehmer ist für Fußball-Bundesligamannschaften momentan 4. Sie kann aber in Abhängigkeit von der 5-Jahres-Wertung der UEFA variieren und im Programm berücksichtigt werden.

Falls die UEFA-Cup-Plätze einmal nicht (wie üblich) von Platz 2 bis 5 vergeben werden, so kann der erste Tabellenplatz, von dem ab sich eine Mannschaft für diesen Wettbewerb qualifiziert, in Qualifikation ab Tabellenplatz angepaßt werden.

Veränderung der Anzahl der Aufsteiger ist nur möglich, falls nicht die höchstmögliche Spielklasse verwaltet wird, da aus dieser Liga i.a. keine Mannschaften aufsteigen können. Anzahl der Absteiger bestimmt die am Saisonende aus der Liga absteigenden Mannschaften - vom letzten Tabellenplatz an gerechnet.

Bei Bestimmung von Text- und Hintergrundfarbe können prinzipiell 1.67 Millionen verschiedene Farben eingestellt werden. Man sollte sich allerdings auf möglichst "runde" Werte beschränken, um Rasterungen zu vermeiden. Das linke Rechteck zeigt die momentan eingestellte Textfarbe, das rechte die Hintergrundfarbe an.



## Weitere Vorgaben

### Menü: Datei

In diesem Dialogfenster können Sie weitere Einstellungen festlegen, die Ihnen das Arbeiten mit WinBundesliga erleichtern.

Spieltag Planen: Entscheiden Sie hier, ob beim Planen eines Spieltages die Vor- bzw. Rückrundenbegegnungen unter Berücksichtigung der umgekehrten Heimrechtsituation eingetragen werden sollen oder nicht. Sie brauchen dadurch nur entweder die Hin- oder die Rückrunde zu planen. Planen Sie beispielsweise den 5. Spieltag der 1. Fußball-Bundesliga (zur Zeit aus 18 Mannschaften bestehend), so würden die entsprechenden Begegnungen für den 22. Spieltag ebenfalls eingetragen werden, wobei dann die Gastmannschaften Heimrecht hätten und die Heimmannschaften entsprechend Auswärtsspiele zu bestreiten hätten. Wenn Sie analog den 22. Spieltag planen, so fügt WinBundesliga die Daten für den 5. Spieltag in den Datenbestand ein. WinBundesliga überprüft automatisch, ob Sie eventuell schon Begegnungen für den Rückrundenspieltag eingetragen haben und macht Sie darauf aufmerksam. Standardmäßig ist diese Option ausgeschaltet.

Speichern: Legen Sie hier fest, ob WinBundesliga beim Speichern eine Backup-Datei anlegen soll, wenn die momentan bearbeitete Datei bereits im aktuellen Verzeichnis vorhanden ist. Die Extension (oder Dateinamens-Erweiterung) muß aus genau 3 alphanumerischen Ziffern bestehen - Sonderzeichen sind nicht zulässig. Beim Anlegen einer Tabelle wird diese Option automatisch gesetzt.

## Spielpaarung auswählen

Wählen Sie hier mit Hilfe des Markierungsfeldes unter Wahl eine Begegnung eines vorher bestimmten Spieltages aus. Die von Ihnen ausgewählte Menüoption wird dann aufgerufen werden.

Es wird jeweils derjenige Spieltag vor dem ersten ungeplanten Spieltag vorgesetzt. Haben Sie beispielsweise die Spieltage 1, 2 und 19 bereits geplant, so wird der Spieltag 2 vorgesetzt.

## Spieltag Planen

### Menü: Spieltag

Nach Auswahl eines Spieltages können hier die einzelnen Begegnungen aus der Auswahlliste rechts ausgewählt werden (mit der linken Maustaste). Eine Mannschaft kann ebenfalls mit Hilfe der linken Maustaste in die Auswahlbox zurückbefördert werden. Werden Begegnungen eingegeben, die schon an einem früheren Spieltag geplant wurden, so wird eine Fehlermeldung ausgegeben. Standardmäßig gibt WinBundesliga denjenigen Spieltag vor dem ersten ungeplanten Spieltag vor. Haben Sie demnach bereits die Speltage 1, 2 und 19 geplant und rufen 'Spieltag Planen' auf, so werden die Begegnungen des 2. Spieltages angezeigt.

Hinweis: Bitte planen Sie den Spieltag möglichst sofort vollständig. Sollten Sie einen bereits geplanten Spieltag aber doch einmal reeditieren wollten, so gelten folgende Bestimmungen:

Wollen Sie lediglich eine oder mehrere Begegnung(en) hinzufügen und alle eingegebenen Daten zu den anderen Begegnungen behalten, dann achten Sie bitte darauf, daß sich die Positionen der anderen Begegnungen in der Liste nicht ändern, daß also die neue(n) Begegnung(en) unten angefügt werden.

Andersherum bedeutet dies, daß Sie sämtliche Daten zu einer Begegnung löschen, wenn Sie entweder eine Begegnung aus der Liste eliminieren oder Ihre Position innerhalb der Liste ändern. Zu diesen Daten gehören Ergebnis-, Torschützen-, Zuschauer-, Verwarnungs-, Tip- und Aufstellungsangaben.

Hinweis: Wenn Sie auf der zweiten Seite der Vorgaben (Weitere Vorgaben) "Automatisches Eintragen der Vor- / Rückrunde" eingestellt haben, so werden die Begegnungen des entsprechenden Spieltages der Vor- bzw. Rückrunde unter Berücksichtigung der umgekehrten Heimrechtsituation von WinBundesliga selbstständig eingetragen.

## Spieltag Anzeigen

### **Menü: Spieltag**

Mit dieser Option können Sie sich einen bereits geplanten Spieltag ansehen. Es werden auch bereits eingetragene Ergebnisse und Ergebnistips angezeigt.

## Tipabgabe

### **Menü: Spieltag**

Nach Auswahl eines Spieltages können Sie Ihre Ergebnistips zu den Begegnungen eines vorher(!) geplanten Spieltages eingeben.

## Ergebnisse eintragen

### **Menü: Spieltag**

Nach Planen eines Spieltags können hier die Ergebnisse eingetragen werden. Es können auch vorherige Ergebniseintragungen ergänzt und/oder korrigiert werden. Nach Drücken von OK wird dann sofort die eventuell veränderte Tabelle angezeigt.

Trägt man mindestens ein Ergebnis ein, so wird 'Spieltag' in der Tabelle aktualisiert.

Hinweis: Bitte achten Sie auf logische Widerspruchsfreiheit im Falle der Änderung von Ergebnissen, für die Sie bereits Torschützen eingetragen haben.

# Manipulation

## **Menü: Tabelle**

Mit diesem Programmpunkt können Punkt- und Torverhältnis einer Mannschaft aus der Liga manuell verändert werden. Er ist für den Fall gedacht, indem z.B. eine Mannschaft aus bestimmten Gründen Punkt- oder Torabzüge bekommt, wie z.B. der BFC Dynamo Dresden in der Saison 93/94.

ACHTUNG: Vergewissern Sie sich vorher genau, ob eine und welche Tabellenmanipulation notwendig ist - sie kann zu einem inkonsistenten, d.h. logisch widerspruchsvollen Datenbestand führen.

## Schriftart

### **Menü: Tabelle**

Es kann die Schriftart und -größe der Tabelle in veränderter Form dargestellt werden durch Wahl einer neuen Schrift aus der Auswahlbox oder direkter Eingabe des Namens in dem Editierfeld.

Die Angabe der Schriftgröße erfolgt in Punkten und beträgt minimal 6 und maximal 100. Bei einer Tabelle mit 18 Mannschaften sind 15 Punkte empfehlenswert.

Ist die eingegebene Schrift nicht vorhanden oder momentan nicht installiert, so wird eine entsprechende Fehlermeldung ausgegeben. Überprüfen Sie gegebenenfalls die installierten Schriftarten in der Systemsteuerung.

Hinweis: Die TrueType-Schriftarten 'Times New Roman' und 'Symbol', die standardmäßig mit Windows 3.x ausgeliefert werden, müssen installiert sein. Empfehlenswert ist das Vorhandensein der Schriften 'Wingdings' und 'ZurichCalligraphic'.



## Heimtabelle

### **Menü: Tabelle**

Hier können Sie sich die Heimtabelle der Liga ansehen. Es wird also diejenige Tabelle dargestellt, die sich ergibt, wenn alle Heimspiele aller Mannschaften zusammengezählt werden.

## Auswärtstabelle

### **Menü: Tabelle**

Hier können Sie sich die Auswärtstabelle der Liga ansehen. Es wird also diejenige Tabelle dargestellt, die sich ergibt, wenn alle Auswärtsspiele aller Mannschaften zusammengezählt werden.

## Aufstellung festlegen

### **Menü: Mannschaft**

Hier können die Mannschaftsaufstellungen der Vereine einer Begegnung festgelegt werden. Der Programmpunkt ist vorwiegend bei der Verwaltung von Fußball-Ligen sinnvoll.

Die Angaben sind optional, wenn sie aber angegeben werden, dann vollständig.

Auswechsellspieler können erst bestimmt werden, wenn sowohl bei der Heim- als auch bei der Gastmannschaft eine komplette Aufstellung angegeben worden ist.

Die automatisch angezeigte Rückennummer entspricht der bei der Kaderfestlegung eingetragenen (Standard-) Rückennummer (z.B. die Nummer 10 von Lothar Matthäus). Sie kann auch verändert, und somit der aktuellen Aufstellung angepaßt werden.

Hinweis: Mannschaftsaufstellungen können erst eingetragen werden, wenn vorher mindestens ein 11-köpfiger Kader eingegeben worden ist.

## Auswechslungen eingeben

### **Menü: Mannschaft**

Diese Option ist erst sinnvoll einsetzbar, wenn vorher mindestens zwei Auswechselspieler in Auswechselspieler festlegen festgelegt worden sind (siehe Mannschaftsaufstellung festlegen).

Die Anzahl der Auswechselspieler orientiert sich an gängige Statuten der Fußball-Bundesliga, wo pro Spiel zwei Auswechselspieler zugelassen sind.

## Auswechselfpieler festlegen

### **Menü: Mannschaft**

Für eine Mannschaft können bis zu fünf Auswechselfpieler aus dem Kader für die ausgewählte Begegnung bestimmt werden. Aus diesen fünf Spielern können dann später in Auswechselflungen eingeben zwei Spieler eingewechselt werden.

Hinweis: Achten Sie bitte auf darauf, daß sich kein Spieler sowohl in der Aufstellung als auch unter den Auswechselfpielern befindet. In diesem Fall wird eine Fehlermeldung generiert.

## Kader festlegen

### **Menü: Mannschaft**

In diesem Programmteil können Sie die Spieler einer Mannschaft eintragen, die in der gesamten Saison zum Einsatz kommen können. Der Kader kann auch noch zu einem späteren Zeitpunkt erweitert werden (z.B. bei Verpflichtung eines Spielers vor Ablauf der Transferfrist).

Die Existenz eines vollständigen, d.h. mindestens 11-köpfigen Mannschaftskaders ist Voraussetzung für den sinnvollen Einsatz der Optionen Mannschaftaufstellung festlegen, Auswechslung eingeben, Verwarnungen eingeben und Torschützen eingeben. Tragen Sie deswegen bitte die Spieler vor Benutzung dieser Menüpunkte ein.

## Teamnamen ändern

### **Menü: Mannschaft**

Hier können Sie den in Tabelle neu bestimmten Namen einer Mannschaft manuell verändern.

Hinweis: Achten Sie bitte darauf, daß Sie keinen Namen angeben, den bereits eine andere Mannschaft trägt, sonst wird eine Fehlermeldung ausgegeben.

## Ergebnisüberblick

### **Menü: Mannschaft**

Dieser Menüpunkt stellt eine Übersicht über die (eventuell schon absolvierten) Saisonspiele einer auszuwählenden Mannschaft zur Verfügung.



## Verwarnungen eingeben

### **Menü: Verwarnungen**

Es können die Verwarnungskarten aller eingesetzten Spieler (11 + eventuell 2 Auswechselspieler) einer Begegnung durch Drücken der linken Maustaste auf die entsprechenden Markierungen spezifiziert werden. Dazu müssen vorher die Mannschaftsaufstellungen der beiden Mannschaften eingegeben worden sein.

Für gelb-rote Verwarnungskarten klicken Sie bitte beide Felder des betreffenden Spielers an.

Hinweis: Achten Sie bitte bei der Eingabe der Verwarnungskarten (insbesondere bei roten und gelb-roten Karten) auf Übereinstimmung mit den Torschützenangaben zu diesem Spiel und den Auswechslungen.

## Torschützen eingeben

### Menü: Statistik

Zu einer Begegnung können hier die Torschützen eingetragen werden, wobei die zugehörigen Spieler entweder aus der Mannschaftsaufstellung oder aus dem Kader genommen werden können.

Entscheiden Sie sich bitte vor Eintragen der Torschützen, ob Sie Spieler aus der Aufstellung oder dem Kader verwenden möchten. Die Entscheidung kann zwar später noch geändert werden, jedoch sollte dies vermieden werden.

Sollten Ihnen zum Zeitpunkt des Eintragens noch nicht alle Torschützen bekannt sein, so können sie die die noch unbekanntes später nachtragen. In jedem Falle muß aber eine gültige Torfolge angegeben werden (ein 1:0 unmittelbar gefolgt von einem 3:0 ist beispielsweise nicht gültig).

Hinweis: Bitte achten Sie auf logische Widerspruchsfreiheit bei nachträglicher Ergebnisänderung.

## Torschützen anzeigen

### **Menü: Statistik**

Saison: Es wird die Torjägerliste angezeigt, die sich auf alle Torschützeintragungen der laufenden Saison bezieht.

Spieltag: In dieser Torschützenliste sind die besten 20 Torschützen des zuvor ausgewählten Spieltages aufgeführt.

Spiel: Mit diesem Programmpunkt können Sie sich die Torschützen eines vorher bestimmten Spieles zwecks Kontrolle anzeigen lassen.

Hinweis: Da maximal 20 Spieler angezeigt werden können, kann das Ende der Liste eventuell nur aus einer Auswahl von Spielern mit gleicher Anzahl geschossener Tore bestehen.

## Torverteilung

### Menü: Statistik

Dieses Diagramm beschreibt die Abhängigkeit der geschossenen Tore in der laufenden Saison von der Minute. Der Funktionswert 7 an der Stelle 13 bedeutet demnach, daß in der aktuellen Saison in der 13. Minute bisher 7 Tore gefallen sind. Es werden auch Torschützenangaben berücksichtigt, bei denen kein Spielername, wohl aber die Minute angegeben worden ist.

In dieser Statistik sind auch alle Eigentore enthalten.

Der Funktionswert an der Stelle 0 wird standardmäßig auf 0 gesetzt.

Als Spieltag wird der Spieltag in der Tabelle verwendet - er spiegelt den (numerisch) höchsten Spieltag wider, an dem mindestens ein Ergebnis eingetragen wird.

Hinweis: Die Skalierung der vertikalen Achse ist so ausgelegt, daß für eine Minute maximal 200 Tore sinnvoll angezeigt werden können. Vermeiden Sie deswegen bitte unrealistische zu hohe Torschützenangaben.

## Zuschauerzahlen eingeben

### **Menü: Statistik**

Hier können Sie den Zuschauerzuspruch der einzelnen Begegnungen eines vorher auszuwählenden Spieltages eingeben. Es sind maximal sechsstellige Angaben möglich. Logisch unsinnige Werte haben eine Fehlermeldung zur Folge.

Zuschauerangaben für eine nichtexistierende Begegnung an dem gewählten Spieltag werden ignoriert.

# Zuschauerverteilung

## Menü: Statistik

Das Diagramm beschreibt die Abhängigkeit der vorher einzugebenden Zuschauerzahlen von den Spieltagen der Saison. Ein Funktionswert von 220000 an der Stelle 17 bedeutet also, daß der 17. Spieltag der Liga einen Zuschauerzuspruch von insgesamt 220000 gefunden hat.

Der Funktionswert an der Stelle 0 wird standardmäßig auf 0 gesetzt.

Als Spieltag wird der Spieltag in der Tabelle verwendet - er spiegelt den (numerisch) höchsten Spieltag wider, an dem mindestens ein Ergebnis eingetragen wird.

Hinweis: Die Skalierung der vertikalen Achse ist so ausgelegt, daß für einen Spieltag maximal 400000 Zuschauer sinnvoll angezeigt werden können. Vermeiden Sie deswegen bitte unrealistische zu hohe Zuschauerzahlen.

## Restprogramm

### Menü: Statistik

Es können die ausstehenden Begegnungen zweier ausgewählter Mannschaften angezeigt werden. Da die beiden Mannschaften völlig unabhängig voneinander gewählt werden können, ist ein direkter Vergleich dieser Teams möglich (z.B. ein Vergleich zweier Titelaspiranten oder eventueller Absteiger).

Die Suffixe '(H)' und '(A)' deuten dabei ein 'Heimspiel' oder 'Auswärtsspiel' an.

Der Auswertung liegen alle Begegnungen zugrunde, die in Hin- und Rückrunde möglich sind, und für die bisher noch kein Ergebnis eingetragen wurde.

Man muß nicht unbedingt alle Spieltage geplant haben, um das vollständige Restprogramm einer Mannschaft anzeigen zu lassen. Allerdings schließt diese Eigenschaft ein, daß die Reihenfolge der angezeigten Mannschaften nicht notwendig auch der tatsächlichen Spielreihenfolge entspricht.

Es werden bei Aufruf dieser Option die Restprogramme der beiden führenden Mannschaften der Tabelle angezeigt.

## Allgemeines

### Menü: Statistik

In dieser Dialogbox finden sich interessante Statistiken zur laufenden Saison. Alle Auswertungen orientieren sich an dem Spieltag, der in der Tabelle jederzeit angezeigt wird.

Tabellenstatus: Ergebniseintragungen stehen genau dann noch aus, wenn es mindestens einen geplanten Spieltag gibt, für den noch nicht alle Ergebnisse eingetragen worden sind. Die Saison ist genau dann abgeschlossen, wenn alle Ergebnisse an jedem Spieltag eingetragen worden sind.

Tore: Die Prozentzahl der richtig getippten Spiele ergibt sich aus dem Quotienten der richtigen Tips und der Anzahl aller Tips, die insgesamt abgegeben worden sind. Sie bezieht sich also weder auf alle möglichen, noch alle bisher eingetragenen Spiele.



## Qualifikation

### **Menü: Statistik**

Hier finden sich die aus der Tabelle resultierenden Qualifikationen wie UEFA-Cup-Teilnehmer, Absteiger, Aufsteiger sowie der Deutsche Meister oder Tabellenerste bis zum momentan aktuellen Spieltag.

Falls Sie in den Vorgaben 'Deutscher Meister' eingestellt haben, so wird der Tabellenführer in der Mitte der Tabelle angezeigt und die UEFA-Cup-Qualifikanten in den 6 Feldern links oben. Anderenfalls werden dort die Aufsteiger aufgeführt.

## Informationen zu WinBundesliga

WinBundesliga wurde 1994 von Thomas Mantay konzipiert und programmiert. Die Vollversion dieses Programms kostet 48,- DM. Der Update-Preis ist 20,- DM.

Angaben zu meiner Person:



Zur Zeit bin ich, geboren am 18.3.1971, Informatik-Student im 6. Semester an der Carl-von-Ossietzky-Universität in Oldenburg.

WinBundesliga kann telefonisch oder schriftlich (oder sonstwie) bei mir unter folgender Adresse angefordert werden:

Thomas Mantay  
Käthe-Kollwitz-Str. 24  
26127 Oldenburg  
Tel: 0441-3046501  
E-Mail: Thomas.Mantay@arbi.Informatik.Uni-Oldenburg.DE

WinBundesliga soll verbessert und erweitert werden. Falls Ihnen Fehler oder Unzulänglichkeiten in diesem Programm auffallen sollten, dann teilen Sie sie mir bitte mit. Auch für Erweiterungsvorschläge von WinBundesliga bin ich jederzeit dankbar.

Danksagung: Zu wirklich großem Dank bin ich meinem Kommilitonen und Shareware-Autor **Jörg Riesmeier** verpflichtet, ohne den dieses Projekt sicherlich nicht möglich gewesen wäre, und der mich jederzeit mit Rat und Tat und besonders viel Geduld unterstützt hat.

## Informationen zu anderen Shareware-Produkten

Jörg Riesmeier, der bekannte Shareware-Autor, hat folgende DOS- bzw. Windows-Programme in seinem Programm:

### DOS-Programme

FormelEins 1.1 - Mathematisches Kurvendiskussionsprogramm (ab 286er, VGA, Maus).

### Windows-Programme

AssWette 1.02 - Verwaltung von Pferdewetten/-rennen.  
EiSprung 2.3a - Familienplanung nach Knaus-Ogino- und Basaltemperaturmethode (natürliche Geburtenregelung).  
WinBüro 1.3a - Büro-Verwaltungsprogramm für Adressen, Posteingänge, ... (Teil-Vorgänger von WBpro).  
WinBüro Pro 1.4d - professionelle Version des Büro-Verwaltungsprogramms für Adressen, Posteingänge, ... (Teil-Vorgänger von WBpro).  
WinKoch 1.2a - Kochrezept-Verwaltungsprogramm für Hobbyköche.  
WinKoch Pro 1.0e - Umfangreiches Kochrezept-Verwaltungsprogramm  
WinMedia 1.3a - Medien-Verwaltungsprogramm für CD, LP, MC, VC, Disketten und Literatur (Teil-Vorgänger von WLpro & WVpro).  
WinLiteratur Pro 1.1h - Umfangreiches Literatur-Verwaltungsprogramm.  
WinPress 1.3a - Presseartikel-Verwaltungsprogramm für "Zeitungsschnipsel" (Teil-Vorgänger von WLpro).  
WINstall 1.44 - Vollautomatische Installation von Windows-Programmen.  
WinVideofilm Pro 1.1 - Umfangreiches Videofilm-Verwaltungsprogramm.

## Arbeiten mit WinBundesliga - Vorgehen

Die Features von WinBundesliga lassen sich nicht in beliebiger Reihenfolge anwenden. Beispielsweise können bei WinBundesliga keine Torschützen für eine noch nicht geplante Begegnung eingetragen werden.

Im folgenden gebe ich eine mögliche Reihenfolge an, mit Hilfe derer man Schritt für Schritt alle Funktionen nutzen kann (insbesondere gilt dies für die Verwaltung von Fußballiga-Tabellen).

1. Bestimmen Sie einen Namen für die Liga und tragen Sie die in der Liga spielenden Mannschaften ein (Tabelle neu).
2. Legen Sie, falls erforderlich, Ihre individuelle Schriftart und Farben fest (Schriftart ändern bzw. Vorgaben).
3. Geben Sie die Mannschaftskader der Teams ein (Mannschaftskader festlegen).
4. Planen Sie die Spieltage möglichst einzeln, d. h. von Spieltag zu Spieltag (Spieltag Planen) - dies erleichtert Ihnen die Tipabgabe.
5. Legen Sie die Mannschaftsaufstellungen (Aufstellung festlegen) sowie die Auswechselspieler (Auswechselspieler eingeben) fest.
6. Tragen Sie die Ergebnisse ein (Ergebnisse eintragen).
7. Ermitteln Sie die Torschützen zu jeder Begegnung und geben Sie sie in Torschützen eintragen an.
8. Vervollständigen Sie die Angaben, in dem Sie die jeweiligen (Verwarnungskarten eingeben).
9. Um WinBundesliga voll zu nutzen, können Sie auch noch die Zuschauerzahlen zu jedem Spiel eintragen, falls Sie Ihnen bekannt sind (Zuschauerzahlen eingeben).
10. Vergessen Sie bitte nicht, die Tabelle abzuspeichern - sämtliche eingegebenen Daten würden sonst verloren gehen (Tabelle speichern).

# The Laws of the Game

## Menü: Hilfe

Fédération Internationale de Football Association  
Universal Guide for Referees  
July 1991 (and updated with the 1992 Memorandum)

Authorized by the International Football Association Board

## Content:

1. The Field of Play
2. The Ball
3. Number of Players
4. Players' Equipment
5. Referees
6. Linesmen
7. Duration of the Game
8. The Start of Play
9. Ball in and out of Play
10. Method of Scoring
11. Off-side
12. Fouls and Misconduct
13. Free-kick
14. Penalty-kick
15. Throw-in
16. Goal-kick
17. Corner-kick

1992 Memorandum

## Law 1: The Field of Play

### 1. Dimensions

The field of play shall be rectangular, its length being not more than 130 yards nor less than 100 yards and its breadth not more than 100 yards nor less than 50 yards. (In international matches the length shall be not more than 120 yards nor less than 110 yards and the breadth not more than 80 yards nor less than 70 yards.) The length shall in all cases exceed the breadth.

### 2. Marking

The field of play shall be marked with distinctive lines, not more than 5 inches in width (not by a V-shaped rut) in accordance with the plan, the longer boundary lines being called the touch-lines and the shorter the goal-lines. A flag on a post not less than 5 ft. high and having a non-pointed top, shall be placed at each corner; a similar flag-post may be placed opposite the half-way line on each side of the field of play, not less than 1 yard outside the touchline. A halfway-line shall be marked out across the field of play. The center of the field of play shall be indicated by a table mark and a circle with a 10 yards radius shall be marked round it.

### 3. The Goal-Area

At each end of the field of play two lines shall be drawn at right-angles to the goal-line, 6 yards from each goal-post. These shall extend into the field of play for a distance of 6 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a goal-area.

### 4 The Penalty-Area

At each end of the field of play two lines shall be drawn at right-angles to the goal-line, 18 yards from each goal-post. These shall extend into the field of play for a distance of 18 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a penalty-area. A suitable mark shall be made within each penalty-area, 12 yards from the mid-point of the goal-line, measured along an un-drawn line at right-angles thereto. These shall be the penalty-kick marks. From each penalty-kick mark an arc of a circle, having a radius of 10 yards, shall be drawn outside the penalty-area.

### 5. The Corner-Area

From each corner-flag post a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play.

### 6. The Goals

The goals shall be placed on the center of each goal-line and shall consist of two upright posts, equidistant from the corner-flags and 8 yards apart (inside measurement), joined by a horizontal cross-bar the lower edge of which shall be 8 ft. from the ground. The width and depth of the cross-bars shall not exceed 5 inches (12 cm). The goal-posts and the cross-bars shall have the same width.

Nets may be attached to the posts, cross-bars and ground behind the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room.

(Footnote) Goal nets. The use of nets made of hemp, jute or nylon is permitted. The nylon strings may, however, not be thinner than those made of hemp or jute.

## **Decisions of the International F. A. Board**

1. In international matches the dimensions of the field of play shall be: maximum 110 x 75 meters; minimum 100 x 64 meters.
2. National Associations must adhere strictly to these dimensions. Each National Association organizing an international match must advise the visiting Association, before the match, of the place and the dimensions of the field of play.

3. The Board has approved this table of measurements for the Laws of the Game:

130 yards	120 Meters
120 yards	110 Meters
110 yards	100 Meters
100 yards	90 Meters
80 yards	75 Meters
70 yards	64 Meters
50 yards	45 Meters
18 yards	16.50 Meters
10 yards	11 Meters
12 yards	9.15 Meters
8 yards	7.32 Meters
6 yards	5.50 Meters
1 yard	1 Meters
8 feet	2.44 Meters
5 feet	1.50 Meters
28 inches	0.71 Meters
27 inches	0.68 Meters
9 inches	0.22 Meters
5 inches	0.12 Meters
3/4 inches	0.019 Meters
1/2 inches	0.0127 Meters
3/8 inches	0.010 Meters
14 ounces	396 grams
16 ounces	453 grams
8.5 lb./sq.in.	600 gr/cm <sup>2</sup>
15.6 lb./sq.in.	1100 gr/cm <sup>2</sup>

4. The goal-line shall be marked the same width as the depth of the goal-posts and the cross-bar, so that the goal-line and goal- posts will conform to the same interior and exterior edges.
5. The 6 yards (for the outline of the goal-area) and the 18 yards (for the outline of the penalty-area) which have to be measured along the goal-line, must start from the inner sides of the goal-posts.
6. The space within the inside areas of the field of play includes the width of the lines marking these areas.
7. All Associations shall provide standard equipment, particularly in international matches, when the Laws of the Game must be complied with in every respect and especially with regard to the size of the ball and other equipment which must conform to the regulations. All cases of failure to provide standard equipment must be reported to FIFA.
8. In a match played under the rules of a competition if the cross-bar becomes displaced or broken, play shall be stopped and the match abandoned unless the cross-bar has been repaired and replaced in position or a new one provided without such being a danger to the players. A rope is not considered to be a satisfactory substitute for a cross-bar.

9. National Associations may specify such maximum and minimum dimensions for the cross-bars and goal-posts, within the limits laid down in Law 1, as they consider appropriate.
10. Goal-posts and cross-bars must be made of wood, metal or other approved material as decided from time to time by the International F. A. Board. They may be square, rectangular, round, half-round or elliptical in shape.
11. 'Curtain-raisers' to international matches should only be played following agreement on the day of the match, and taking into account the condition of the field of play, between representatives of the two Associations and the referee (of the international match).
12. National Associations, particularly in international matches, should
  - restrict the number of photographers around the field of play.
  - have a line (photographers' line) marked behind the goal-lines at least two meters from the corner flag going through a point situated at least 3.5 meters behind the intersection of the goal-line with the line marking the goal-area to a point situated at least six meters behind the goal-posts.
  - prohibit photographers from passing over these lines,
  - forbid the use of artificial lighting in the form of "flashlights".



## Law 2: The Ball

The ball shall be spherical; the outer casing shall be of leather or other approved materials. No material shall be used in its construction which might prove dangerous to the players.

The circumference of the ball shall not be more than 28 inches and not less than 27 inches. The weight of the ball at the start of the game shall not be more than 16 ounces nor less than 14 ounces. The pressure shall be equal to 0.6 - 1.1 atmosphere (= 600 - 1,100 gr/cm(sq)) at sea level. The ball shall not be changed during the game unless authorized by the referee.

### **Decisions of the International F. A. Board**

1. The ball used in any match shall be considered the property of the Association or Club on whose ground the match is played, and at the close of play it must be returned to the referee.
2. The International Board, from time to time, shall decide what constitutes approved materials. Any approved material shall be certified as such by the International Board.
3. The Board has approved these equivalents of the weights specified in the Law: 14 to 16 ounces = 396 to 453 grams.
4. If the ball bursts or becomes deflated during the course of a match, the game shall be stopped and restarted by dropping the new ball at the place where the first ball became defective, unless it was within the goal-area at that time, in which case it shall be dropped on that part of the goal-area line which runs parallel to the goal-line, at the point nearest to where the ball was when play was stopped.
5. If this happens during a stoppage of the game (place-kick, goal-kick, corner-kick, free-kick, penalty-kick or throw-in), the game shall be restarted accordingly.

## Law 3: Number of Players

1. A match shall be played by two teams, each consisting of not more than eleven players, one of whom shall be the goalkeeper.
2. Substitutes may be used in any match played under the rules of an official competition under the jurisdiction of FIFA, confederations or National Associations, subject to the following conditions:
  - (a) that the authority of the international association(s) or National Association(s) concerned has been obtained.
  - (b) that, subject to the restriction contained in the following paragraph (c), the rules of a competition shall state how many, if any, substitutes may be nominated and how many of those nominated may be used.
  - (c) that a team shall not be permitted to use more than two substitutes in any match who must be chosen from not more than five players whose names may (subject to the rules of the competition) be required to be given to the referee prior to the commencement of the match.
3. Substitutes may be used in any other match, provided that the two teams concerned reach agreement on a maximum number, not exceeding five, and that the terms of such agreement are intimated to the referee, before the match. If the referee is not informed, or if the teams fail to reach agreement, no more than two substitutes shall be permitted. In all cases the substitutes must be chosen from not more than five players whose names may be required to be given to the referee prior to the commencement of the match.
4. Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
5. When a goalkeeper or any other player is to be replaced by a substitute, the following conditions shall be observed:
  - (a) The referee shall be informed of the proposed substitution, before it is made.
  - (b) The substitute shall not enter the field of play until the player he is replacing has left, and then only after having received a signal from the referee.
  - (c) He shall enter the field during a stoppage in the game, and at the half-way line.
  - (d) A player who has been replaced shall not take any further part in the game.
  - (e) A substitute shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
  - (f) The substitution is completed when the substitute enters the field of play, from which moment he becomes a player and the player whom he is replacing ceases to be a player.

### Punishment:

- (a) Play shall not be stopped for an infringement of paragraph 4. The players concerned shall be cautioned immediately the ball goes out of play.

- (b) If a substitute enters the field of play without the authority of the referee, play shall be stopped. The substitute shall be cautioned and removed from the field or sent off according to the circumstances. The game shall be restarted by "drop ball".
- (c) For any other infringement of this Law, the player concerned shall be cautioned, and if the game is stopped by the referee to administer the caution, it shall be restarted by an indirect free-kick, to be taken by a player of the opposing team from the place where the ball was when play was stopped, subject to the overriding conditions imposed in Law 13.
- (d) If a competition's rules require the names of substitutes to be given to the referee prior to the commencement of the match, then failure to do so will mean that no substitutes can be permitted.

### **Decisions of the International F. A. Board**

1. The minimum number of players in a team is left to the discretion of the National Associations.
2. The Board is of the opinion that a match should not be considered valid if there are fewer than seven players in either of the teams.
3. A player who has been ordered off before play begins may only be replaced by one of the named substitutes. The kick-off must not be delayed to allow the substitute to join the team.
4. A player who has been ordered off after play has started may not be replaced.
5. A named substitute who has been ordered off, either before or after play has started, may not be replaced.

(This decision only relates to the players who are ordered off under Law 12. It does not apply to players who have infringed Law 4.)

## Law 4: Players' Equipment

1. (a) The basic compulsory equipment of a player shall consist of a jersey or shirt, shorts, stockings, shinguards and footwear.  
  
(b) A player shall not wear anything which is dangerous to another player.
2. Shinguards, which must be covered entirely by the stockings, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection.
3. The goalkeeper shall wear colors which distinguish him from the other players and from the referee.

### Punishment:

For any infringement of this Law, the player at fault shall be instructed to leave the field of play by the referee, to adjust his equipment or obtain any missing equipment, when the ball next ceases to be in play; unless by then the player has already corrected his equipment. Play shall not be stopped immediately for an infringement of this Law. A player who is instructed to leave the field to adjust his equipment or obtain missing equipment shall not return without first reporting to the referee, who shall satisfy himself that the player's equipment is in order. The player shall only re-enter the game at a moment when the ball has ceased to be in play.

### **Decisions of the International F. A. Board**

1. In international matches, international competitions, international club competitions and friendly matches between clubs of different National Associations, the referee, prior to the start of the game, shall inspect the players' equipment and prevent any player whose equipment does not conform to the requirements from playing until such time as it does comply. The rules of any competition may include a similar provision.
2. If the referee finds that a player is wearing articles not permitted by the Laws and which may constitute a danger to other players, he shall order him to take them off. If he fails to carry out the referee's instruction, the player shall not take part in the match.
3. A player who has been prevented from taking part in the game or a player who has been sent off the field for infringing Law 4 must report to the referee during a stoppage of the game and may not enter or re-enter the field of play unless and until the referee has satisfied himself that the player is no longer infringing Law 4.
4. A player who has been prevented from taking part in a game or who has been sent off because of an infringement of Law 4, and who enters or re-enters the field of play to join or re-join his team, in breach of the conditions of Law 12,(j), shall be cautioned.

If the referee stops the game to administer the caution, the game shall be restarted by an indirect free-kick, taken by a player of the opposing side, from the place where the ball was when the referee stopped the game, subject to the overriding conditions imposed in Law 13.

### **1992 Memorandum - Advice to Referees:**

The referee is now empowered not to stop play immediately for an infringement of this law, thus avoiding immediate confrontation with the player. However, if the player has not corrected the problem with his equipment by the next time the ball goes out of play, he will

be instructed to leave the field and correct it. The player will not be allowed back on the field of play until the next stoppage, and not until after having satisfied the referee that everything is in order.

## Law 5: Referees

A referee shall be appointed to officiate in each game. His authority and the exercise of the powers granted to him by the Laws of the Game commence as soon as he enters the field of play.

His power of penalizing shall extend to offenses committed when play has been temporarily suspended, or when the ball is out of play. His decision on points of fact connected with the play shall be final, so far as the result of the game is concerned.

He shall:

- (a) enforce the Laws.
- (b) refrain from penalizing in cases where he is satisfied that, by doing so, he would be giving an advantage to the offending team.
- (c) keep a record of the game; act as timekeeper and allow the full or agreed time, adding thereto all time lost through accident or other cause.
- (d) have discretionary power to stop the game for any infringement of the Laws and to suspend or terminate the game whenever, by reason of the elements, interference by spectators, or other cause, he deems such stoppage necessary. In such a case he shall submit a detailed report to the competent authority, within the stipulated time, and in accordance with the provisions set up by the National Association under whose jurisdiction the match was played. Reports will be deemed to be made when received in the ordinary course of post.
- (e) from the time he enters the field of play, caution and show a yellow card to any player guilty of misconduct or ungentlemanly behavior. In such cases the referee shall send the name of the offender to the competent authority, within the stipulated time, and in accordance with the provisions set up by the National Association under whose jurisdiction the match was played. Reports will be deemed to be made when received in the ordinary course of post.
- (f) allow no person other than the players and linesmen to enter the field of play without his permission.
- (g) stop the game if, in his opinion, a player has been seriously injured; have the player removed as soon as possible from the field of play, and immediately resume the game. If a player is slightly injured, the game shall not be stopped until the ball has ceased to be in play. A player who is able to go to the touch- or goal-line for attention of any kind, shall not be treated on the field of play.
- (h) send off the field of play and show a red card to any player who, in his opinion, is guilty of violent conduct, serious foul play, the use of foul or abusive language, or who persists in misconduct after having received a caution.
- (i) signal for recommencement of the game after all stoppages.
- (j) decide that the ball provided for a match meets with the requirements of Law 2.

### **Decisions of the International F. A. Board**

1. Referees in international matches shall wear a blazer or blouse the color of which is

distinct from the colors worn by the contesting teams.

2. Referees for international matches will be selected from a neutral country unless the countries concerned agree to appoint their own officials.
3. The referee must be chosen from the official List of International Referees. This need not apply to amateur and youth international matches.
4. The referee shall report to the appropriate authority misconduct or any misdemeanor on the part of spectators, officials, players, named substitutes or other persons which take place either on the field of play or in its vicinity at any time prior to, during, or after the match in question so that appropriate action can be taken by the authority concerned.
5. Linesmen are assistants of the referee. In no case shall the referee consider the intervention of a linesman if he himself has seen the incident and from his position on the field, is better able to judge. With this reserve, and the linesman neutral, the referee can consider the intervention, and if the information of the linesman applies to that phase of the game immediately before the scoring of a goal, the referee may act thereon and cancel the goal.
6. The referee, however, can only reverse his first decision so long as the game has not been restarted.
7. If the referee has decided to apply the advantage clause and to let the game proceed, he cannot revoke his decision if the presumed advantage has not been realized, even though he has not, by any gesture, indicated his decision. This does not exempt the offending player from being dealt with by the referee.
8. The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalize only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators.
9. by para. (d) of Law 5 the referee is empowered to terminate a match in the event of grave disorder, but he has no power or right to decide, in such event, that either team is disqualified and thereby the loser of the match. He must send a detailed report to the proper authority who alone has power to deal further with this matter.
10. If a player commits two infringements of a different nature at the same time, the referee shall punish the more serious offense.
11. It is the duty of the referee to act upon the information of neutral linesmen with regard to incidents that do not come under the personal notice of the referee.
12. The referee shall not allow any person to enter the field until play has stopped, and only then if he has given him a signal to do so, nor shall he allow coaching from the boundary lines.

### **1992 Memorandum - Advice to Referees:**

The specific reference to the yellow and red cards reinforces that these cards are mandatory items of equipment for all referees at all levels of competition. These references will assist the referee in dealing with situations that warrant the issuance and display of mandatory cards.





## Law 6: Linesmen

Two linesmen shall be appointed, whose duty (subject to the decision of the referee) shall be to indicate:

- (a) when the ball is out of play,
- (b) which side is entitled to a corner-kick, goal-kick, or throw-in,
- (c) when a substitution is desired.

they shall also assist the referee to control the game in accordance with the Laws. In the event of undue interference or improper conduct by a linesman, the referee shall dispense with his services and arrange for a substitute to be appointed. (The matter shall be reported by the referee to the competent authority.) The linesmen should be equipped with flags by the club on whose ground the match is played.

### **Decisions of the International F. A. Board**

1. Linesmen, where neutral, shall draw the referee's attention to any breach of the Laws of the Game of which they become aware if they consider that the referee may not have seen it, but the referee shall always be the judge of the decision to be taken.
2. National Associations are advised to appoint official referees of neutral nationality to act as linesmen in international matches.
3. In international matches linesmen's flags shall be of a vivid color, bright reds and yellows. Such flags are recommended for use in all other matches.
4. A linesman may be subject to disciplinary action only upon a report of the referee for unjustified interference or insufficient assistance.

## Law 7: Duration of the Game

The duration of the game shall be two equal periods of 45 minutes, unless otherwise mutually agreed upon, subject to the following:

- (a) Allowance shall be made in either period for all time lost through substitution, the transport from the field of injured players, time-wasting or other cause, the amount of which shall be a matter for the discretion of the referee.
- (b) Time shall be extended to permit a penalty-kick being taken at or after the expiration of the normal period in either half.

At half-time the interval shall not exceed five minutes except by consent of the referee.

### **Decisions of the International F. A. Board**

1. If a match has been stopped by the referee, before the completion of the time specified in the rules, for any reason stated in Law 5, it must be replayed in full unless the rules of the competition concerned provide for the result of the match at the time of such stoppage to stand.
2. Players have a right to an interval at half-time.

## Law 8: The Start of Play

- (a) At the beginning of the game, choice of ends and the kick-off shall be decided by the toss of a coin. The team winning the toss shall have the option of choice of ends or the kick-off. The referee having given a signal, the game shall be started by a player taking a place-kick (i.e. a kick at the ball while it is stationary on the ground in the center of the field of play) into his opponents' half of the field of play. Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 yards from the ball until it is kicked-off; it shall not be deemed in play until it has traveled the distance of its own circumference. The kicker shall not play the ball a second time until it has been touched or played by another player.
- (b) After a goal has been scored, the game shall be restarted in like manner by a player of the team losing the goal.
- (c) After half-time; when restarting after half-time, ends shall be changed and the kick-off shall be taken by a player of the opposite team to that of the player who started the game.

### Punishment:

For any infringement of this Law, the kick-off shall be retaken, except in the case of the kicker playing the ball again before it has been touched or played by another player; for this offense an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.

A goal shall not be scored direct from a kick-off.

- (d) After any other temporary suspension; when restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the suspension the ball has not passed over the touch- or goal-lines, the referee shall drop the ball at the place where it was when play was suspended, unless it was within the goal- area at that time, in which case it shall be dropped on that part of the goal-area line which runs parallel to the goal-line, at the point nearest to where the ball was when play was stopped. It shall be deemed in play when it has touched the ground; if, however, it goes over the touch- or goal-lines after it has been dropped by the referee, but before it is touched by a player, the referee shall again drop it. A player shall not play the ball until it has touched the ground. If this section of the Laws is not complied with, the referee shall again drop the ball.

### **Decisions of the International F. A. Board**

1. If, when the referee drops the ball, a player infringes any of the Laws before the ball has touched the ground the player concerned shall be cautioned or sent off the field according to the seriousness of the offense, but a free-kick cannot be awarded to the opposing team because the ball was not in play at the time of the offense. The ball shall therefore be again dropped by the referee.
2. Kicking-off by persons other than the players competing in a match is prohibited.

## Law 9: Ball in and out of Play

The ball is out of play:

- (a) when it has wholly crossed the goal-line or touch-line, whether on the ground or in the air.
- (b) when the game has been stopped by the Referee.

The ball is in play at all other times from the start of the match to the finish including:

- (a) if it rebounds from a goal-post, cross-bar or corner-flag post into the field of play.
- (b) if it rebounds off either the Referee or Linesmen when they are in the field of play.
- (c) in the event of a supposed infringement of the Laws, until a decision is given.

### **Decisions of the International F. A. Board**

1. The lines belong to the areas of which they are the boundaries. In consequence, the touch-lines and the goal-lines belong to the field of play.

## Law 10: Method of Scoring

Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper, who is within his own penalty-area.

The team scoring the greater number of goals during a game shall be the winner; if no goals or an equal number of goals are scored, the game shall be termed a "draw".

### **Decisions of the International F. A. Board**

1. Law 10 defines the only method according to which a match is won or drawn; no variation whatsoever can be authorized.
2. A goal cannot in any case be allowed if the ball has been prevented by some outside agent from passing over the goal-line. If this happens in the normal course of play, other than at the taking of a penalty-kick: the game must be stopped and "drop ball".
3. If, when the ball is going into the goal, a spectator enters the field before it passes wholly over the goal-line and tries to prevent a score, a goal shall be allowed if the ball goes into the goal unless the spectator has made contact with the ball or has interfered with play, in which case the referee shall stop the game and restart it by "drop ball".

## Law 11: Off-side

1. A player is in an off-side position if he is nearer to his opponents' goal-line than the ball, unless:
  - (a) he is in his own half of the field of play, or
  - (b) he is not nearer to his opponents' goal-line than at least two of his opponents.
2. A player shall only be declared off-side and penalized for being in an off-side position, if, at the moment the ball touches, or is played by, one of this team, he is, in the opinion of the referee
  - (a) interfering with play or with an opponent, or
  - (b) seeking to gain an advantage by being in that position.
3. A player shall not be declared off-side by the referee
  - (a) merely because of his being in an off-side position, or
  - (b) if he receives the ball direct from a goal-kick, a corner-kick or a throw-in.
4. If a player is declared off-side, the referee shall award an indirect free-kick, which shall be taken by a player of the opposing team from the place where the infringement occurred, unless the offense is committed by a player in his opponents' goal area, in which case the free-kick shall be taken from a point anywhere within that half of the goal-area in which the offense occurred.

### **Decisions of the International F. A. Board**

1. Off-side shall not be judged at the moment the player in question receives the ball, but at the moment when the ball is passed to him by one of his own side. A player who is not in an off-side position when one of his colleagues passes the ball to him or takes a free-kick, does not therefore become off-side if he goes forward during the flight of the ball.
2. A player who is level with the second last opponent or with the last two opponents is not in an off-side positions.

## Law 12: Fouls and Misconduct

A player who intentionally commits any of the following nine offenses:

- (a) kicks or attempts to kick an opponent;
- (b) trips an opponent, i.e., throwing or attempting to throw him by the use of the legs or by stooping in front of or behind him;
- (c) jumps at an opponent;
- (d) charges an opponent in a violent or dangerous manner;
- (e) charges an opponent from behind unless the latter is obstructing;
- (f) strikes or attempts to strike an opponent or spits at him;
- (g) holds an opponent;
- (h) pushes an opponent;
- (i) handles the ball, i.e., carries, strikes or propels the ball with his hand or arm; (this does not apply to the goalkeeper within his own penalty-area);

shall be penalized by the award of a direct free-kick to be taken by the opposing team from the place where the offense occurred, unless the offense is committed by a player in his opponents' goal-area, in which case the free-kick shall be taken from a point anywhere within that half of the goal-area in which the offense occurred.

Should a player of the defending team intentionally commit one of the above nine offenses within the penalty-area, he shall be penalized by a penalty-kick.

A penalty-kick can be awarded irrespective of the position of the ball, if in play, at the time an offense within the penalty-area is committed.

A player committing any of the five following offenses:

1. playing in a manner considered by the referee to be dangerous, e.g. attempting to kick the ball while held by the goalkeeper;
2. charging fairly, i.e. with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it;
3. when not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
4. charging the goalkeeper except when he
  - (a) is holding the ball;
  - (b) is obstructing an opponent;
  - (c) has passed outside his goal-area.
5. when playing as a goalkeeper and within his own penalty-area:

- (a) from the moment he takes control of the ball with his hands, he takes more than 4 steps in any direction whilst holding, bouncing or throwing the ball in the air and catching it again, without releasing it into play, or, having released the ball into play before, during or after the 4 steps, he touches it again with his hands, before it has been touched or played by another player of the same team outside of the penalty-area, or by a player of the opposing team either inside or outside of the penalty-area, or
- (b) indulges in tactics which, in the opinion of the referee, are designed merely to hold up the game and thus waste time and so give an unfair advantage to his own team,

shall be penalized by the award of an indirect free-kick to be taken by the opposing side from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.

A player shall be cautioned if:

- (j) he enters or re-enters the field of play to join or rejoin his team after the game has commenced, or leaves the field of play during the progress of the game (except through accident) without, in either case, first having received a signal from the referee showing him that he may do so. If the referee stops the game to administer the caution, the game shall be restarted by an indirect free-kick taken by a player of the opposing team from the place where the ball was when the referee stopped the game, subject to the overriding conditions imposed in Law 13. If, however, the offending player has committed a more serious offense he shall be penalized according to that section of the law he infringed.
- (k) he persistently infringes the Laws of the Game;
- (l) he shows, by word or action, dissent from any decision given by the referee;
- (m) he is guilty of ungentlemanly conduct.

For any of these last three offenses, in addition to the caution, an indirect free-kick shall also be awarded to the opposing side from the place where the offense occurred, subject to the overriding conditions imposed in Law 13, unless a more serious infringement of the Laws of the Game was committed.

On any occasion when a player deliberately kicks the ball to his own goalkeeper, the goalkeeper is not permitted to touch it with his hands. If, however, the goalkeeper does touch the ball with his hands, he shall be penalized by the award of an indirect free kick to be taken by the opposing team from the place where the infringement occurred, subject to the overriding conditions of Law 13.

A player shall be sent off the field of play, if, in the opinion of the referee, he:

- (n) is guilty of violent conduct or serious foul play;
- (o) uses foul or abusive language;
- (p) persists in misconduct after having received a caution.

If play is stopped by reason of a player being ordered from the field for an offense without a separate breach of the Law having been committed, the game shall be resumed by an indirect free-kick awarded to the opposing side from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.



## Decisions of the International F. A. Board

1. If the goalkeeper either intentionally strikes an opponent by throwing the ball vigorously at him or pushes him with the ball while holding it, the referee shall award a penalty-kick, if the offense took place within the penalty-area.
2. If a player deliberately turns his back to an opponent when he is about to be tackled, he may be charged but not in a dangerous manner.
3. In case of body contact in the goal-area between an attacking player and the opposing goal-keeper not in possession of the ball, the referee, as sole judge of intention, shall stop the game if, in his opinion, the action of the attacking player was intentional, and award an indirect free-kick.
4. If a player leans on the shoulders of another player of his own team in order to head the ball, the referee shall stop the game, caution the player for ungentlemanly conduct and award an indirect free-kick to the opposing side.
5. A player's obligation when joining or rejoining his team after the start of the match to 'report to the referee' must be interpreted as meaning 'to draw the attention of the referee from the touchline'. The signal from the referee shall be made by a definite gesture which makes the player understand that he may come into the field of play; it is not necessary for the referee to wait until the game is stopped (this does not apply in respect of an infringement of Law 4), but the referee is the sole judge of the moment in which he gives his signal of acknowledgment.
6. The letter and spirit of Law 12 do not oblige the referee to stop a game to administer a caution. He may, if he chooses, apply the advantage. If he does apply the advantage, he shall caution the player when play stops.
7. If a player covers up the ball without touching it in an endeavor not to have it played by an opponent, he obstructs but does not infringe Law 12 para. 3 because he is already in possession of the ball and covers it for tactical reasons whilst the ball remains within playing distance. In fact, he is actually playing the ball and does not commit an infringement; in this case, the player may be charged because he is in fact playing the ball.
8. If a player intentionally stretches his arms to obstruct an opponent and steps from one side to the other, moving his arms up and down to delay his opponent, forcing him to change course, but does not make "bodily contact" the referee shall caution the player for ungentlemanly conduct and award an indirect free-kick.
9. If a player intentionally obstructs the opposing goalkeeper, in an attempt to prevent him from putting the ball into play in accordance with Law 12, 5(a), the referee shall award an indirect free-kick.
10. If, after a referee has awarded a free-kick, a player protests violently by using abusive or foul language and is sent off the field, the free-kick should not be taken until the player has left the field.
11. Any player, whether he is within or outside the field of play, whose conduct is ungentlemanly or violent, whether or not it is directed towards an opponent, a colleague, the referee, a linesman or other person, or who uses foul or abusive language, is guilty of an offense, and shall be dealt with according to the nature of the offense committed.

- 12.If, in the opinion of the referee a goalkeeper intentionally lies on the ball longer than is necessary, he shall be penalized for ungentlemanly conduct and
  - (a) be cautioned and an indirect free-kick awarded to the opposing team;
  - (b) in case of repetition of the offense, be sent off the field.
- 13.The offense of spitting at officials and other persons, or similar unseemly behavior shall be considered as violent conduct within the meaning of section (n) of Law 12.
- 14.If, when a referee is about to caution a player, and before he has done so, the player commits another offense which merits a caution, the player shall be sent off the field of play.
- 15.If, in the opinion of the referee, a player who is moving toward his opponent's goal with an obvious opportunity to score a goal is intentionally impeded by an opponent, through unlawful means, i.e. an offense punishable by a free kick (or a penalty-kick), thus denying the attacking player's team the aforesaid goal-scoring opportunity, the offending player shall be sent off the field of play for serious foul play in accordance with Law 12(n).
- 16.If, in the opinion of the referee, a player, other than the goalkeeper within his own penalty-area, denies his opponents a goal, or an obvious goal-scoring opportunity, by intentionally handling the ball, he shall be sent off the field of play for serious foul play in accordance with Law 12(n).
- 17.The International F. A. Board is of the opinion that a goalkeeper, in the circumstances described in Law 12 5(a), will be considered to be in control of the ball by touching it with any part of his hands or arms. Possession of the ball would include the goalkeeper intentionally parrying the ball, but would not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from the goalkeeper, for example after he has made a save.

### **1992 Memorandum - Advice to Referees:**

1. The word "kicks" in the foregoing text (re goalkeeper use of hands) refers only to circumstances where a player plays the ball with the foot or feet.
2. Similarly, a deflection with the foot or feet is permitted in circumstances where it is not intentional (involuntary deflection or miskick from a teammate).
3. In situations where the ball is deliberately kicked by a teammate away from the goalkeeper (e.g. to the side of the goal), but with the intention that the goalkeeper may collect it, the spirit of the Law is that this would be regarded as an intentional pass to the goalkeeper. Therefore, if in such situations, the goalkeeper touches the ball with his hands, an indirect free-kick must be awarded.

It is no longer legal for the goalkeeper to pick up or touch with his hands a ball intentionally kicked to him by a teammate. This means that any ball intentionally directed by a teammate's foot to a place where the goalkeeper can play it may not be touched by the keeper's hands. He may play it with any other part of his body, but not with the hands. If the teammate plays the ball with some part of the body other than the feet, then the goalkeeper is allowed to pick up the ball. In addition, if the ball comes to the goalkeeper, having last been played unintentionally by a teammate's foot, the goalkeeper may pick the ball up.

Here are two examples to make the concept clearer: First, a defender dribbles the ball out of the penalty area and then pushes it with his foot back into the penalty area for the

goalkeeper, who moves to the ball and picks it up; second, the defender dribbles the ball out of the penalty area and leaves it for the goalkeeper, who goes outside the penalty area to the ball, dribbles it back into the area, and picks it up. Both of these situations are clear violations of the Spirit of the Game and should be punished through the awarding of an indirect free kick to the attacking team from the spot where the goalkeeper picks the ball up.

No trickery may be used to get around the terms of the amendment to Law 12. A player may pass the ball to his own goalkeeper using his head, chest, knee, etc.; however, if, in the opinion of the referee, the player uses a deliberate trick -- such as flicking the ball to his head with his foot and heading it to the goalkeeper or kneeling and deliberately pushing the ball to the goalkeeper with his head or knee -- he must be cautioned for ungentlemanly conduct. It makes no difference whether or not the goalkeeper touches the ball with his hands; the offense is committed by the player who is seeking to circumvent both the Spirit and Letter of the Law.

The changes will eliminate the common time wasting tactic of kicks to the goalkeeper that opponents cannot effectively challenge because of goalkeeper's special privileges.

## Law 13: Free-kick

Free-kicks shall be classified under two headings: "direct" (from which a goal can be scored direct against the offending side), and "indirect" (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal).

When a player is taking a direct or an indirect free-kick inside his own penalty-area, all of the opposing players shall be at least ten yards (9.15m) from the ball and shall remain outside the penalty- area until the ball has been kicked out of the area. The ball shall be in play immediately it has traveled the distance of its own circumference and is beyond the penalty-area. The goalkeeper shall not receive the ball into his hands, in order that he may thereafter kick it into play. If the ball is not kicked direct into play, beyond the penalty-area, the kick shall be retaken.

When a player is taking a direct or an indirect free-kick outside his own penalty-area, all of the opposing players shall at least ten yards from the ball, until it is in play, unless they are standing on their own goal-line, between the goal-posts. The ball shall be in play when it has traveled the distance of its own circumference.

If a player of the opposing side encroaches into the penalty- area, or within ten yards of the ball, as the case may be, before a free-kick is taken, the referee shall delay the taking of the kick, until the Law is complied with.

The ball must be stationary when a free-kick is taken, and the kicker shall not play the ball a second time, until it has been touched or played by another player.

Notwithstanding any other reference in these Laws to the point from which a free-kick is to be taken:

1. Any free-kick awarded to the defending team, within its own goal-area, may be taken from any point within the goal-area.
2. Any indirect free-kick awarded to the attacking team within its opponent's goal-area shall be taken from the part of the goal-area line which runs parallel to the goal-line, at the point nearest where the offense was committed.

### Punishment:

If the kicker, after taking the free-kick, plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the spot where the infringement occurred, unless the offense is committed by a player in his opponent's goal-area, in which case, the free-kick shall be taken from any point within the goal-area.

### **Decisions of the International F. A. Board**

1. In order to distinguish between a direct and an indirect free-kick, the referee, when he awards an indirect free-kick, shall indicate accordingly by raising an arm above his head. He shall keep his arm in that position until the kick has been taken and retain the signal until the ball has been played or touched by another player or goes out of play.
2. Players who do not retire to the proper distance when a free- kick is taken must be cautioned and on any repetition be ordered off. It is particularly requested of referees that attempts to delay the taking of a free-kick by encroaching should be treated as serious

misconduct.

3. If, when a free-kick is being taken, any of the players dance about or gesticulate in a way calculated to distract their opponents, it shall be deemed ungentlemanly conduct for which the offender(s) shall be cautioned.

**1992 Memorandum - Advice to Referees:**

If an indirect free-kick is awarded to the attacking team for a foul by the defenders in the goal area, the kick must still be taken from the point on the goal-area line (parallel to the goal-line) nearest the spot where the offense was committed.

## Law 14: Penalty-kick

A penalty-kick shall be taken from the penalty-mark and, when it is being taken, all players with the exception of the player taking the kick, properly identified, and the opposing goalkeeper, shall be within the field of play but outside the penalty-area, and at least 10 yards from the penalty-mark. The opposing goal-keeper must stand (without moving his feet) on his own goal-line, between the goal-posts, until the ball is kicked. The player taking the kick must kick the ball forward; he shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play directly it is kicked, i.e. when it has traveled the distance of its circumference. A goal may be scored directly from a penalty-kick. When a penalty-kick is being taken during the normal course of play, or when time has been extended at half-time or full-time to allow a penalty-kick to be taken or retaken, a goal shall not be nullified if, before passing between the posts and under the cross-bar, the ball touches either or both of the goal-posts, or the cross-bar, or the goalkeeper, or any combination of these agencies, providing that no other infringement has occurred.

### Punishment:

For any infringement of this Law:

- (a) by the defending team, the kick shall be retaken if a goal has not resulted.
- (b) by the attacking team other than by the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken.
- (c) by the player taking the penalty-kick, committed after the ball is in play, a player of the opposing team shall take an indirect free-kick from the spot where the infringement occurred, subject to the overriding conditions imposed in Law 13.

### **Decisions of the International F. A. Board**

1. When the referee has awarded a penalty-kick, he shall not signal for it to be taken, until the players have taken up position in accordance with the Law.
2. (a) If, after the kick has been taken, the ball is stopped in its course towards goal, by an outside agent, the kick shall be retaken.
  - (b) If, after the kick has been taken, the ball rebounds into play, from the goalkeeper, the crossbar or a goal-post, and is then stopped in its course by an outside agent, the referee shall stop play and restart it by "drop ball".
3. (a) If, after having given the signal for a penalty-kick to be taken, the referee sees that the goalkeeper is not in his right place on the goal-line, he shall, nevertheless, allow the kick to proceed. It shall be retaken, if a goal is not scored.
  - (b) If, after having given the signal for a penalty-kick to be taken, and before the ball has been kicked, the goalkeeper moves his feet, the referee shall, nevertheless, allow the kick to proceed. It shall be retaken, if a goal is not scored.
  - (c) If, after the referee has given the signal for a penalty-kick to be taken, and before the ball is in play, a player of the defending team encroaches into the penalty-area, or within ten yards of the penalty-mark, the referee shall, nevertheless, allow the kick to proceed. It shall be retaken, if a goal is not scored. The player concerned shall be cautioned.

4. (a) If, when a penalty-kick is being taken, the player taking the kick is guilty of ungentlemanly conduct, the kick, if already taken, shall be retaken, if a goal is scored. The player concerned shall be cautioned.
  - (b) If, after the referee has given the signal for a penalty-kick to be taken, and before the ball is in play, a colleague of the player taking the kick encroaches into the penalty-area or within ten yards of the penalty-mark, the referee shall, nevertheless, allow the kick to proceed. If a goal is scored, it shall be disallowed, and the kick retaken. The player concerned shall be cautioned.
  - (c) If, in the circumstances described in the foregoing paragraph, the ball rebounds into play from the goalkeeper, the cross-bar of a goal-post, and a goal has not been scored, the referee shall stop the game, caution the player and award an indirect free-kick to the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.
5. (a) If, after the referee has given the signal for a penalty-kick to be taken, and before the ball is in play, the goalkeeper moves from his position on the goal-line, or moves his feet, and a colleague of the kicker encroaches into the penalty-area or within 10 yards of the penalty-mark, the kick, if taken, shall be retaken. The colleague of the kicker shall be cautioned.
  - (b) If, after the referee has given the signal for a penalty-kick to be taken, and before the ball is in play, a player of each team encroaches into the penalty-area, or within 10 yards of the penalty-mark, the kick, if taken, shall be retaken. The players concerned shall be cautioned.
6. When a match is extended, at half-time or full-time, to allow a penalty-kick to be taken or retaken, the extension shall last until the moment that the penalty-kick has been completed, i.e. until the referee has decided whether or not a goal is scored, and the game shall terminate immediately the referee has made his decision.

After the player taking the penalty-kick has put the ball into play, no player other than the defending goalkeeper may play or touch the ball before the kick is completed.

7. When a penalty-kick is being taken in extended time:
  - (a) The provisions of all of the foregoing paragraphs, except paragraphs (2)(b) and (4)(c) shall apply in the usual way, and
  - (b) in the circumstances described in paragraphs (2)(b) and (4)(c) the game shall terminate immediately the ball rebounds from the goalkeeper, the cross-bar or the goal-post.

## Law 15: Throw-in

When the whole of the ball passes over a touch-line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line. The thrower shall use both hands and shall deliver the ball from behind and over his head. The ball shall be in play immediately it enters the field of play, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored direct from a throw-in.

### Punishment:

- (a) If the ball is improperly thrown in the throw-in shall be taken by a player of the opposing team.
- (b) If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.

### **Decisions of the International F. A. Board**

1. If a player taking a throw-in plays the ball a second time by handling it within the field of play before it has been touched or played by another player, the referee shall award a direct free-kick.
2. A player taking a throw-in must face the field of play with some part of his body.
3. If, when a throw-in is being taken, any of the opposing players dance about or gesticulate in a way calculated to distract or impede the thrower, it shall be deemed ungentlemanly conduct, for which the offender(s) shall be cautioned.
4. A throw-in taken from any position other than the point where the ball passed over the touch-line shall be considered to have been improperly thrown in.



## Law 16: Goal-kick

When the whole of the ball passes over the goal-line excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked direct into play beyond the penalty-area from any point within the goal-area by a player of the defending team. A goalkeeper shall not receive the ball into his hands from a goal-kick in order that he may thereafter kick it into play. If the ball is not kicked beyond the penalty-area, i.e. direct into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. A goal shall not be scored direct from such a kick. Players of the team opposing that of the player taking the goal-kick shall remain outside the penalty-area until the ball has been kicked out of the penalty-area.

### Punishment:

If a player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free-kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.

### **Decisions of the International F. A. Board**

1. When a goal-kick has been taken and the player who has kicked the ball touches it again before it has left the penalty-area, the kick has not been taken in accordance with the Law and must be retaken.

### **1992 Memorandum - Advice to Referees:**

The change in this law is to speed up the game by allowing goal-kicks to be taken anywhere in the goal-area. Since the position of the ball makes no appreciable difference for the defense, this will speed up the game by eliminating and delaying tactics by the kicking team.

## Law 17: Corner-kick

When the whole of the ball passes over the goal-line, excluding the portion between the goal-posts, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a corner-kick, i.e. the whole of the ball shall be placed within the quarter circle at the nearest corner-flagpost, which must not be moved, and it shall be kicked from the position. A goal may be scored direct from such a kick. Players of the team opposing that of the player taking the corner-kick shall not approach within 10 yards of the ball until it is in play, i.e. it has traveled the distance of its own circumference, nor shall the kicker play the ball a second time until it has been touched or played by another player.

### Punishment:

- (a) If the player who takes the kick plays the ball a second time before it has been touched or played by another player, the referee shall award an indirect free-kick to the opposing team, to be taken from the place where the infringement occurred, subject to the overriding conditions imposed in Law 13.
- (b) For any other infringement the kick shall be retaken.

# Memorandum 1992

## I. Laws of the Game

The specific changes and Advice to Referees have been included in the preceding Laws.

## II. Other Decisions Taken by the Board

1. If a player is sent off for a second cautionable offence in a match, the referee is required to show both the yellow and the red card simultaneously (so that it is obvious that the player is being sent off for the second cautionable offences and not for an offense requiring immediate expulsion).
2. (Amendment to the Notes to the Laws of the Game)

## III. Further Specific Instructions to the Referees

- A. The Board once more insisted that referees be much stricter when dealing with timewasting tactics, particularly in the following five situations:
  1. The referee must react strictly if the ball is kicked away or carried away with the hands after a free-kick has been given against a player. The guilty player must be cautioned and shown the yellow card.
  2. The referee must caution and show the yellow card to any player(s) encroaching from the defending wall.
  3. A player who stands in front of the ball when a free-kick has been given against his team, in order to waste time to allow his team to organize the defensive wall, must be cautioned and shown the yellow card.
  4. The board insisted that decision 17 to Law 12, introduced in 1991,(control of the ball by the goalkeeper), must be strictly implemented by referees. Some referees have shown a tendency to avoid its correct application - a situation which can no longer be accepted.
  5. The Board also insisted that referees strictly enforce Law 12, 5(a) in relation to the number of steps taken by the goalkeepers when they have control of the ball in their hands.
- B. The International F. A. Board took the decision that visible undergarments such as thermopants (cycling shorts) are authorized. They must, however, be of the same color as the shorts of the team of the player wearing them and not extend beyond the top of the knee. If a team wears multicolored shorts, the undergarments must be of the same color as of the predominant color (of the shorts).

