



LAWS OF THE GAME 2025 **WALKING FOOTBALL ITALIA**

SECTION A – PLAYERS, PITCH AND EQUIPMENT

A1. Each team may field a maximum of 6 players on the pitch at any time during the game.

A2. Each team may list a maximum number of 12 players in each individual match, who must be listed on a registration form to be presented to the organizers of a tournament before the start of the matches, unless otherwise indicated by the organizer of the event an eventual different number of players.

A3. No player will be allowed on the pitch, whether in competition or training, unless they can demonstrate that they are in possession of a valid sports medical certificate, whether competitive or non-competitive, from their club and, in the case of Tournaments, also from the organizers of the same.

A4. Substitutions of the 6 players on the pitch are unlimited, but can only be made with the consent of the referee and when play has stopped.

A5. Players must meet the minimum age criteria for each Category which state that A) the Over 50 Men's Category must be made up of players born between January 1st of the year in which they turn 50 and December 31st of the year in which they turn 59; B) The Over 60 Men's Category includes players born between January 1st of the year in which they turn 60 and December 31st of the year in which they turn 69; C) The Over 67 Men's Category includes players born from January 1st onwards of the year in which they turn 67 with no maximum age limit; D) The Over 70 Men's Category can only be made up of players born from January 1st onwards of the year in which they turn 70 with no maximum age limit; E) the Over 40 female and male categories may be composed of players born from 1 January onwards of the year in which they turn 40 and 31 December in which they turn 49 for the male sector, while for the female sector there is no maximum age limit. F) As a pure exception to what is expressly stated in points A-B-D-E of this article, it will be permitted to register and consequently allow participation in the matches, to: AA) a single player per team of the Over 50 male category who is included among those born within 1 January of the year in which they turn 47 and 31 December of the year in which they turn 49; BA) a single player per team of the Over 60 male category who is included among those born within 1 January of the year in which they turn 57 and 31 December of the year in which they turn 59; CA)) a single player per team in the Over 70 men's category who is born on or before 1 January of the year in which he/she turns 67 years old with no upper age limit; DA) a single player per team in the Over 40 women's category who is born on or before 1 January of the year in which he/she turns 35 years old with no upper age limit, EB) a single player in the Over 40 men's category who is born on or before 1 January of the year in which he/she turns 37 years old and on or before 31 December of the year in which he/she turns 39 years old.

No player included in the above-mentioned male categories may participate in matches of the higher age categories, while it will be possible for Over 70, Over 67, Over 60 and Over 50 males to take part in matches in the lower age categories.

A6. Players over the age limit are to be considered as an exception, therefore it will not be possible to replace them with others in the playing lists during a tournament, not even in the case of injury.

A7. A player may take part in a tournament, representing only one team and one age category.

A8. Goalkeepers must wear a game uniform that makes them distinguishable from the other players and the referees

A9. Substitutes for players on the field of both teams must wear a bib of a different color from their team's jersey until they are called into play.

A10. The standard dimensions of the playing pitch for competitions shall be between 16 metres (minimum) and 30 metres (maximum) in width and between 30 metres (minimum) and 45 metres (maximum) in length.

A11. A goal area must be clearly indicated at each end of the pitch, which may be a semi-circle with a radius of between 4 and 6 metres or a rectangle with a width of between 4 and 6 metres from the centre of the goal line and a length proportionate to the width. The penalty spot must be clearly indicated and positioned in a vertical line with the centre of the goal line 6 metres from it.

A12. A spot must be positioned exactly in the centre of the field of play, which defines the starting point for the start of play or the restart of play after a goal. A centre line is therefore not necessary.

A13. The position of the ball on the pitch is determined when it entirely crosses a line with the entirety of the ball in contact with the ground of play or not. (Example: The ball placed on the penalty area line is considered live and playable by any player (including goalkeepers).

A14. The standard dimensions of a goal for competitions are a width between 3 meters (minimum) and 5 meters (maximum) and a height between 1.2 meters (minimum) and 2 meters (maximum).

A15. The size and type of "official" ball for the competition is a regular size 5. Teams, however, are allowed to use a size 4 or futsal ball, provided that this is agreed upon by all parties (including the match officials) before kick-off.

The surface of the pitch can be decided by the home team, based on the availability of the facilities available. Therefore, natural grass, synthetic grass, parquet, etc. are accepted. The various teams are made aware to avoid cement and its derivatives, for safety reasons.

A16. In accordance with the surface of the pitch where the matches will be played, players can use futsal or five-a-side football shoes or, if the pitch allows, football shoes with 13 rubber studs. All footwear with 6-point studs, or footwear with metal or rigid studs, are expressly prohibited on all pitches and in all weather conditions.

A17. If during a tournament a team does not show up on the pitch for a match at the established time, the referee, from the moment the pitch is available and one of the two teams is present, will count 15 minutes, after which he will declare the team not present in that specific match the loser by 2-0.

SECTION B. FOULS AND INFRINGEMENTS

B1. Running or jogging (the word jogging translated in Italian means running slowly, or at a regular pace, or trotting) with or without the ball, is not permitted to any player (including goalkeepers) and this infringement will generate an indirect free kick to the opponent team of the player who commits such an infringement. It is understood that this rule applies at any time in the game, even if the ball is not in play, but some players move and gain an advantage from their irregular movement.

B2. The referee is delegated to decide what is or is not running or jogging. A regular walking action will be determined as a progression of steps through which at least one foot always maintains contact with the ground. As an exception to this rule, a player when receiving the ball, may have both feet off the ground, provided that he does not take a step forward or backward.

(B3) PENALTY FOR 5 GAME INFRINGEMENTS

A penalty kick shall be awarded against any team that commits five infringements in any half of the game for the following reasons:

B3A- running by a player, anywhere on the pitch, even if not in possession of the ball;

B3B- causing physical or careless contact;

B3C- wasting time which the referee deems excessive, by failing to position himself quickly within 3 metres of the kick-off point of any restart of play, or by deliberately delaying the restart of play in any way;

B3D deliberate handball.

After the fifth offence, the counting starts again from zero. The counting is reset at half time. The referee may award extra time for a penalty kick to be taken at the end of each half.

It is understood that the penalty awarded for 5 infringements of play must be considered as those awarded in the normal phases of the game, therefore in the event that the penalty is not scored and there are no irregularities on the part of the goalkeeper, the game will continue regularly wherever the ball is intended. Furthermore, when one of the 5 fouls committed by a team leads to a penalty kick for the opponent, in this case the referee, after awarding the penalty, will proceed not to count that specific foul among the 5 for game infringements.

(B4) INFRINGEMENTS FOR BALL ABOVE HEAD HEIGHT

The ball may not travel above the height of a player's head, regardless of height:

B4A. An infringement will be considered from the point where the ball started, when a player kicks the ball so that it exceeds the height of the head of the player closest to the ball. As an exception to this rule, a direct shot towards the goal will not be considered an infringement. If the ball rises above the limit of a player's head due to a deflection by an outfield player, the goalkeeper, a post, the crossbar or the goalkeeper and the ball remains within the playing field (excluding the penalty areas), play may continue when the first player to touch the ball puts it on the ground or clearly shows that he intends to do so. It is understood that if the first player to touch the ball does not show that he intends to put it on the ground, the referee will call an infringement against the same player at the point where the contact with the ball occurs.

B4B. If the ball goes over the head limit of a player due to a deflection from an outfield player, the post, the crossbar or the goalkeeper and the ball ends up in the net, corner or throw-in, without having been touched by another player after the deflection that caused the ball to go up, the referee will award the goal, or corner, or throw-in.

B4C. If the ball goes over the head limit of a player due to a deflection from an outfield player, the post, the crossbar or the goalkeeper and it remains within the penalty area, the ball may be recovered by the goalkeeper and considered playable.

B4D. The entire volume of the ball must exceed the height of a player's head during its journey to be considered an infringement.

B4E. If a ball kicked towards the goal exceeds the height of the crossbar without being deflected and ends up over the goal line, the ball will be awarded to the goalkeeper who may resume play immediately.

B4F. If a match is played in a covered or indoor structure and during play a ball is lifted by being kicked directly, or by being deflected by a player, or by the goal posts and before it touches the playing field again it touches any upper part of the structure above the playing field, a throw-in will be awarded to the opposing team of the player who last touched the ball, causing contact with the structure. The throw-in will be taken at the point nearest to where the last contact with the ball occurred by the player who caused the infringement.

B4G. If a player causes the ball to travel towards a teammate and there is no other player in the path of the pass, if the ball were to lift from the ground, the referee must decide whether the ball has exceeded a height for which he will assign an infringement by awarding a free kick to the opposing team of the kicker. The referee's assessment in this specific case, there being no players to be assessed as to height, will be whether it exceeds the height of the crossbar set up on that playing field.

(B5) DANGEROUS OR RECKLESS CONDUCT

B5A. It is forbidden to head the ball intentionally, therefore this eventuality will be considered an infringement not applicable to the penalties for 5 fouls of play. However, if a player intentionally heads the ball and interrupts a clear goal-scoring opportunity for the opponent, in any part of the pitch, the referee in compliance with rule Section C point III, will award a penalty kick to the opposing team. All other involuntary situations will not be penalized.

B5B. It is understood that this also applies to the goalkeeper, therefore if the referee considers that the

goalkeeper intentionally heads the ball to interrupt a clear goal-scoring opportunity, he will award a penalty kick to the opposing team. If the goalkeeper's intentional header does not interrupt a clear goal-scoring opportunity, the referee will award a free kick 3 meters outside the penalty area at the point closest to the infringement. All other involuntary situations will not be penalized.

(B6) PHYSICAL CONTACT

Causing deliberate or reckless physical contact is not permitted to any player whether or not in possession of the ball, including the following situations:

B6A. Sliding to tackle an opponent or sliding to block the ball.

B6B. Charging (including with the shoulder), pushing or blocking an opponent.

B6C. Crossing or obstructing an opponent to gain an advantage or to deny that player possession of the ball or position.

B6D. Tackling an opponent from the side or from behind, causing physical contact.

B6E. Retreating, causing physical contact with an opponent who has his feet planted on the ground.

B6F. Reckless or excessive behavior regardless of whether or not there is any physical contact.

(B7) GOAL AREA INFRINGEMENTS

B7A. An outfield player commits an infringement by entering the goal area, regardless of whether or not he is in possession of the ball, or whether or not his feet are in contact with the pitch. This does not, however, include occasions where there is momentum or a congruent momentary movement following the action of play and the player is unable to stop in time, this also applies to cases where a player taking a penalty kick subsequently places his foot(s) in the area after having kicked. The sanctions for the infringement relating to entering the area are specified in the next three paragraphs.

B7B. In the event of a defender entering the penalty area, if the referee considers that the player committed the infringement carelessly or involuntarily, but does not touch the ball and/or does not interrupt any clear goal-scoring opportunity for the opponent with his movement, a free kick will be awarded to the attacking team 3 metres from the penalty area line at the point closest to the infringement by the defending player.

B7C. If a defender touches the ball inside the penalty area (whether or not in contact with the ground), inadvertently or not, it will be considered an offence and the referee will award a penalty kick to the opposing team of the defender who committed the offence.

B7D. If an attacker, kicking or attempting to play the ball, touches the ball (whether or not in contact with the ground) inside the penalty area, the referee will stop play and award the ball to the goalkeeper, allowing him to restart play.

B7E. A goalkeeper commits an offence if he leaves the goal area, unless he does so as a result of the congruent or momentary movement following the action of play and the ball is retained inside the goal area. The offence will cause a penalty kick to be awarded to the opposing team if the referee considers that this action by the goalkeeper interrupts a clear goal-scoring opportunity. Otherwise, in the event that the infringement does not interrupt a clear goalscoring opportunity, then the referee will award a free kick to the goalkeeper's opposing team, three metres outside the penalty area in the area nearest to where the infringement occurred. It is understood that if the goalkeeper fails to interrupt his momentum, but before leaving the penalty area relinquishes possession of the ball without interfering with a clear goalscoring opportunity, then the referee will allow play to continue.

B7F. A goalkeeper taking a penalty kick is allowed to move any part of his body and travel along the goal line, but is not allowed to advance from the goal line until the ball has been kicked by the opponent taking the penalty kick; if the goalkeeper fails to comply with this procedure, only in the event of a no goal, the penalty kick will be retaken.

B7G. A player taking a penalty kick during the course of the match, but not in the extra penalty shootout in the event of a draw, may kick the ball again if it is blocked or deflected by the goalkeeper, however if after

taking the penalty kick the ball hits the posts or crossbar and re-enters the field of play it will be considered playable for all other players with the exception of the player who took the penalty kick. If this second exception occurs and the player who kicked the ball touches the ball again, it will be awarded to the opposing goalkeeper for play to restart.

B7H. A goalkeeper, from the moment he gains possession of the ball, through a touch with his feet or by taking it with his hands inside his own penalty area and in a condition of stability of balance on both feet, will have 6 seconds to restart the action and take the ball out of his penalty area. Once the 6 seconds have been reached without the ball having left the penalty area, the referee will award the opposing team a free kick 3 meters from the outside of the penalty area line at the point closest to the position of the goalkeeper.

B7I. A player commits an infringement if he prevents the opposing goalkeeper from getting rid of the ball by pressing him when the goalkeeper intends to play it to his teammates. In this case the referee will award a free kick at the point outside the penalty area where the opposing player of the goalkeeper committed the infringement.

BTJ. A goalkeeper may only play the ball by throwing it below shoulder height (bowling style) or by kicking it with his feet. All other ways of playing the ball will be considered an offence, even if the goalkeeper, playing it with his feet or with his hands under his shoulder, gets rid of the ball and causes it to travel above the head limit of the player closest to him. The resulting free kick awarded to the opposing team will be taken 3 metres from the penalty area line at the point closest to the position of the goalkeeper at the time of the offence.

B7K. If, after releasing the ball, the goalkeeper touches the ball again before it has touched an opponent or has been touched by at least two players of the goalkeeper's team, an indirect free kick is awarded 3 metres from the penalty area line, from the point nearest to where the infringement occurred.

(B8) OTHER INFRINGEMENTS

B8A. A player commits an infringement if, when taking a throw-in or a corner kick, the ball is not positioned outside or on the line that marks the sides or corners of the pitch, or if the ball is not completely stationary, or if it does not enter the field of play after being kicked. Following all these eventualities, the referee will allow the same player to re-take the throw-in or corner kick. Only if the same incident occurs for the second consecutive time, in the case of a throw-in, the referee will award it to the opposing team of the player who committed the double infringement, while in the case of a corner kick, the ball will be awarded to the opposing goalkeeper to restart play. A player who takes a throw-in or a corner kick must have both feet outside the pitch when he hits the ball; if this is not the case, the referee will have these two throw-ins re-taken. Only if the same incident occurs for the second consecutive time, in the case of a throw-in the referee will award it to the opposing team of the player who committed the double infringement and in the case of a corner kick the ball will be awarded to the opposing goalkeeper to restart play.

B8B. A player taking a free kick, including a penalty kick, must do so starting from a maximum distance of 1 meter from the ball and from the moment he starts moving towards the ball he can take as many steps as he deems appropriate within the meter even lifting both feet, but he must not interrupt this movement in the direction of the ball itself, if this does not happen, the referee will have the free kick retaken by the same team, however if the kick not taken with the correct procedure is related to a penalty kick, the referee will have the penalty kick retaken in the event of a goal, while he will not intervene in the event of a no goal.

B8C. A player commits an offence if he intentionally plays the ball with his hand or arm and this offence will be counted among those provided for in Law B3D Penalty for 5 offences of play. Furthermore, the referee will assess whether the voluntary touch with the hand or arm interrupts a clear goal-scoring opportunity, in which case he will be obliged, in compliance with the Rule of Section C1B, to award a penalty kick to the opposing team of the player who committed the infringement. It is understood that all other involuntary situations are not considered as punishable by infringement.

B8D. A player, other than the goalkeeper, commits an offence when he intentionally plays the ball while he is on the ground. A player is considered to be on the ground when any part of his body other than his feet is resting on the playing surface.

SECTION C. SANCTIONS

(C1) FREE KICKS, START OF PLAY, THROWS IN, CORNERS

C1A. All free kicks are indirect and the opposing players must be positioned at least 3 metres from the point where the ball is kicked.

There are, however, some exceptions to the awarding of free kicks:

C1B. If an outfield player anywhere on the pitch intentionally interrupts through any type of infringement a situation in which the opposing team has a clear goal-scoring opportunity, the referee shall award a penalty kick against the team of the player who committed the infringement.

C1C. Free kicks awarded to an attacking team within three metres of the opponents' penalty area line must be moved back three metres from the penalty area line directly in line with the place where the infringement occurred. For this particular situation, the referee will have to stop the game, without granting any advantage rule to the attacking team, allowing the defending team to possibly organize its own wall.

SECTION D. THROWS INTO SIDESIDE AND CORNERS

D1. Kick-offs, side kicks and corner kicks are indirect and the opposing players must position themselves at least 3 metres from the ball. For throw-ins and corner kicks, a player will have 6 seconds from the moment he puts the ball on the ground to put it back into play, after this period of time has elapsed without the throw-in having been taken the referee will award the throw-in to the opposing team at the same point, or in the case of a corner kick he will award the ball to the opposing goalkeeper for play to restart. It remains at the referee's discretion to assess whether the throw-in or corner kick has been delayed due to one or more opponents not positioning themselves at the appropriate distance from the kick-in mark, in which case the referee will allow the team taking the kick to extend the period of 6 seconds as necessary.

D2. If a player directly directs the ball from a free kick, kick-off, throw-in or corner kick and it ends up in the net, even if there is a deflection by an opponent or the goalkeeper, the goal shall be disallowed and a free kick shall be awarded to the opposing team from where the ball was kicked.

D3. In the cases in which the ball comes from a corner kick or throw-in and crosses the area without being intercepted by the goalkeeper and exits the area again, it shall be considered playable only when, leaving the area, it has completely crossed the boundary line with its circumference, whether or not it is in contact with the ground. It shall therefore be considered a foul for the opposing team if a player touches the ball (in contact with the ground or not) inside the area and such infringement shall be judged by the referee following the provisions of Rule B7.

SECTION E. EXPULSIONS

(E1) TEMPORARY EXCULSIONS

A player temporarily suspended from play will receive a yellow card from the match referee and be informed that he is suspended from play for three minutes. However, the duration of the temporary suspension may be determined by the competition organiser prior to matches based on the playing times that each tournament establishes. The player is obliged to leave the playing area. If designated areas are not provided, suspended players must remain in the area where they can be seen by the referee, adjacent to team officials and substitutes. A player will be informed of the end of a period of suspension and invited to re-enter the match by the referee or another match referee.

A player who receives a yellow card will be temporarily excluded from the game leaving his team in numerical inferiority for 3 minutes, if he commits any of the following infringements:

- E1A – unsportsmanlike conduct
- E1B – shows dissent by word or action
- E1C – persistently infringes the Laws of the Game
- E1D – unduly delays the restart of play in the opinion of the referee
- E1E – voluntarily leaves the playing area without the referee's permission outside of a substitution

(E2) DEFINITIVE EXPULSIONS

A player is sent off and shown a red card without being allowed to return to the field of play in that specific match if he commits one of the following infractions:

- E2A – serious foul play
- E2B – violent conduct
- E2C – spits or bites someone
- E2D – uses offensive, insulting or abusive language, including blasphemy.
- E2E – receives a second yellow card in the same match.

A definitive expulsion will result in a 3-minute period of play during which the expelled player's team will have to play with one player less, after which the team may reinstate the full lineup with another player. It is understood that if the match referee deems that the behavior of a player who is sanctioned with a red card through one of the infractions provided for in one or more of the rules between E1C and E2E above, is extremely disrespectful, or violent, he may request the tournament organization not to allow the player to participate in the remaining matches until the end of the current tournament.

SECTION F. STARTING, STOPPING AND CONTINUING THE GAME

(F1) START OF THE MATCH

F1A. To define the team that will kick off each match, the referee will toss a coin that will give the winning team the choice of kick-off, or of the field in which to position themselves to start the match itself.

F1B. The match will start when the referee blows the whistle.

F1C. The duration of a match, for the Italian territory, is established that for the Category:

Over 40 and 50 men, the game will proceed with the play of 2 halves of 30 minutes not effective, with a break of 3 minutes and the change of field between one half and the other.

F1D. Over 60 men, the game will proceed with the play of 2 halves of 25 minutes not effective, with a break of 3 minutes and the change of field between one half and the other.

F1E. Over 70 men and Over 40 women, the organizing company will decide the playing time, which however cannot exceed 45 minutes of total playing time for each match.

F1F. The option that the tournament organizer will have the right to vary the aforementioned terms remains valid, but without ever exceeding **the maximum limit per match of 60 minutes per game for the Over 50 and Over 60 men's categories.**

(F2) STOPPING AND RESUMING PLAY

F2A. If the referee stops play with a whistle, play may be restarted without waiting for a further whistle blow. However, the referee shall have the right not to restart play if he has to record a foul or believes that a player may be injured. When the referee awards a foul to one of the two teams with a whistle, the players of the opposing team must immediately position themselves three meters from the kick-off mark. If this does not happen and one or more players hinder the immediate restart of play, the referee shall have the possibility, if he considers that such action is deliberate and an excessive waste of time, to count this infringement among those to be calculated for the 5 team infringements that will lead to a penalty kick for the opponent of the player who commits the infringement. It is understood that if these situations occur

that are likely to prevent the game from restarting immediately, then the referee will be obliged to blow the whistle to restart the game. As an exception to the immediate restart of the game, there are infringements committed by defenders within a distance of less than 3 meters from the goal area line. In these cases, to allow compliance with what is specified in Rule C1C, the referee must blow the whistle to stop the game, giving the defense time to possibly position the wall and move the ball to a distance of 3 meters from the goal line, only then can the game restart with a whistle from the referee.

F2B. The referee has the right, in the event of a stoppage of play due to an injury, to restart play with a dropped ball, but awarding it to a player of the team that was in possession of it at the time of the stoppage of play.

F2C. A throw-in must be taken with the feet from the point where the ball left the field of play.

F2D. A corner kick must be taken from the same side, with respect to the goal, from which the ball left the field of play.

F2E. In the cases in which the ball leaves the field of play from the side lines or in a corner, it must be considered no longer playable only when its circumference has completely passed the aforementioned lines, whether or not it has made contact with the ground.

F2F. As a general rule, if the referee considers that stopping play following a foul (not dangerous to the health of the players), causes damage to the team that could obtain a concrete advantage, he will have the right to allow play to continue (advantage rule). However, at the end of the action, the referee will have the obligation to notify the team of the player who committed the running or contact foul, the assignment of the foul itself by counting it among the 5 that will lead to the penalty kick for the opponents, but the game will resume from where the action ended following the advantage.

F2G. In Walking Football, there is no actual playing time for the dispute, so the referee must take into account at the end of each half of the game any time lost during the course of the match and recover as necessary.

F2H. If, during the game, the ball inadvertently hits the referee and one of the two teams obtains an advantage from the deflection, the referee will stop the game and restart it with a drop ball bowled in favor of the team that played the ball last. It is understood that if the deflection does not give any advantage and the ball remains in possession of the team of the player who kicked it last before contact with the referee, the referee will continue the game without interrupting it.

(F3) CONTINUATION OF THE GAME

F3A. During a match, goals may be scored by any player (except goalkeepers) and from any position on the pitch outside the goal areas. If a goalkeeper scores a goal, the goal will be disallowed and the ball will be considered dead and played by the opposing goalkeeper. As a partial exception to this Rule, in the event that a match ends in a draw and penalty kicks are needed to award victory to one of the two teams, goalkeepers may be included among the players who can take the penalties.

F3B. In the event that a match ends in a draw and in the rules of the tournament or championship it is defined that penalty kicks must be taken to establish the winning team, the procedure will be as follows: Each team will take a series of 3 penalties, at the end of which if one of the teams is in the lead it will be declared the winner. Otherwise, if the score is still tied, the game will continue indefinitely until the first error by one of the two teams in a single series.

F3C. If, before or during the penalty kicks, a team has a greater number of players than its opponents, the team must be reduced to the same number of opponents and the referee must be informed of the name and number of each excluded player, however both goalkeepers will be required to be included in the list of players who will take the penalties after the first 3. When all eligible players have taken their penalty and the score is still tied, the game will continue by starting again with the random sequence among the players.

F3D. There is no offside in Walking Football

SECTION G. SAFETY

G1A. Players must refrain from wearing jewelry, earrings, rings, watches or any other objects that could be

potentially dangerous to other players on the field. Tape is permitted to cover such objects, but it will still be at the discretion of the referee to decide whether the tape is sufficient to protect the safety of the players on the field. As a possible exception to this rule is the desire of a player to wear eyeglasses during the game, following this choice of a player that must however be reported to the referee before the start of the match, he will be allowed to wear such an object, however the player will be held personally responsible in the event that the eyeglasses cause physical damage to himself or to other players.

G1B. The referee must immediately stop the game in the event that a player loses blood. He must order the player to leave the field of play and seek medical attention, allowing him to return only when the medical situation is resolved, without causing problems to any other player on the field.

G1C. All players are advised to wear shin pads, covered by socks.