



Official Rules

2026

Version 3.21



1. ISF Membership

1. A country is not a member of the ISF until they have paid their membership fee. The ISF reserves its right to allow any organisation from any country to pay the membership fee for their country and to become the exclusive ISF member. Membership is offered on a one year fixed term (1st January – 31st December) and awarded on a first come, first served basis.

2. Entry to ISF Competitions

1. To enter an ISF tournament, organisations must hold an ISF Membership, which is achieved by paying the annual membership fee through the ISF website. Membership is available in three packages: Bronze, Silver, and Gold.

3. ISF Teams

1. Each squad consists of a minimum of 6 and a maximum of 15 players and tournament participants must be aged 16 or over.
2. Each player must be a citizen or permanent resident, or who has applied for citizenship, or has done everything necessary to prove their intention to become a citizen of the country which they are representing. The permanent resident should be the exception, not a majority within teams. Evidence should be provided to the Tournament Director if asked. If it is found that a player has represented a country that he is not a citizen or permanent resident of, then sanctions shall be imposed by ISF as set out in the sanctions. The Tournament Director has overall jurisdiction over this.
3. The spirit of the game of Socca of a particular player or players (by virtue of financial gain, irregularity or otherwise) has rendered or would render, in the view of ISF, a match or matches in a tournament or competition to be:-
 - i. Outside the spirit of such tournament or competition; and/or
 - ii. Damaging or prejudicial to such tournament or competition; and/or
 - iii. Damaging or prejudicial to the ISF, its reputation, or its aims or objectives

then ISF has the right and power to impose any sanctions upon the relevant player, players, team, country or association from the range of sanctions.



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4. The Tournament Director has the authority to expel any player at any time if the Tournament Director believes, in their opinion, that a player does not fit the criteria of Rule 3.
5. The national organisation must register up to a maximum of 15 players plus coaches, managers and team officials to the ISF prior to each International Tournament.
6. At registration, the national organisation will be given a date and a venue for a pre-tournament meeting. Attendance at this meeting is expected where the rules of the tournament will be discussed, and any questions and clarifications will be answered.

4. Team Clothing & Equipment

1. Each national team must have a minimum of 2 kits of different colours (home and away) consisting of jersey, shorts and socks and must notify the Tournament Director of their kit colours prior to the start of the tournament.
2. The goalkeeper's kit must be a different colour to the kit of the field players of both teams.
3. All players must wear shin pads with socks covering the shin pad.
4. The Tournament Director will announce the colours that each team must wear before any fixture.
5. For safety reasons, it is recommended that players wear shoes with (turf) studs. Shoes with metal studs are prohibited.
6. It is compulsory that shin pads are worn by all players in **all** ISF Competitions.
7. All team staff members that are in the technical zone during the match must wear clothing that matches the general design of their team and should display the official tournament accreditation and team substitutes must wear Socca bibs.
8. All shirts must be clearly numbered on the back. The height of the font is to be no less than 170mm.



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10. For International Competitions, every player should have their surnames (not first names) on the rear of their shirt above the number, to assist the commentators in identifying players for TV purposes. Teams who are unable to fulfil this requirement should seek authorisation and guidance from ISF. Penalty for non-compliance is forfeiture of the match.
11. The ISF Logo must be printed on the right sleeve of each player's jersey. The correct logo file will be supplied to each team by ISF.
12. The shirt number worn by a player must be the same number as registered on the Socca App
13. If during play a player's name or shirt number is found to have been swapped, changed or altered from what was registered on the International Socca Federation App a yellow card will be issued.
14. If a player removes their playing shirt to reveal offensive, political or religious messages then he may be sanctioned during or after the match. Sanctions can include Red or Yellow Cards and a match ban.

5. Field of Play

1. The playing surface is artificial turf & may display a sponsor logo at the discretion of the ISF.
2. The maximum field of play is 60 metres x 35 metres. (However, the field of play may be smaller than this, depending on the specifications of the location of the Socca World Cup.) The Penalty area should be 6m (Width), 7m (Depth) and 12m (Length)
3. Pitch markings:
 - i. The sidelines are marked with a white line.
 - ii. The field is divided into two halves by a white middle line.
 - iii. Surrounding each goal is a box, marked by white lines, known as the goalkeeper's box.
4. The goals will be 4m x 2m in size, and located in the middle of each shorter side of the pitch. The posts finish flush with the sideline. Advertisements are permitted on the goalposts, crossbar and nets if agreed by the Tournament Director.
5. The Socca Penalty spot is positioned in the centre of the pitch on the half way line.
6. Where there are conditions of limited visibility (e.g. after sunset) floodlighting will be used.



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6. Match Ball

1. The match ball size is 5.
1. The match ball must have the ISF Logo engraved on it and be approved by the ISF prior to tournament use.
2. The match ball may have a sponsor logo engraved on it, if approved by the ISF.
3. If the match ball fails to meet the above requirements the match must be stopped and a replacement ball to be sent onto the field of play.
4. The Tournament Director has overall discretion over the usage of footballs during a competition.

7. Match Play

1. The standard match time for ISF competitions is 40 minutes (two halves of 20 minutes each), unless otherwise agreed for individual tournaments by the Tournament Director.
2. The two halves are divided by a 5-minute break.
3. During half time, the playing teams must leave the field and congregate within the technical zone.
4. The match referee is the sole timekeeper.
5. The Tournament Director shall decide which team sits on which bench for each game.
6. For international tournaments conducted by the ISF, no team shall be allowed to take their countries' flag on to the pitch prior to the match and place either on the pitch or within the players persona. The match referee is responsible for ensuring this rule is upheld at all times.
7. There is no offside rule in any ISF matches.

8. During half time players may not leave the pitch area (e.g. to visit the changing rooms), unless in a medical emergency.
9. The goalkeeper may be taken out of the match and substituted for another outfield player (a 'fly goalkeeper') at any point in the match. The fly goalkeeper must, however, wear an official ISF bib, provided by the match referees, as designation of a fly goalkeeper. The designated 'fly goalkeeper' must follow the rules for goalkeepers' possession as outlined in rule 11.14 .
10. If a match is drawn at full time during the knockout stages of a tournament, a 'Socca Penalty' shoot out will take place, as follows:
 1. The first three penalty takers from each team are identified
 2. Penalty takers can be selected in any order, and may include a goalkeeper.
 3. Each team takes alternate turns to take a Socca Penalty.
 4. To start, the goalkeeper must be on the goal line, between the goal posts, the ball is positioned on the centre spot. The penalty taker must dribble the ball towards the goal and has 10 seconds to shoot. The player may shoot from any position on the pitch. One member of the defending team, guarding the goal, may also move to any position on the pitch. If the ball rebounds off the post, crossbar or the defending play, and stays in the field of play, then play continues as normal for the full duration of the 10 seconds.
 5. The penalty is over when:
 - a. The ball enters the goal (result = goal)
 - b. The goalkeeper fouls the player (result =goal)
 - c. The ball leaves the field of play (result = no goal)
 - d. The penalty taker fouls the goalkeeper (result = no goal)
 - e. The goalkeeper has possession of the ball and holds it in his hands (result = no goal)
 - f. The 10 second period finishes without the above taking place (result = no goal)
 6. The goalkeeper can be changed during the shoot out for any named player in the squad.
 7. If, after each team has taken three penalties, the result is drawn, then the shoot out continues to sudden death, with each team taking alternate penalties until one team has a higher score after taking the same amount of penalties.
 8. Each penalty taker must be a different member of the named squad, until the end of the roster is reached, excluding any suspended player.
 9. If a player is in the Sin Bin prior to the start of the Socca Penalty then he/she cannot take part in the Socca Penalty.

8. World Cup Structure

1. The World Cup fixtures are created by the Tournament Director. No friendlies matches or other matches can take place without the prior consent of the Tournament Director.
2. In the group stage teams will be divided into groups of three, four, five or six teams.
3. The team's position within its group shall be determined in the following order:-
 1. Points achieved.
 2. Goal difference, based on all group matches.
 3. Goals for (the team with more goals for) based on all group matches.
 4. Direct comparison (result of head-to-head match).
 5. Disciplinary record of teams based on all group matches.
 6. World Rankings.
 7. Coin toss administered by the Tournament Director and R1.
4. The winner and runner up of each group shall qualify for the knock-out stages. In the case of an odd number of teams in the tournament, best 3rd place teams may also qualify, at the discretion of the Tournament Director.
5. The knockout bracket will be outlined in full, including 'Journey to the Final' for all teams, in advance of the tournament, unless for reasons decided solely by the Tournament Director, changes need to be made to the match scheduling (for example for TV.)

9. Referees

1. The match will be supervised by 3 match referees who will, on availability, wear a headset to communicate with each other during the match. ISF have the authority to increase or decrease the number of referees appointed per match.
2. The first referee (R1) operates on the field during play, and is positioned on the opposite side of the pitch to the official's desk and technical zone. He/she is the head of the match, and uses the advice from the other referees to make final decisions on incidents, and can overrule other referees as he or she sees fit. R1 is solely responsible for the duration of the match.
3. The second referee (R2) also operates on the field during play and is positioned on the same side of the pitch as the official's desk and technical zone.
4. The third referee (R3) acts an assistant to R1 and R2 and is positioned at the middle line on the same side of the pitch as the official's desk and technical zone. R3 controls substitutions (including sin bins and red cards) and monitors the behaviour of the players and staff in the technical zone.
5. R3 assists the other referees by recording all match information, including scores, red and yellow cards and any other incidents in the match report and giving information to players, if necessary.
6. The Head of Referees are responsible for supervising the work of referees, answering any questions surrounding referee conduct and may appoint or suspend referees as he or she considers appropriate. The Head of Referees may not discuss incidents or video footage with teams after the matches.
7. The Television Match Official (TMO), at the discretion of the Tournament Director, may use video playback facilities during matches which will be solely controlled by the match officials, be at the sole discretion for use of the match officials, and the Television Match Official (TMO) may use video playback to communicate information to the officials on the pitch who may, at their sole discretion, decide to change a decision during the match. Any pressure, interference or requests by any player or coach or team official for any match official to use this system will result in the match officials automatically refusing to use the system, or penalising the team who have pressurised or requested use of the video playback system.

10. Technical Zone (TZ)

1. The technical zone is a designated space, adjacent to the pitch and on the same side as the official's desk, for the team members and officials to convene immediately before, during and after their match. Teams may not access the technical zone until the previous match has ended and must vacate the area swiftly once their own match has ended to allow access for the following team.
2. The choice of team bench/ technical zone designation is pre-determined by ISF. Teams stay in the same designated end of the technical zone for the duration of the match and do not change at half time.
3. A person is only authorised in the technical zone if they fulfill all of the below criteria:
 - i. they hold a position related to the playing team as team staff.
 - ii. they have a valid tournament accreditation.
 - iii. they behave in an appropriate way.

The referees reserve the right to expel any person from the TZ if they do not meet the required criteria.

4. 60 minutes before the match, each team must provide the Tournament Director with a list of all team personnel (maximum 14 persons at any one time) who will be in the Technical Zone during the match. This may include:
 - i. Up to nine substitutes
 - li Up to five team staff (including coach, team manager, assistant manager, physiotherapist.)
5. Aside from the coach (and assistant coach, if applicable) every person in the technical zone must be seated during the match, unless a certain task dictates otherwise (such as a physiotherapist attending to a player).
6. During the match, team members must remain within the technical zone, as defined by the Tournament Director or Head of Referees. All players in the technical zone must wear coloured bibs or some other form of clothing to differentiate them from the players on the field, at the sole discretion of the Tournament Director.
7. The third referee (R3) will monitor behaviour within the technical zone and may sanction teams or players for poor behaviour, including ordering players to leave the playing area and technical zone.
8. Only one designated representative per team shall communicate with the third referee (R3) and the communication must be from the technical zone. The name of this person must be supplied to the Tournament Director prior to each match.



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9. If a representative from the technical zone, whether authorised or not, berates, harrasses or could cause the third referee, or any of the referees, to become distracted, then that individual shall receive an automatic red card and this will mean that the individual who receives the red card will need to remove themselves from the technical zone and may not return for the remainder of the match. If the individual does not do this immediately then the referees are instructed to stop play, abandon the match, and award the match to the opposing side.
10. The referees have the authority, if they so wish, to order any individual who receives a red card, either within a team or as part of a team's management, to leave the stadium entirely. Should that individual attempt to return to the stadium before the match has ended then the team will be sanctioned by the Disciplinary Committee.
11. Team staff, such as photographers, media staff or ISF members, are only authorised access to the technical zone for their own team's matches. The Tournament Director and referees are instructed to remove any individuals from the technical zone who are not ISF staff and are not connected to the team(s) in play. In the same way, only ISF staff are authorised in the technical zone during the ceremonies and any team staff attempting to positioned themselves in the technical zone during the ceremonies will be asked to leave.

11. Match Rules

1. All opposition players must be a distance of 5 meters from the ball at any restart (such as a goal kick, kick in, free kick,).
2. All free kicks are direct. Goals can be scored direct from a goal kick, kick in, corner and kick off.
3. There are no indirect free kicks in ISF matches, including offences committed inside the goalkeeper's box. Any offence committed inside the goalkeeper's box by the defending team will result in a Socca penalty kick against the defending team.
4. A kick-in is awarded to the team which did not last touch the ball, when the ball leaves the field of play over any of the side lines. The ball must be placed on the ground stationary on or before the side line at the place where it went out. Except for goal kicks where it can be placed anywhere inside the goal area.
5. A drop ball will be used to restart the match after a temporary stoppage, such as a serious injury, the ball deflating or being damaged or the ball hitting an object that is not part of the field of play. Ball is given to the team in possession of the ball when the game was paused.
6. If an incident occurs inside goalkeeper's box that requires a drop ball, then the drop ball is for the goalkeeper.
7. Slide tackling against or next to an opponent is always considered a foul. A player can not challenge a player with a sliding challenge/tackle within 1 meter of the player in possession of the ball.
8. Slide tackling to prevent the ball from going out of play or into the goal is allowed when there are no nearby opponents.
9. Screening is when a player tries to delay or prevent an opponent who is not in possession of the ball from reaching a desired position on the pitch.

Screening will be classed as legal providing the player who sets up the screen:

- i. Stands completely still (inside his cylinder with his hands to the body) when 'contact' is made.
- ii. The player has both feet on the turf and does not move when 'contact' is made.

Screening will be classed as obstruction, and therefore a foul will be awarded to the defending team, when the player who sets up the screen:

- i. Moves when contact is made.
- ii. Uses his hands in contact e.g. grabs the opponent, enlarges his natural body shape.
- lii. Pushes the opponent with his hands or body to change the players normal running path.



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10. Substitutions are unlimited and may occur at any time during play, under the observation of the referee positioned at the halfway line. The exiting player must have left the playing area before the substitute player crosses the sideline. If a player is injured they may leave the field from another point, but the player replacing them must enter at the halfway line upon authorisation of the referee.
11. The player being replaced must immediately put on the substitutes bib supplied and return to the technical zone.
12. The match referee has the right to penalize any team for 'passive play' during the match if, in the official's opinion, the team in possession of the ball has not made a clear move to form an attack (e.g. moving the ball forward towards the opponent's goal) towards the opponent's goal. Passive play can include, but is not limited to, slow play, time wasting or restricting the competitiveness of the game. The match referee will signal a 5 second warning for passive play by raising his arm in the air and announcing '5 seconds'. From this moment the team in possession has 5 seconds to start forming an attack. If at the end of the 5 second warning period the official deems no attempt has been made to form an attack, a free kick will be awarded to the opponents. If the incident occurs inside the goalkeeper's area, a free kick will be awarded on the edge of the penalty area.
13. All penalty kicks during normal time will be a 'Socca Penalty'.

To start, the ball is positioned on the centre spot and a designated penalty taker must make himself aware to the referee. The remaining players from both teams must be positioned in the non-penalty half of the pitch, at least 3 meters from the half line, and are not permitted to enter the other half for the duration (20 seconds) of the penalty kick.

The goalkeeper must start on his goal line. The penalty kick taker has 20 seconds to shoot. The player may shoot from any position on the pitch. The defending team goalkeeper may also move to any position on the pitch.

If during the 20 seconds, while "Socca Penalty" is taken, any other player or team's staff member enters the field or intervene, goal could be disallowed if attacking team intervene, or goal could be awarded if defensive team intervene.

The penalty is over when:

- i. The ball enters the goal (result = goal, normal restart)
- ii. The goalkeeper fouls the player (result = goal, normal restart)
- iii. The ball leaves the field of play (result = no goal, goalkeepers' kick.)
- iv. The penalty taker fouls the goalkeeper (result = no goal, goalkeepers' kick)
- v. The goalkeeper has possession of the ball and holds it in his hands (result = no goal, goalkeepers' kick.)
- vi. The 10 second period finishes without any of the above taking place (result = no goal, goalkeepers' kick.)

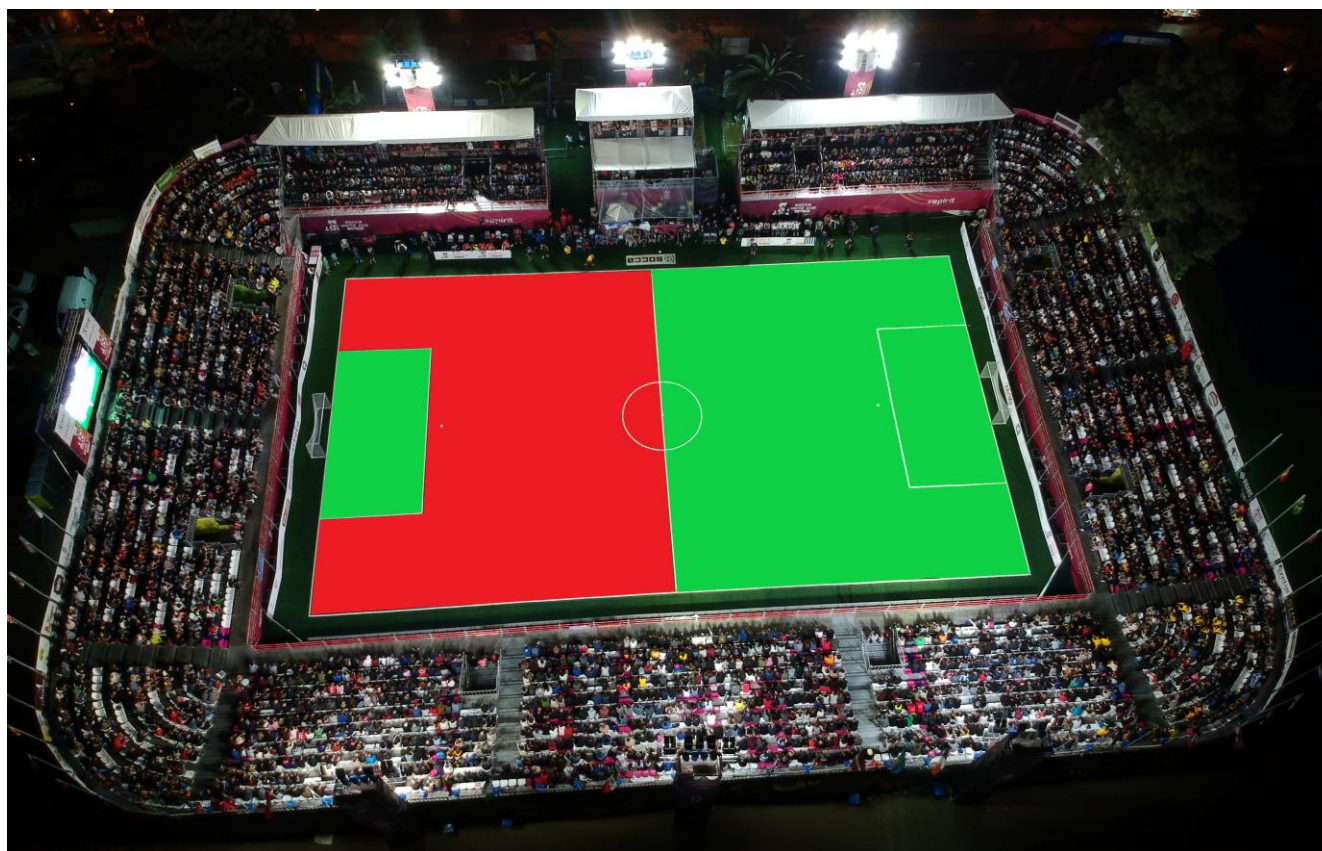


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14. A goalkeeper, whether primary or flying, is allowed to touch the ball with his feet within the green areas (shown in diagram below) under any circumstances, (for example; making a tackle, making a save, clearing the ball, dribbling out with the ball, receiving a pass from a teammate or shooting at goal.) as many times as they want without restrictions. This allows the goalkeeper to leave his area whilst dribbling the ball to create for a more exciting game.

Within the red area, the goalkeeper (primary or flying) is allowed to touch the ball with his feet under any circumstances, (for example; making a tackle, making a save, clearing the ball, dribbling out with the ball, shooting at goal) as many times as they want but they are NOT permitted to receive the ball via a pass from a teammate. This will result in a free kick to the opposing team.

This is to prevent slow play from the team in position of the ball.



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12. Discipline

1. The ISF believes in the absolute authority of the referees. In the final instance any referee on the pitch may take any action he or she deems necessary in order to ensure that the on-field players, and all those in the technical zone, act and behave appropriately. Allied to this, the following rules shall be enforced.
2. A yellow card is an automatic ("sin bin") offence (2 minutes) and can be provided to either a player, coach, manager or official of the team. A replacement player is NOT allowed to replace the sin binned player for the duration of the punishment.
3. A referee can decide to give a 2-minute penalty ("sin bin") to any player, at any time, during the match. Examples of instances where this might be applicable would be (non-exhaustively) being abusive or swearing at a Referee, or in relation to an official, single bad fouls, or persistent fouling.
4. The match referees are the sole timekeeper of the two minutes sin bin and the match referees have the authority to increase the duration of the sin bin should they be unnecessarily pressurised by either the player or the team or members of the technical zone in the timing of the two minutes period.
5. When one team plays with one man advantage and score, player from "sin bin" may return to the pitch, or could be substituted with any other player from the bench.
6. When one team plays with two men advantage and score, one player (first) in the ("sin bin") may return to the pitch, or could be substituted with any other player from the bench. (Second Player remains in the sinbin)
7. If both teams have players in the ("sin bin"), but on the field play with equal number of players and one team scores, all players remain in the "sin bin", therefore no advantage was used.
8. Multiple/unlimited yellow cards ("sin bins") can be given to players throughout the match.
9. If a player, coach, manager or official receives a straight red card, he is banned from the next match. The ban will apply at all stages of the tournament. (e.g. a ban in the group stages also applies to the knockout rounds).
10. The referees are encouraged to deliver immediate red cards should either their authority be challenged in any way, or they feel a team is not playing in the correct sportsmanlike spirit.



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11. If a player, coach, manager or official receives a red card they are banned from the following match, and the Tournament Director may extend the duration of the ban at his/her own discretion.
12. If a player is abusive or swears at a Referee, or the Referee feels intimidated in any way, he should give a player an immediate red card.
13. A person who receives a red card must leave the technical zone (and stadium, if requested) and may not re-enter at any point during or immediately after the match.
14. If a coach, manager, substitute or member of a countries technical staff receives an immediate red card then the team will play with one less player for the remainder of the match.
15. If a player gets 3 or more yellow cards in a game he receives a 1 match ban.
16. The Referee will move a free kick forward by 5 metres if there is dissent towards him/her and may repeat such sanction and continue to move the ball forward in increments of five metres as he or she sees fit. If, by moving the free kick 5 meters forward, the offence is in the penalty area then a penalty shall be awarded. The intention of this is to eliminate dissent towards a referee completely.
17. The Tournament Director has the authority to increase the length of any suspension of any player, coach, manager or official for any reason during the tournament.
18. The ISF Tournament Director and Head of Referees is Mareks Kere. The ISF Deputy Tournament Director is Simon Grlec.

13. Abandoned or Cancelled Matches

1. If a match is abandoned or cancelled at any point during the match, play will restart at the point at which the match was abandoned and the score will start the same.
2. In the case of floodlight failure the match will be suspended and play restarted with the time and score the same as when play was suspended. If the ball was in play when play was suspended then the match will restart with a drop ball on the centre spot.
3. If a match is abandoned or cancelled at any point because of the behaviour of a particular player or team then the Tournament Director can unilaterally decide to award the match and decide the score to whichever team the Tournament Director considers is appropriate.
4. If any one team receives 3 red cards in the same match, the match will be abandoned, the Tournament Director can unilaterally decide to award the match against this team. (Note) If any one team receives 2 red cards and 1 yellow card, the match will continue.
5. The Tournament Director has the authority to exclude any player, coach, manager or member of a team, for howsoever long the Tournament Director decides, including for the duration of the tournament, should it be necessary.
6. In all circumstances, the decision of the Tournament Director is final.

Sanctions

1. The following sanctions may be imposed on members [associations] or individuals:-
 - i. Warning; or
 - ii. Reprimand; or
 - iii. Fine; or
 - iv. Suspension for a specified number of matches, in specified Tournaments or at a specified level, or for a specified period;
 - v. Suspension from carrying out a function for a specified number of matches or for a specified period; or
 - vi. Deduction of points earned in a Tournament (or league) or relegation from one division to a lower division; or
 - vii. Compensation to any party affected by the breach; or



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- viii. Expulsion from the Tournament or Competition and/or ban from future Tournaments/Competitions; or
- ix. Ban on exercising any Socca related activity; or
- x. Withdrawal of a title or award; or
- xi. [In the case of member] recommendation to the Executive Board of ISF to suspend the member from membership of ISF

Any disciplinary sanctions may be imposed as suspended sanctions, except for i), ii) and ix) above. The above list is in no priority order.

The ISF can use any of the above sanctions at any time.

- 2. Any fine received for unacceptable behaviour by a player, coach, manager or support staff, after a country has been eliminated from the tournament, will be chargeable to that country and must be paid within 14 days of the tournament ending. Any ban received will take effect for the next ISF tournament.

Discipline Guidance

The following gives guidance to officials and players on the expected sanctions for on and off pitch behaviour. It is not exhaustive. The match officials may decide to impose alternative sanction if they wish, and their decision will be final in all circumstances.

ISF reserves the right to increase bans or fines for any player of member country solely at their discretion.


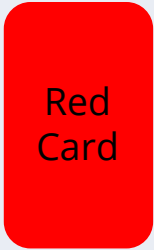
Cards are extinguished once a ban has been served.

Note: If a substitute, manager, coach or backroom staff receive any card, the same sanction applies, and one on-field player must be nominated and receive the sanction. (leave the field of play).



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Discipline Guidelines

Card	Sanction	Fine	Examples
 Yellow Card (A player can receive multiple yellow cards in a match)	2 minutes sin bin for player off the field of play (team reduced by 1 player for whole duration)		<ul style="list-style-type: none"> • Obvious disagreement with a decision • Persistent petty fouling • Unsportsmanlike behaviour • Time wasting • Foul but not malicious • Not retreating required distance from free kick
 Red Card (A player may receive a red card at any time even if it has not been preceded by a yellow card)	Permanent ban for remainder of match	€100 - €500 fine for member country dependant on offence. (decided by ISF.)	As above plus: <ul style="list-style-type: none"> • Foul which denies clear goalscoring opportunity • Violent/ malicious behaviour • Abuse towards referees • Swearing at referee • Time wasting at crucial moment • Persistent challenge to authority of referee

Practical Advice

The ISF has a duty to ensure our members understand our rules and we therefore offer some practical advice and explanation on some of our rules.

11.2. States that all free kicks are direct. There are no indirect free kicks in ISF matches, including offences committed inside the goalkeeper's box. Any offence committed inside the goalkeeper's box by the defending team will result in a penalty kick against the defending team.

This is to ensure that ISF matches are more direct and exiting game. Players need to be aware that there are no indirect free kicks and offences inside the Goalkeepers Area will result in a penalty if the offence is committed by a defending team.

12.16. Is the rule that allows a match official to move the ball forward 5 metres for certain offences. This is an added tool for a match officials for preventing dissent and poor behaviour in addition to the sin bin.

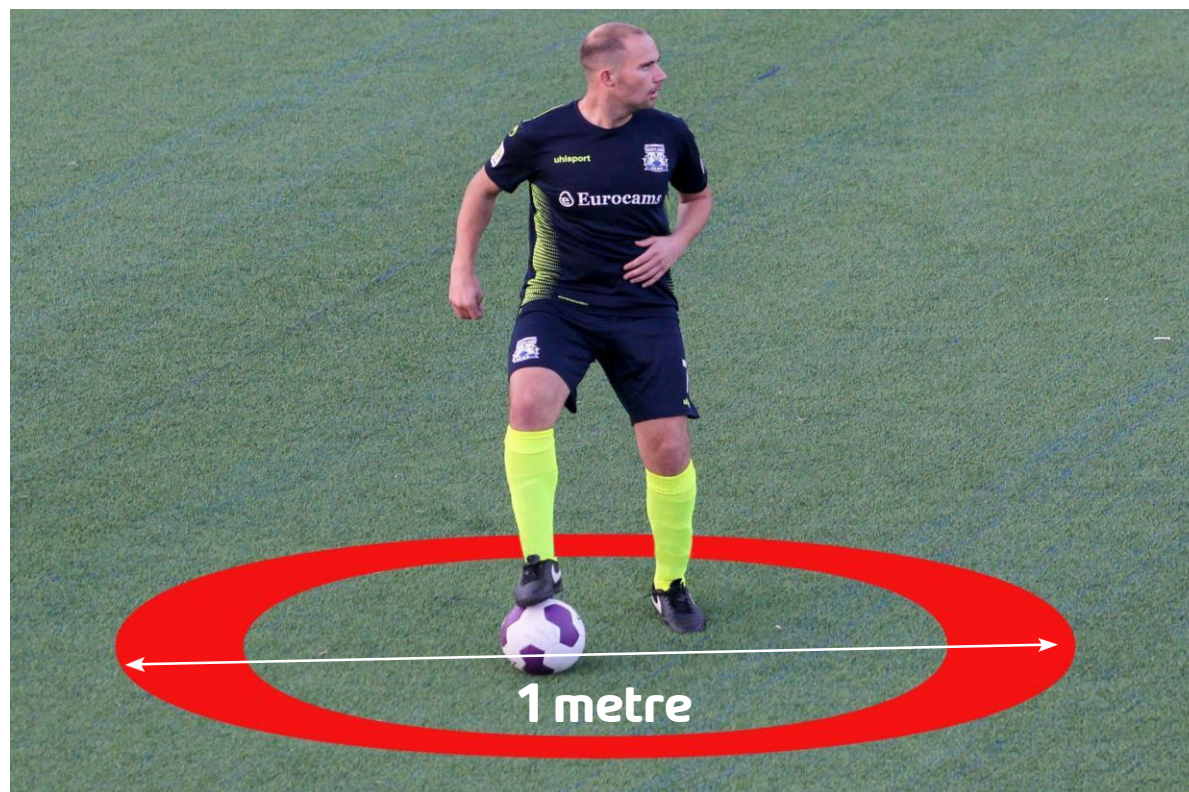
The field of Play: Maximum Measurements



Practical Advice: Slide Tackles

11.7. States that players are not allowed to slide challenge a player when the player has the ball in their possession. The ethos of the rule is to protect players, ensure a fluid game and to prevent injuries. Players can however, slide to prevent the ball from going out of play and to prevent a goal as long as an opponent is not **nearby**. A goalkeeper can save a shot with their feet from within the goalkeepers area.

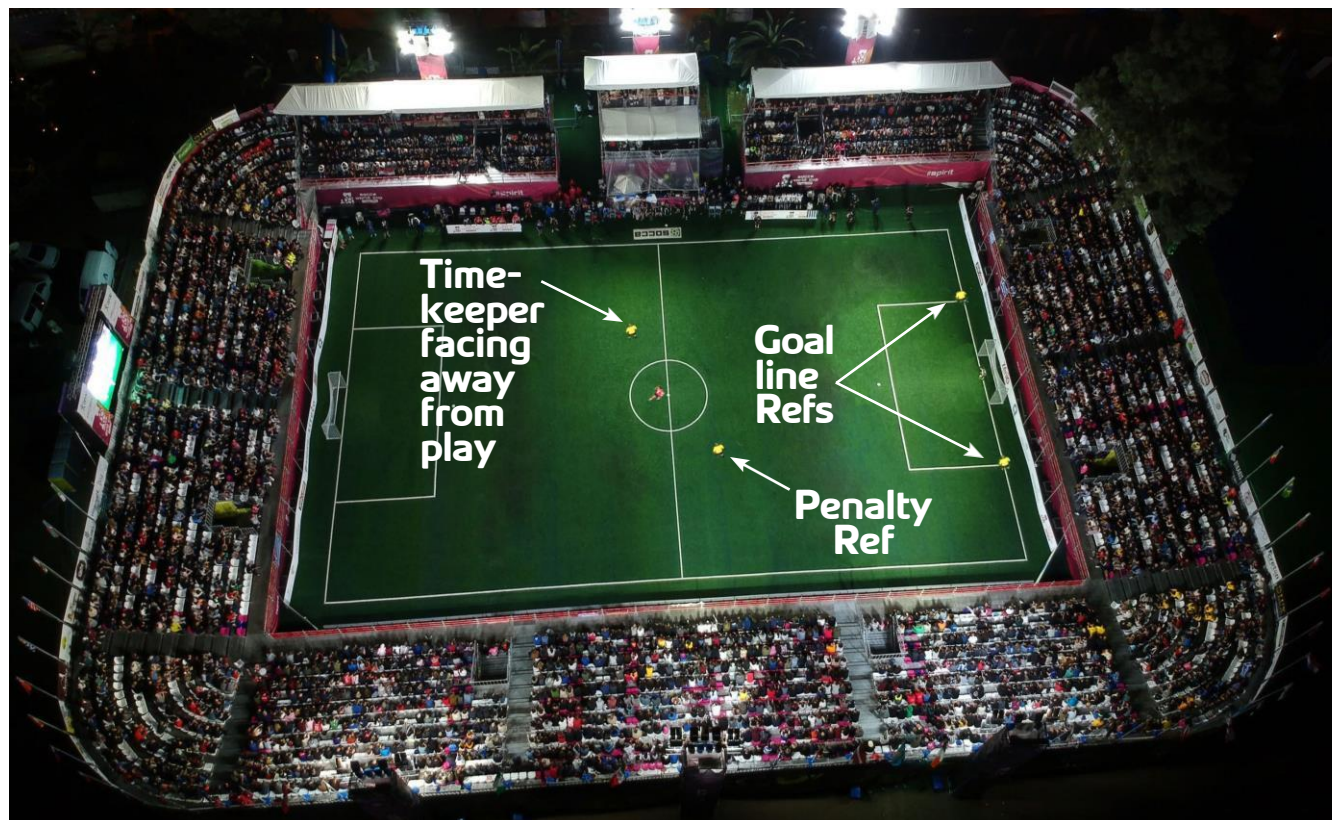
As a guide, players need to imagine a circle around the player of **1 metre**. If a player does not slide tackle in this imaginary circle, a foul will not be awarded against you.



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Practical advice: ISF Penalties Referee Position

The below diagram shows the positions match officials will take at the start of the ISF penalty procedure. Note the timekeeper is facing away from play and will blow the whistle to start and finish the ISF Pen. The timekeeper will not wear a communication head set for the full duration of ISF penalty procedure.



All ISF matches are based on the principles of friendship, sportsmanship and fair play. All teams who participate in a competition hosted by the ISF agree to abide by these values.

The ISF strictly refuses discrimination based on race, religion, belief or sexual orientation. Tournaments staged by ISF shall not be used to deliver political messages.

