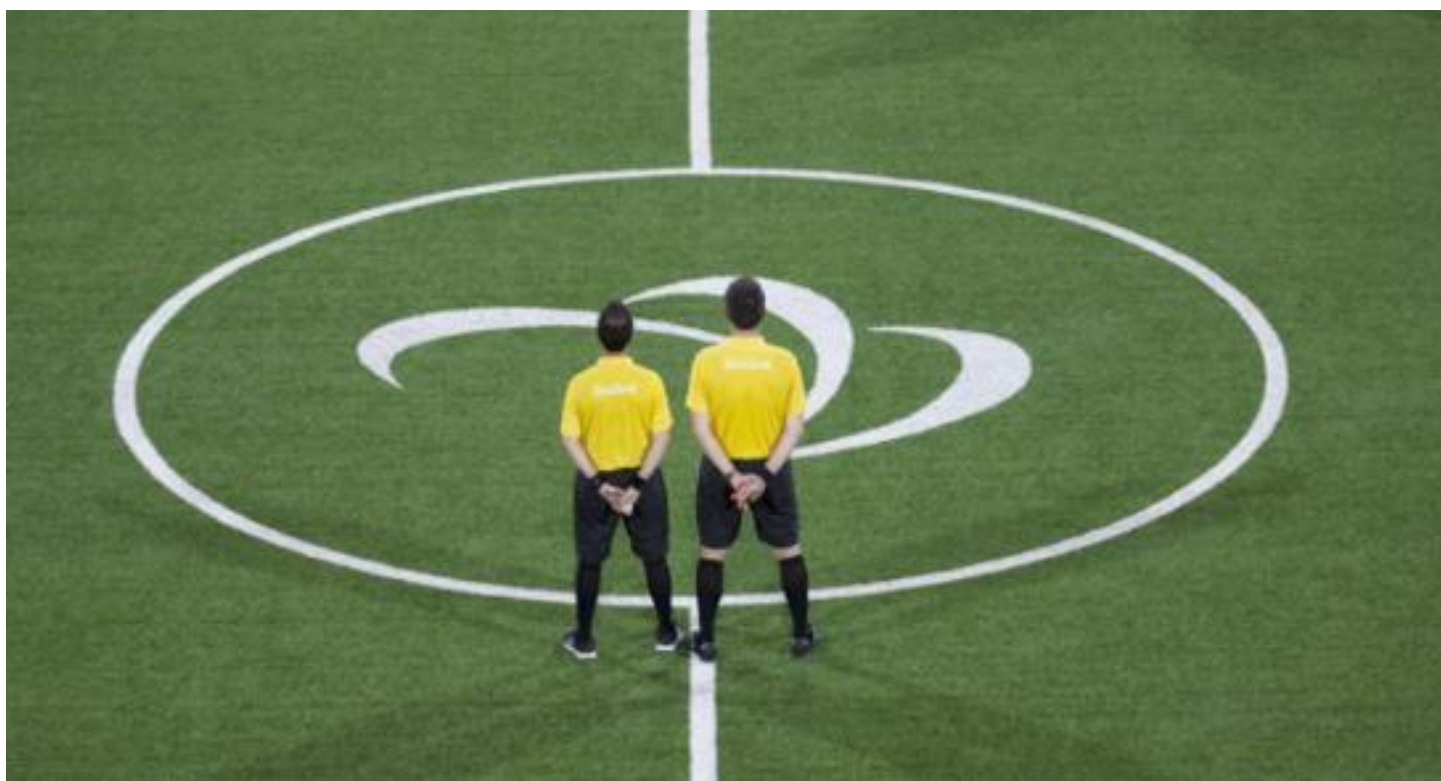


IBSA BLIND FOOTBALL REFEREES

A Guideline



This manual is published by the IBSA Football Committee thanks to support from UEFA.

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Male and female personal pronouns are used randomly throughout this manual and should be taken to refer to both sexes.

Content

Purpose of the Manual.....4

What is Blind Football?5

Eye patching of players.....8

Referee Language.....10

Duties before, during and after a match.....11

From toss of the coin to kick off.....19

Corner kick.....22

Goal Clearance23

Free Kicks.....25

Referee Signals.....28

8-metre Penalty Kicks33

Penalty Kicks34



Purpose of the Manual

No blind football game is possible without the participation and assistance of referees and officials. The IBSA Football Subcommittee recognises the essential role played by referees and officials to ensure games are played according to the Laws of the Game and spirit of the sport.

The aim of this manual is to empower Blind Football Referees and give them the skills to be able to deliver a positive refereeing experience to all the teams and players, and to allow Blind Football Referees to gain a greater understanding of their role in Blind Football.

This aim is part of the wider mission of the IBSA Football Committee to give all blind and partially sighted girls, boys, women and men the opportunity to play football to whatever level they want and in all parts of the world.



What is Blind Football?

Blind Football is a version of football adapted to the needs of blind players.

There are five players in a Blind Football team – four outfield visually impaired players and one sighted goalkeeper.

Blind Football is governed by the International Blind Sports Federation (IBSA). The first official international competition took place in 1997, and since then IBSA has developed a full calendar of international competitions and development opportunities in all parts of the world.

Blind Football has been a Paralympic sport since the Paralympic Games in Athens in 2004.

The main modifications to the FIFA Futsal Rules for blind football are:

- Boards – blind football is played on a standard 20 metre by 40 metre futsal pitch. Sideboards are placed along both longer sides of the pitch to stop the ball from going out and ensure a more flowing game.



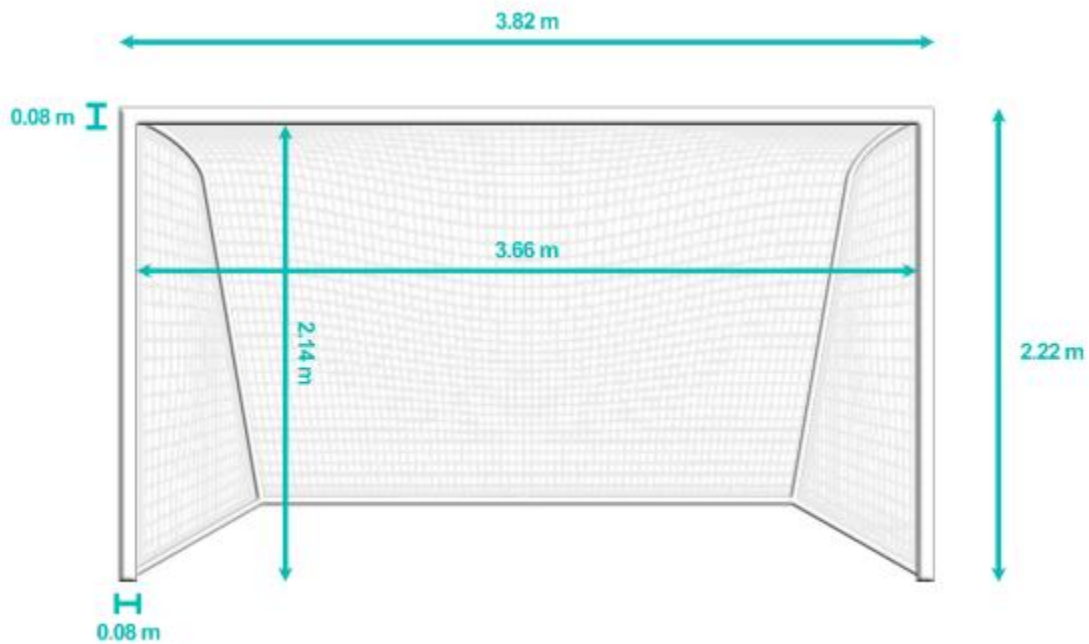
- Ball – the ball contains a sound system which makes a noise when it moves. This allows the players to follow the ball and to know where it is at all times.



- Eyeshades – for official competitions, players must wear eye patches and approved eyeshades. This is to ensure a level playing field because some players may have a minimal residual sight which can give them an advantage over other players.



- Goalposts – in blind football the internal size of the goalposts is 3.66 metres by 2.14 metres.



- “Voy” rule – players challenging for the ball must say “voy” (Spanish for “I go”) or another similar short word to let their opponents know they are going to play. Similarly, if the ball is loose and players are looking for it or going to control it, they must say “voy”.
If a player is running with the ball under control, he does not need to say anything.

The Blind Football Rules are updated regularly and you can find the current Rules of the Game here - <https://blindfootball.sport/about-football/rules-and-downloads/>

Eye patching of players

Blind Football players need to be eyepatched and also need to wear the officially approved IBSA Football eyemask correctly.

Previous to the start of the match and during all game, the Referees are in charge of controlling the correct use of these items.

- How to patch a blind football player:

Step 1



Step 2

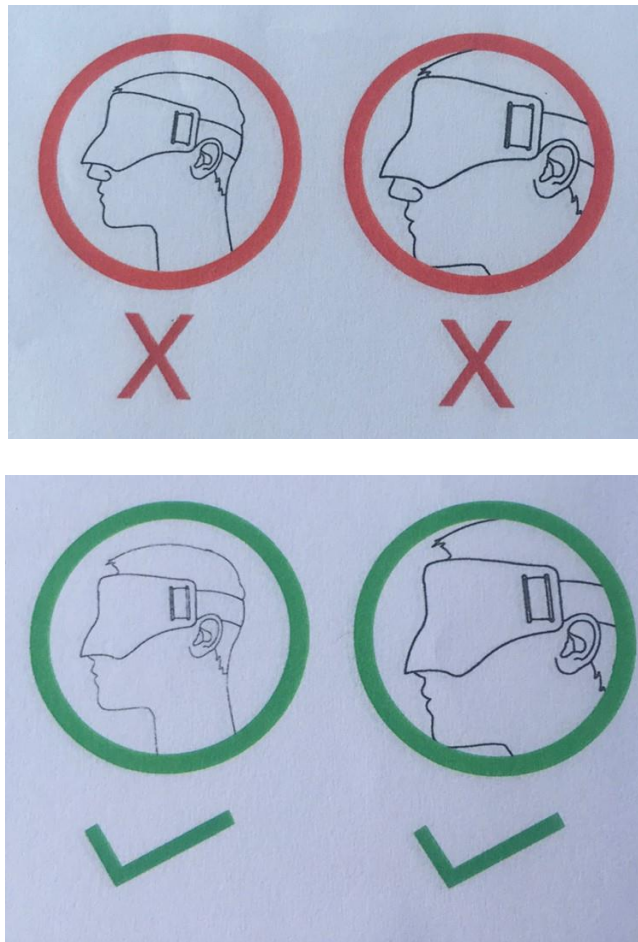


Step 3



- How to use correctly the official IBSA Football eyemask:

The mask must cover the nose, avoiding in this way the possibility of perception of light, and protecting the player in the correct way.





Referee Language

Blind Football is played worldwide. Referees need to have the ability to communicate with every player. The official IBSA language is English. However, not all the referees and not all the players speak English. So, how will Referees communicate worldwide? There is a simple answer: with the whistle and by using basic English words.

- The whistle: it is important to control the tone and strength of the whistle. A loud whistle means a strong foul. A short whistle could mean a restart of play. It is very important to find the correct balance to whistle the different actions that happen during a match, because the players are blind and the sound of the whistle represents important information for them.
- Basic English communication: it does not matter our level and knowledge of the English language; we need to communicate by using short sentences and simple words. We need to take into account that not all the players speak English, but if we use basic/simple words then communication will be possible.
- List of “Verbal Expressions in Blind Football”:
 - “Corner”
 - “Goalkeeper” (when it is a goal clearance situation)
 - “Keeper ready?” “Silence” “Guide” (foul process)
 - “Say voy” (prevention during game)
 - “No hands” (prevention during game)
 - “Five metres” (distance)
 - “Time Out” “Referee Time Out”
 - “Drop ball”
 - “One” (counting the seconds)
 - “Referee control”



Duties before, during and after a match

Referee Team

Each match has a Referee Team formed by 6 people and divided in the following way:

- 1st Referee: inside the pitch, the only one to show cards
- 2nd Assistant Referee: referee inside the pitch
- 3rd Assistant Referee: referee outside the pitch in charge of both benches
- 4th Assistant Referee: referee outside the pitch in charge of both benches
- 5th Assistant Referee: for the match sheet (scorer)
- 6th Assistant Referee: for the timekeeping (timekeeper)

Duties before the match

90 minutes before kick-off

90 minutes before the kick off 3rd and 4th Assistant Referees must deliver to the teams the eyepatches and the tape needed for the eye patching process, and the paper to complete the team list. On that paper the teams will complete in capital letters the name and jersey number of 5 initial players, 5

substitute players (4 B1 and a goalkeeper), and the 5 team officials. If a team has got a translator, he must not be included in this list nor in the official match sheet.

60 minutes before kick-off

60 minutes before the kick off 3rd and 4th Assistant Referees will ask back each team for the team list. 3rd and 4th Assistant Referees give these lists to 5th Assistant Referee (scorer).

3rd and 4th Assistant Referees will also ask for the official IBSA Football eyemasks. They will check the eyemasks and replace them in case of any damage.

60 minutes before the kick off 5th Assistant Referee (scorer) receives the list of each team from 3rd and 4th Assistant Referees. 5th Assistant Referee must complete the official match sheet.

60 minutes before the kick off 1st Referee controls the air of the official balls for the match

At the same time 3rd Assistant Referee prepares one board for each team with substitution paper, a pen and “time out” card. She will also control if the substitution electronic board works properly.

5th Assistant Referee checks that on the control table there are: 2 red pens, 2 blue pens, 2 black pens, 2 rulers, 2 correction pens, 1 set of signs for team fouls for the secretary desk, an extra kit of eyepatches for emergency, an extra official IBSA Football eyemasks, 2 hand chronometers (stopwatches), a sound signal to indicate “time out”, 1 extra ball, and one air pump.

32 minutes before kick-off

32 minutes before the kick off 6th Assistant Referee (timekeeper) starts the clock with 20 minutes for official warm up.

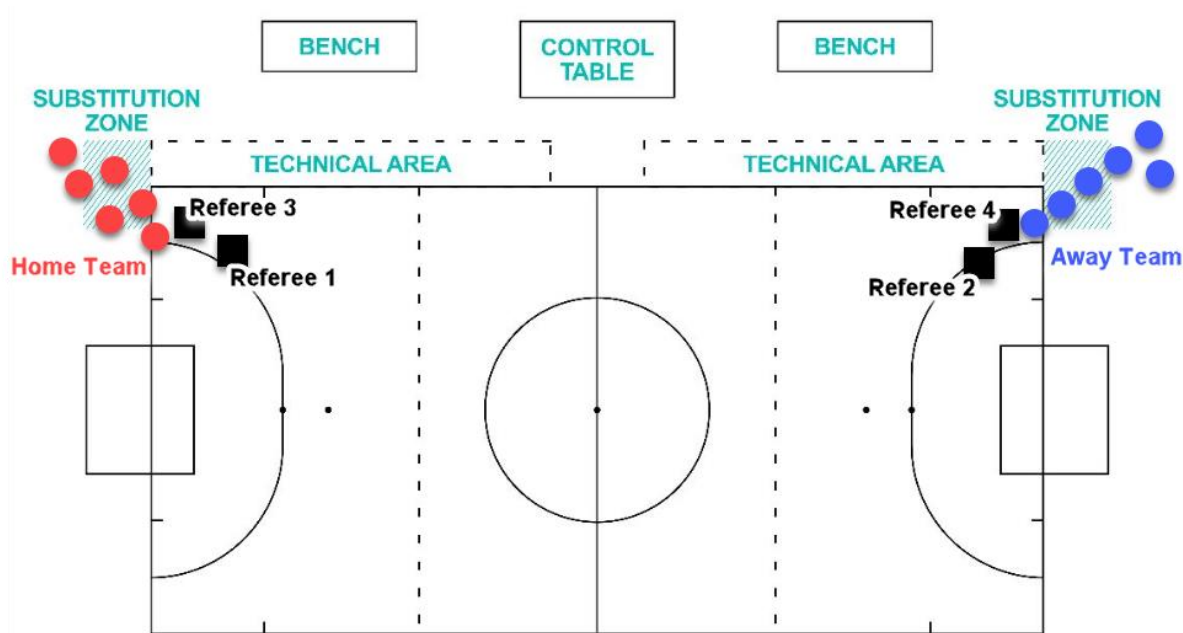
32 minutes before the kick off 1st Referee and 2nd Assistant Referee starts their own warm up period outside the official pitch.

13 minutes before kick-off

13 minutes before the kick off 1st Referee and 2nd Assistant Referee wait for the teams in the official zone to enter the pitch, in order to check the uniform and the eyepatches of the starting players.

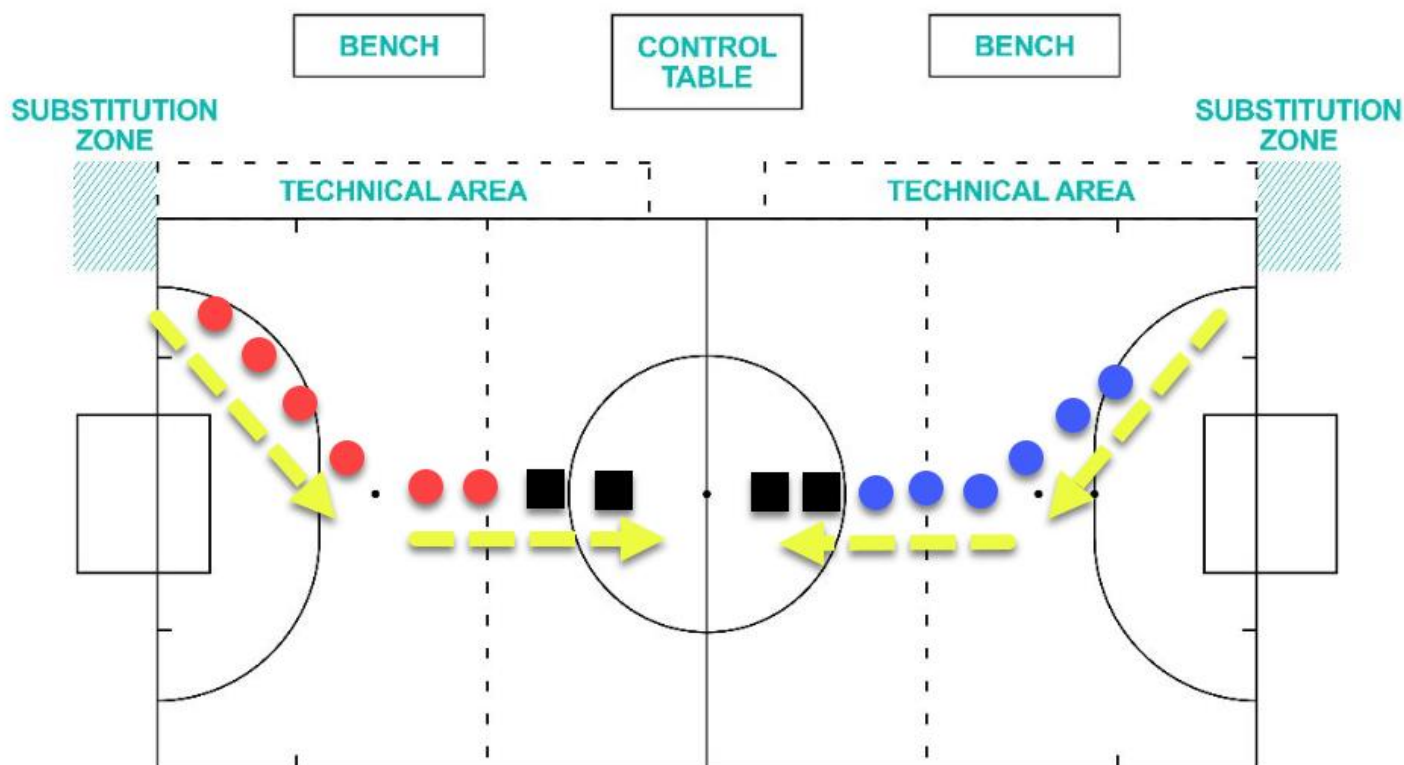
3rd and 4th Assistant Referees check the uniform and the eyepatches of the substitute players.

If there is any delay in the start of the match due to a fault of one team, 1st Referee will show a yellow card to the coach of that team.



Going inside the pitch

1st Referee (followed by 3rd Assistant Referee) enters heading home team. 2nd Assistant Referee (followed by 4th Assistant Referee) enters heading away team.





1 minute to kick - off

3rd Assistant Referee gives to home team the board with the substitution paper, the pen and the “time out” card (separately from the substitution board). 4th Assistant Referee does the same with away team. 1st Referee and 2nd Assistant Referee check again the eyepatches of the players inside the pitch, check the nets, warn the guides goalkeepers and coaches to respect the zones.

Duties during the match

Substitutions

A substitution must respect the following steps:

1. Coach gives the substitution paper to 3rd or 4th Assistant Referee
2. 3rd or 4th Assistant Referee gives the substitution paper to 6th Assistant Referee (timekeeper).
3. 6th Assistant Referee (timekeeper) keeps controlling the match and at the same time pays attention to 3rd or 4th Assistant Referees and to the substitute player who will enter.
4. 3rd or 4th Assistant Referee goes to substitution zone to wait the substitute player who will enter, checks the player, controls the eyepatches and confirms to 6th Assistant Referee (timekeeper) with eye contact and with the signal of thumb up



5. 6th Assistant Referee informs the substitution by using a sound when the ball is out of play.

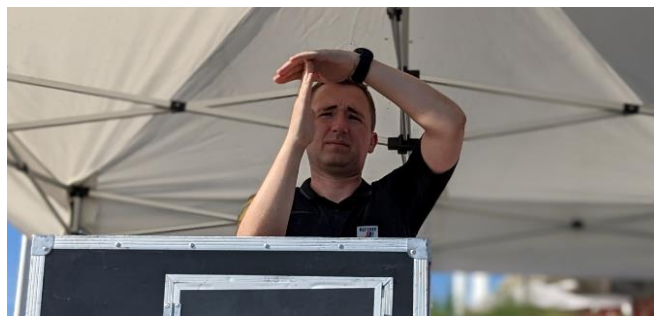


6. The player goes out of the pitch by himself.
7. 6th Assistant Referee gives the substitution paper to 5th Assistant Referee. 5th Assistant Referee writes down the substitution on the match sheet.
8. 5th Assistant Referee gives the substitution paper to 3rd or 4th Assistant Referee.
9. 3rd or 4th Assistant Referee gives back the substitution paper to the coach.

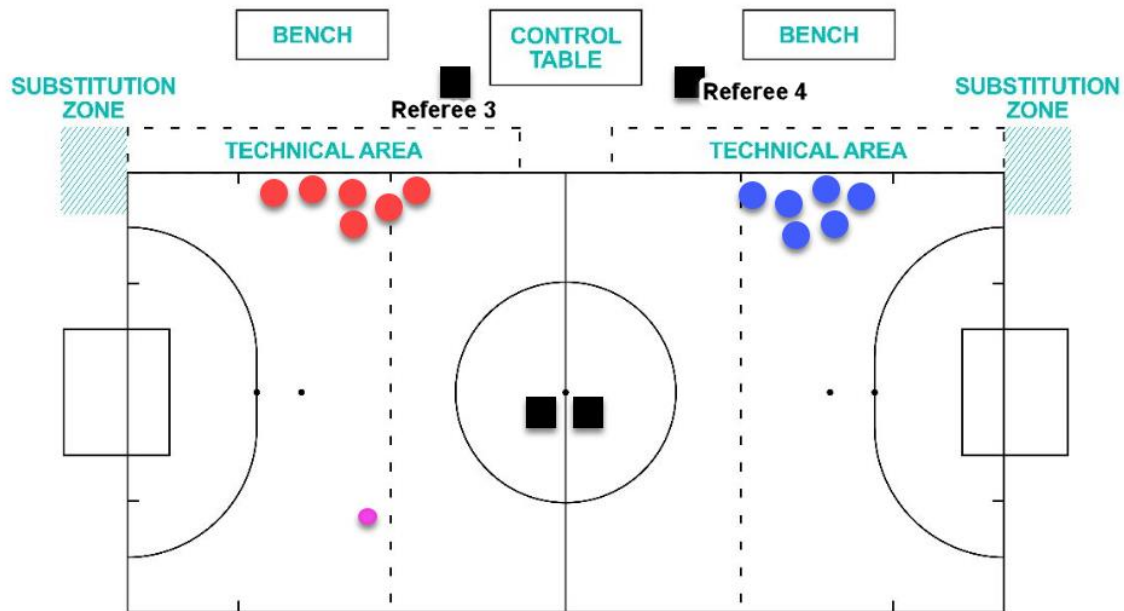
Time out

The time out procedure must respect the following steps:

1. Coach gives the time out card to 3rd or 4th Assistant Referee
2. 3rd or 4th Assistant Referee gives the time out card to 6th Assistant Referee
3. 6th Assistant Referee stops time and informs the time out according to the Rules. 6th Assistant Referee shows the time out gesture to 1st Referee.



4. 1st Referee accepts the time out and gives the order to do it.
5. 1st Referee and 2nd Assistant Referee stands up on the central circle, facing the control table and watching the players, without making signals with their hands. The ball must remain on the place where the match should be restarted.



6. 6th Assistant Referee controls one minute of time out.
7. 5th Assistant Referee writes down the time out on the match sheet.
8. 6th Assistant Referee gives the sound signal to show that the time out has finished.
9. 1st Referee and 2nd Assistant Referee check the eyepatches of the players.

Before starting the second half of the match Assistant Referees 3rd and 4th gives to the coach the time out card again.

At the end of the match Assistant Referees 3rd and 4th ask the coaches for the time out card, if they have not used it.

Half time

6th Assistant Referee starts the clock to control the 10 minutes of half time.

Four minutes before finishing the half time, 1st Referee and 2nd Assistant Referee stand up at the central circle waiting for the teams.

Three minutes before finishing the half time, 3rd and 4th Assistant Referees inform the teams that they have to go back to the pitch.

One minute before finishing the half time, 1st Referee and 2nd Assistant Referee control the eyepatches of the players and the nets.

If there is a delay in the restart of the second half due to a team, 1st Referee shows a yellow card to the coach of that team.

Assistant Referees

During the match, 5th and 6th Assistant Referees must ensure that there is no food or drink on the control table. They must also avoid that referees who are not involve in the match are around the control table, or any person who is not involve in the match that is being played.

Team Fouls

When there is a team foul during the match, Referees must respect the following steps:

1. 5th Assistant Referee makes visual contact with the referee who has whistled the foul (1st Referee or 2nd Assistant Referee) to be sure if it is or not a team foul.
2. 5th Assistant Referee does not write anything until 1st Referee 1st or 2nd Assistant Referee says the type of foul to him.
3. 5th Assistant Referee must be aware of all the signals that 1st Referee or 2nd Assistant Referee is doing to him until the end of the signals.
4. 5th Assistant Referee confirms to 1st Referee or 2nd Assistant Referee by showing his thumb up.



5. 1st Referee or 2nd Assistant Referee waits facing the control table until he sees the thumb up.
6. Match continues

7. 5th Assistant Referee writes everything on the match sheet.

8. 5th Assistant Referee shows the quantity of team fouls.

If it is the 4th team foul, 5th Assistant Referee indicates the situation to 1st referee.
1st Referee informs both teams.

If it is the 5th team foul, 5th Assistant Referee shows with his hand the 8-meter penalty spot. 6th Assistant Referee stops the time.

1st Referee and 2nd Assistant Referee do not take notes of the of fouls but they must be always aware of the quantity of fouls. 3rd, 4th and 5th Assistant Referees must take notes of the fouls.

Duties after the match

Inside the pitch

1st Referee 1 and 2nd Assistant Referee wait some steps outside of the central circle until the teams leave the pitch.

1st Referee and 2nd Assistant Referee goes out of the pitch together.

Outside the pitch

Match sheet

5th Assistant Referee finishes the match sheet and signs it.

5th Assistant Referee makes the referee team to sign the match sheet: 6th Assistant Referee, then 4th, 3rd and 2nd ones.

5th Assistant Referee gives the match sheet to 1st Referee. 1st Referee checks the match sheet and writes down the players with yellow card. 1st Referee writes a report regarding the players with red card. If there was a yellow card, 1st Referee must write at the back of the match sheet just the following information: team and number of the player. Example: *Canada, player n° 7, yellow card.*

If there was a red card, 1st Referee must inform it at the back of the match sheet.

1st Referee signs the match sheet and gives it to Referee Coordinator.

Material

3rd and 4th Assistant Referees collect the replacement balls behind the both goals, put together each team board with substitution papers, pens, time out cards. They give all the material to 1st Referee.

5th Assistant Referee takes out of control table every item of the match and gives everything to 1st Referee.

1st Referee gives everything to the 1st Referee of the following match.

From toss of the coin to kick off

After the toss of the coin and before kick-off, there are several steps that 1st Referee and 2nd Assistant Referee must do inside the pitch.

- Ball: indicate to the players the position to kick off. 1st Referee call the team by shaking the ball and saying the team's name. 2nd referee makes sure that all the opponents are outside the central circle.



- Checking eyepatches: Referees must check the eyepatches. Referees must announce themselves when they are near a player by touching his shoulder and saying "Referee control". Then Referees check the eyepatches.



- Nets: Referees must check the nets.
- Zones: Referees show to the guides and goalkeepers up to where they can verbally orientate the players when the ball is in play by going to the dot lines, saying “Keeper! Guide! Respect the zone please” and showing the place with the arms.



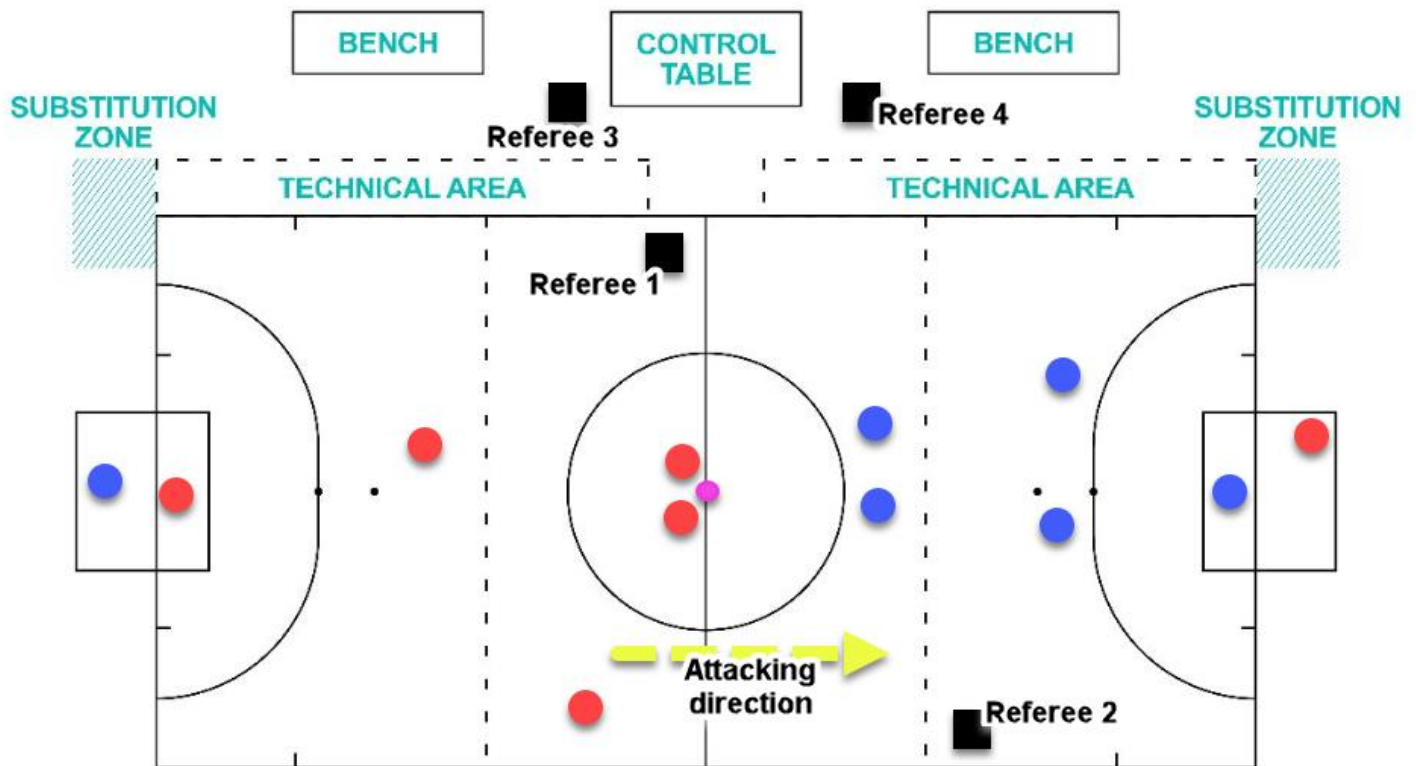
Both Referees get together in the center of the pitch and 1st Referee shows to the coaches up to where they can verbally orientate the players when the ball is in play by saying “Coaches! Respect the zone please” and showing the dot lines with her arms.



- Checking distance: Referees control that every player is on his half of the pitch and that all the opponents are outside the center circle. If the Referee has to indicate the distance to a player, she must always touch the player’s shoulder with her front part of the hand and nicely push back the player.



- Kick-off position: Referees go to the kick-off position. 1st Referee controls that the everyone is ready by an eye-checking of all the positions: starting from one goalpost check the guide and the goalkeeper by saying “Guide? Goalkeeper?”, eye contact with 2nd Assistant Referee, checking the other goalpost “Goalkeeper? Guide?”, eye contact with control table and whistle to play.



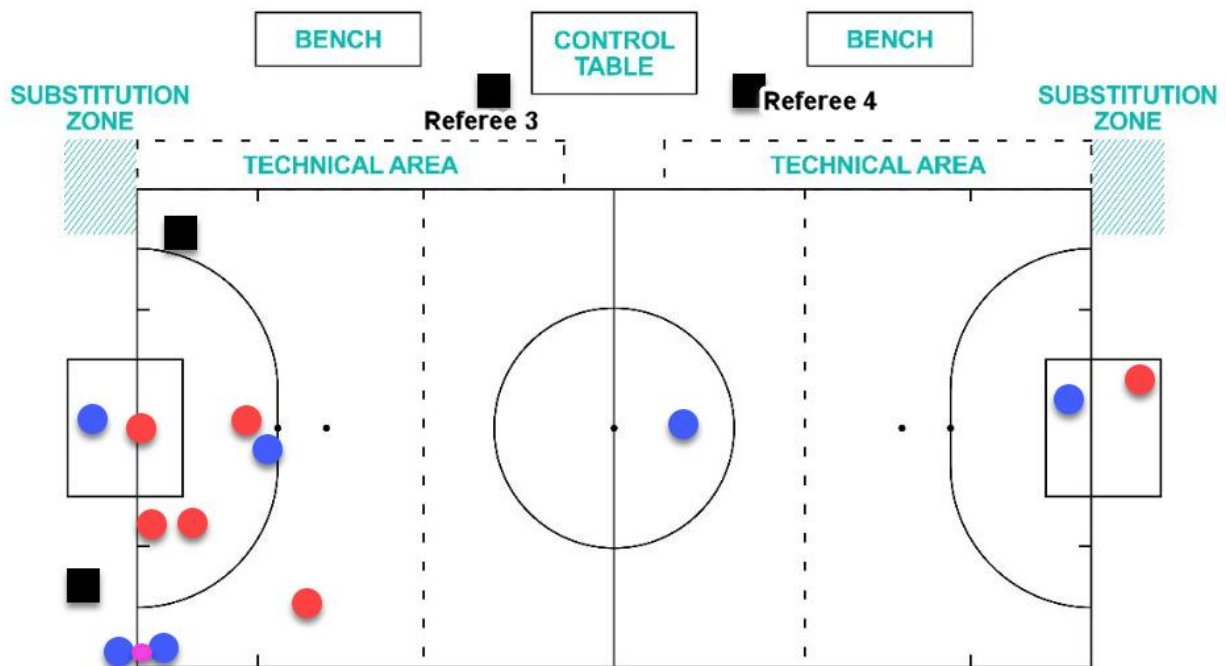
Corner kick

When the ball goes out for a corner kick Referees must:

- One of the Referees whistles to indicate that the ball is out. Both Referees show the corner direction with the arm pointing up in diagonal and with the back to the sideboards. Both referees announce “corner”.



- One Referee goes for the ball, shake the ball to call the team, check the distance of all the opponents, make eye contact with the other Referee and whistle (not to loud) to restart the match. The other Referee must be placed at the two metre line of the goalkeeper's area.
- Referees Positions in a corner kick:



Goal Clearance

When the ball goes out for a goal clearance Referees must:

- One of the Referees whistles to indicate that the ball is out. Both Referees show the goalkeepers direction with the arm pointing down in diagonal to the goalkeeper's area and with the back to the sideboards. Both referees announce "Goalkeeper". Referees never pass the ball to the goalkeepers.

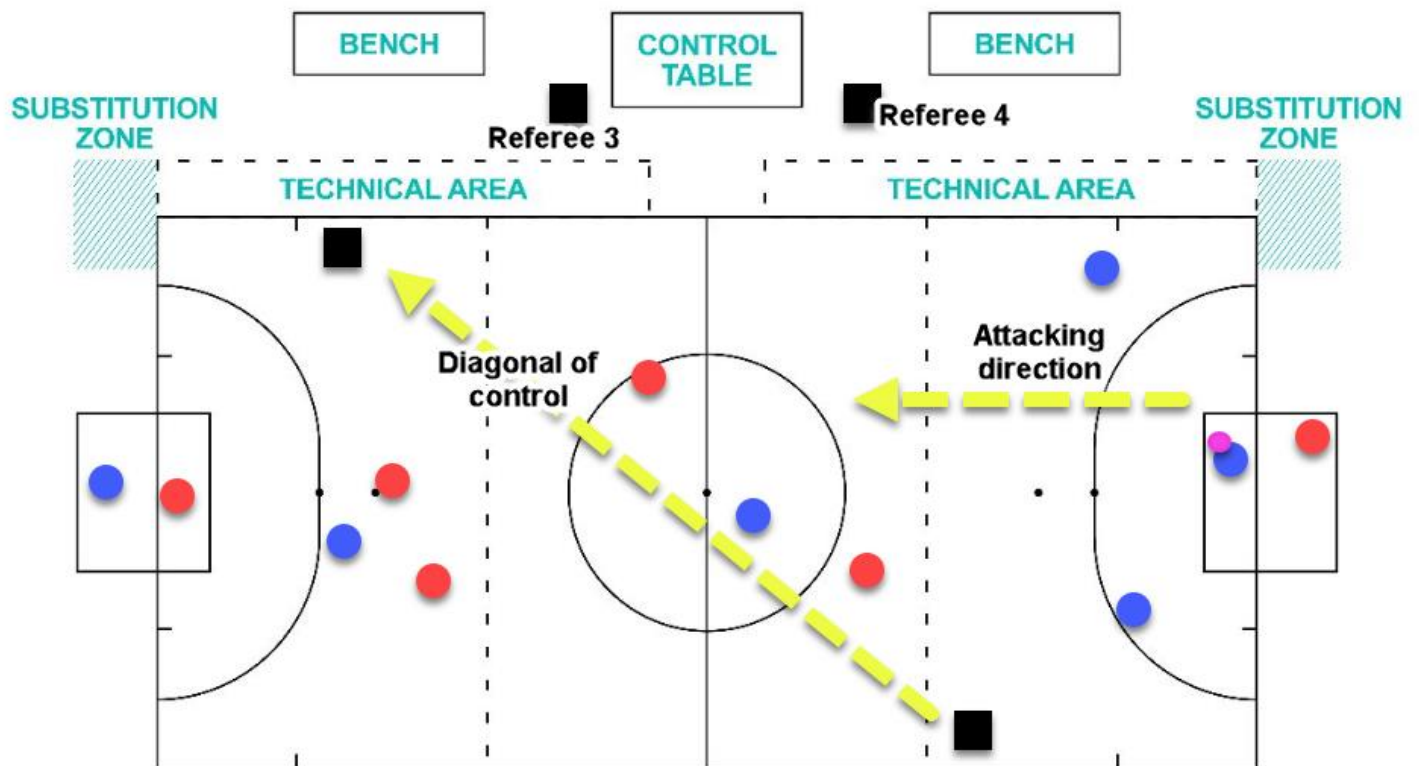


- Restart: to restart the match, the Referee nearest to the goalkeeper must go to the dot line, whistle, show the number 1 (one) with the finger up and shout "one". Then he continues counting only with the fingers up, without saying the numbers.



The other Referee goes to be in a position to control the last attacker.

Referees' positions to restart from a goal clearance:



Free Kicks

When there is a free kick, the Referee who whistles the foul must:

- Whistle
- Show attacking direction with her arm
- Run to the place where the match should restart to be sure where to place the ball

If the ball is far from Referee's position to restart, the other Referee will pass the ball with a "bowling movement". Never kick the ball.



- If it is a team foul, the Referee who whistled the foul must pass the information to the control table. From the position to restart, Referee makes eye contact with control table and shows:

➤ Attacking direction



➤ Player's number (who made the foul)



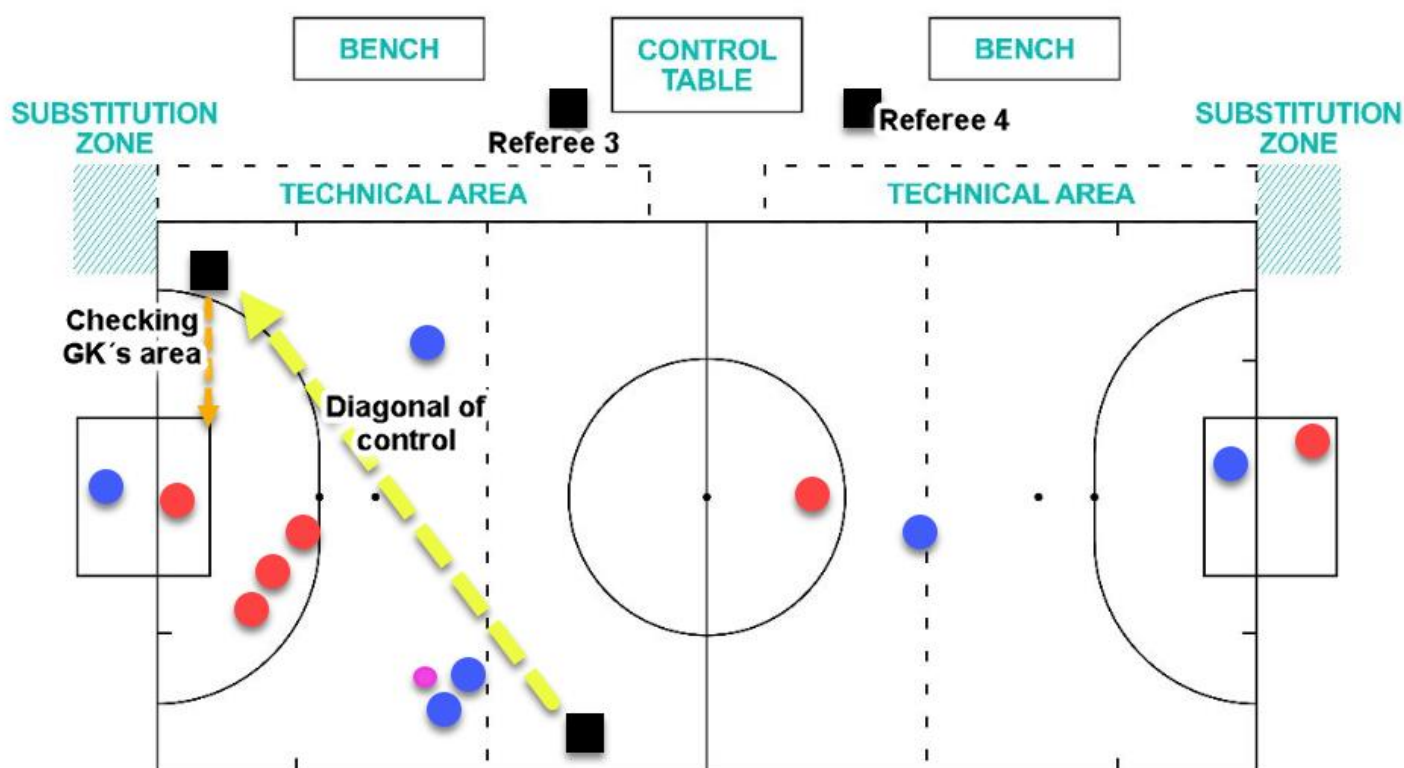
➤ Team Foul. Referee shows a circle with her arm and finger up.



- Wait for Control Table confirmation



- Shaking the ball to indicate where to restart, the Referee will call the attacking team. Then he will control the distance of all the opponent players. If the free kick is in the attacking zone, before restarting the Referee must give time to the goalkeeper to organize the defender players. Then the Referee must give time to the guide to orientate the attackers. The other Referee must be controlling the line of the goalkeeper's area. When everything is ready, from a position behind the ball, the Referee will whistle to restart the match.



Referee Signals

How to show Time Out:



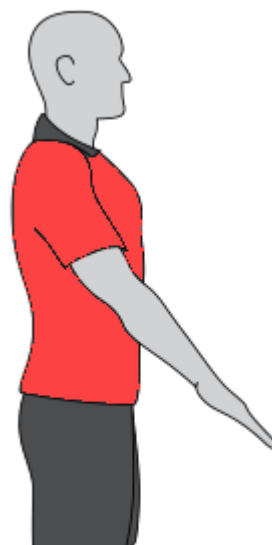
How to show Kick-Off/Restart of Play:



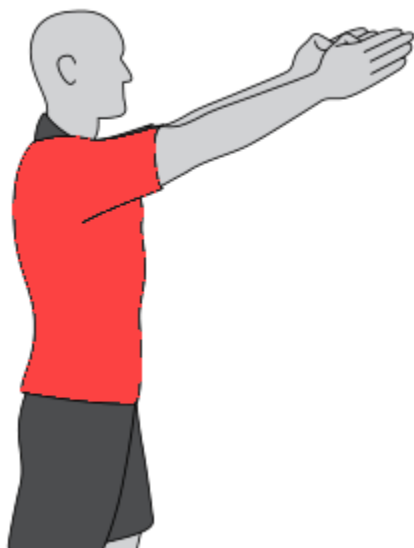
How to show Corner Kick:



How to show GOAL CLEARANCE:



How to show Advantage:



How to show the player's numbers:



Player number 1



Player number 2



Player number 3



Player number 4



Player number 5



Player number 6



Player number 7



Player number 8



Player number 9



Player number 10



Player number 11



Player number 12



Player number 13



Player number 14



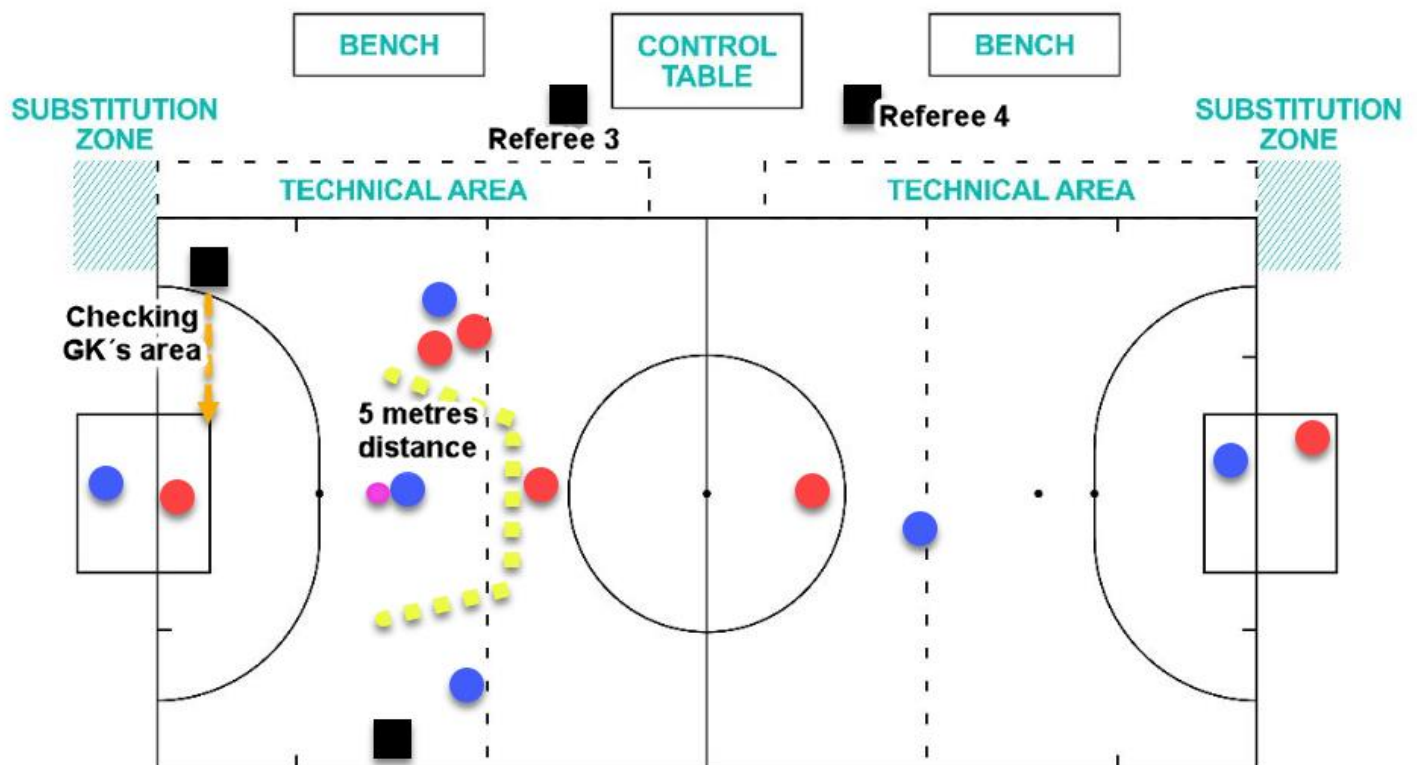
Player number 15

8-metre Penalty Kicks

When there is an 8-metre penalty kick, after showing the information to the Control Table, the Referee who will restart the match must:

- call the kicker by shaking the ball
- check the eyepatches of the kicker
- be sure that all the players respect the distance
- go to a position on the left side of the kicker
- make eye contact with the other Referee
- confirm with goalkeeper that he is ready ("Keeper ready?")
- give time to the guide to orientate the kicker ("Guide")
- whistle to restart

The other Referee must check the line of the goalkeeper's area.



Penalty Kicks

When there is a penalty kick, after showing the information to the Control Table, the Referee who will restart the match must:

- call the kicker by shaking the ball
- check the eyepatches of the kicker
- be sure that all the players respect the distance
- indicate to goalkeeper to stay on the line
- go to a position on the left side of the kicker
- make eye contact with the other Referee
- confirm with goalkeeper that he is ready ("Keeper ready?"
- give time to the guide to orientate the kicker ("Guide")
- whistle to restart

The other referee must check the goal line.

