

FJF Laws of the Game 2025-2026 - English Translation

LAWS OF THE GAME

Season 2025-2026

Federation Jorkyball France

English working translation of "F.J.F Lois du Jeu 2025-2026 CANVA.pdf". This translation preserves the structure and meaning of the original French text as closely as possible. It is intended for review before official publication.

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Modification

Only the Refereeing Commission may propose amendments to the Laws of the Game. It shall submit them to the Federation Board of Directors for approval.

Associations may submit proposals by email to the Refereeing Commission, which will review them.

The Jorkyball rules apply exclusively on a court approved by the Jorkyball Sports Federation, the owner of these rules.

No player or organizer is deemed to be unaware of the rules.

The rules are the property of the inventor and of his or her rights holders.

Table of Contents

- Summary
- Law I: The Field of Play
- Law II: The Ball
- Law III: Players' Equipment
- Law IV: The Number of Players
- Law V: The Official Referee
- Law VI: Assistant Referees
- Law VII: Duration of the Match
- Law VIII: The Role of the Player
- Law IX: Kick-off and Restart of Play
- Law X: Goal Scored
- Law XI: The Different Time-Outs
- Law XII: Different Durations of Play
- Law XIII: Return to Zone
- Law XV: Ball Protection and Obstruction
- Law XVI: Charging
- Law XVII: Hands
- Law XVIII: The Central Zone
- Law XIX: Dangerous Play
- Law XX: The Free Kick
- Law XXI: Penalty
- Law XXII: Fouls and Unsporting Conduct

General Principles

a) The Jorkyball rules are designed to make judgment easier for both referees and players.

b) The objective is to limit subjective interpretation to the inevitable minimum.

c) The Sporting Regulations are a guide and support for referees. Their role is above all to interpret the regulations as well as possible for the proper conduct of play. Therefore, while the referee must exercise authority over the match, the referee must also avoid slowing down the game through overly strict and procedural officiating.

FJF Laws of the Game 2025-2026 - English Translation

- d) The Refereeing Commission is composed of seven members. These members are renewed every year. This commission ensures that these regulations are applied in each F.S.F.A2 Jorjyball France competition.
- e) A referee is a person authorized to officiate certain competitions. To do so, the referee must have completed a Federation Jorjyball France training course. A federal judge is an “official referee” or “referee-in-charge” who has successfully completed the refereeing certification established by Federation Jorjyball France.
- f) Reminder: referees must enforce the sporting regulations of the competitions in which they officiate. Their decisions must be respected and may not be challenged.
- g) The proposed rules also aim to make the game more dynamic while preserving mutual respect among players and transparency for spectators.
- h) The Sporting Regulations are drafted by the Laws of the Game and Training Commission in cooperation with the Judges and Referees Commission. They are voted on and implemented at the beginning of the season by the Federation Jorjyball France Board of Directors. They may be reviewed and amended by a General Assembly.
- i) The application of the Sporting Regulations is the responsibility of federal judges, referees and players.
- j) Matches are either officiated (active refereeing) or self-officiated (open tournament). In an officiated match, the competent authority is the referee. In a match without a referee, any active referee present at the competition may be consulted.
- k) Questions, requests for clarification and requests to amend the regulations must be addressed to the Weekend Referee-in-Charge under the Laws of the Game.
- l) Penalties and sanctions up to the loss of a set or match fall under the authority of the refereeing body. In the event of a more serious sanction, a report shall be sent by the Referee-in-Charge and the match referee to the Disciplinary Commission, which will handle the case.

Law I: The Field of Play

Definition and dimensions of a competition court

The field of play is a parallelepiped composed of four walls (two end walls and two side walls) defining the perimeter, a ceiling net, synthetic turf with markings, and two goals cut into each end wall.

The court must have the following dimensions:

- Length: maximum 9.80 m; minimum 9.50 m
- Width: maximum 4.80 m; minimum 4.50 m
- Height: maximum 3.10 m; minimum 2.70 m

The goals

At the base of each of the two end walls delimiting the short sides of the field of play, the goals are built in. A net fixed behind the court allows the ball to be collected in each goal. It must be positioned so that it does not interfere with the players. The goals are square, with sides measuring 1.10 m.

Markings

The field of play is marked with lines according to the diagram in the original document.

A continuous straight line running from one side wall to the other, 10 cm wide and called the halfway line, divides the field into two equal parts. By definition, it is neutral and does not belong to any zone.

Inside each of these two equal parts, two straight lines running from one side wall to the other, 5 cm wide, are drawn:

- One is located 1.10 m from the halfway line; this is the penalty line.
- The other is located 1 m from the end wall where the goal is located; this is the engagement line.

The engagement line belongs to the engagement zone. The penalty lines belong to the central zone.

Lighting

The lighting requirement for a Jorkyball court is a minimum of 700 lux.

Lighting installations must:

- Allow normal play to proceed.
- Give players a perfect view of the game with no shadowed areas.
- Allow referees to control game actions and communicate properly with their line judges.
- Ensure perfect visibility for spectators.

The quality of this lighting is characterized by:

- Horizontal and vertical illuminance levels.
- The uniformity of these illuminances.
- The degree of glare produced by the light sources.
- The visual appearance of the court (luminance of the playing area, with no shadowed areas).

A - Horizontal illuminance levels

The reference average horizontal illuminance to be considered is the arithmetic mean of the values measured at ground level at each point (number of points to be determined) of the standard court plan appended to these regulations.

B - Installation conditions

To be determined by the Federation when your facility opens.

C - Required protection rating for floodlights

To be determined according to the regulations in force.

D - Approval conditions

Before work begins, clubs must submit a complete file to the Federation including:

- A general plan of the facilities at a scale of 2 cm/m.
- A plan of the grid and mast, with exact heights, if accepted by the Federation.
- A note indicating the expected reference average horizontal illuminance level and the maximum tilt of the optical axis of the floodlights, if accepted by the Jorkyball Sports Federation.

Court plan

The field of play and its particular features are established according to the plan shown in the original document, including the engagement zone, central zone, side line, engagement-zone line and the stated maximum/minimum dimensions.

Federation decisions

Decision 1

If the net, a wall, or the goal posts are displaced or break, play must be stopped until they are repaired or put back in place. If repair is impossible, the match must be permanently stopped. The use of replacement equipment not approved by the Federation is not permitted. In the event of repair, the engagement will be carried out in accordance with the Laws of the Game.

Decision 2

The court structures and the playing carpet, including its colour, must be made of material approved by the Federation. Under no circumstances may they present a danger to players.

Decision 3

All types of advertising are permitted on the walls, other than glass or plexiglass walls, provided they remain fixed during the match, do not alter the trajectory of the ball, and do not obstruct the view of referees or players.

Law II: The Ball

The ball is spherical. The outer covering is made of suede-like material or another material approved by the Federation. It shall be hand-sewn.

Only balls referenced by the Jorkyball Sports Federation may be used for Jorkyball. No material likely to pose a danger to players may be used in its construction.

The ball has a circumference of no more than 49 cm and no less than 48 cm.

At the start of the match, it weighs no more than 180 g and no less than 160 g.

The pressure must be equal to 0.6 to 1.1 atmospheres (600 to 1,100 g/cm) at sea level.

If the ball bursts or becomes damaged during the match:

- The match is stopped.
- The match restarts with a new ball, by an engagement according to the Laws of the Game.

If the ball bursts or becomes damaged while it is not in play, before the execution of a kick-off, a penalty kick or a free kick, the match is restarted accordingly. The ball may be changed during the match only with the referee's authorization.

Law III: Players' Equipment

Jersey

Players' jerseys must bear a different number for each player, and the two teams must wear jerseys of different colours.

All players on the same team must have identical equipment (jerseys, shorts and socks of the same colour). Each team must have at least two sets of jerseys in different colours for every official competition organized by the Federation. Teams hosting competitions and having advertising on their jerseys have priority; the other team must change jerseys.

The number or letter must be indicated next to the player's name and countersigned by the player on the list to be presented to the referee before the match begins.

Shoes

Only indoor sports shoes (handball, volleyball type, etc.), sneakers with smooth soles marked "no marking", and indoor soccer shoes are permitted.

Soccer shoes with studs, turf shoes, sneakers with black or non-smooth soles, and dress shoes are prohibited. A player wearing unauthorized shoes may not take part in the game.

Protective cup

Protection of the genital area with a cup is strongly recommended but not mandatory. A player who does not wear one assumes responsibility in the event of injury and may not hold the Federation responsible under any circumstances.

Other accessories

All other accessories, such as gloves and elastic headbands, are permitted provided they do not endanger the player or other participants. Any accessory that increases a player's body surface area and is not specifically authorized by these regulations or by the Federation is prohibited. Watches, bracelets and chains are strictly prohibited.

Players who wear glasses or contact lenses are allowed to play with protection or special sports glasses. They may not hold the Federation responsible in the event of injury.

Law IV: The Number of Players

Players

Each team must have a captain for the entire duration of the match, as indicated on the match sheet.

A minimum of three players and a maximum of five players must be listed on the match sheet. These players must be present at the match and in uniform.

The competition is played between two teams, each made up of two players on the field. The other players are considered substitutes and must remain on the substitutes' bench.

No player may be added to the match sheet once the match has begun.

Composition and status

The composition is as follows:

- Two players play the first set, one with attacker status and the other with defender status.
- They must remain in this composition throughout the first set. Player statuses may not be changed during the set for any reason whatsoever.

During the other sets, they must switch and change status:

- The attacker must become defender.
- The defender must become attacker.

In the event of an injury observed by the referee, the injured player will have approximately five minutes to determine whether they must be replaced.

If replacement is required, for teams of more than three players, the injured player must be replaced by a player who did not play the previous set. The injured player may no longer play any matches during the same competition weekend.

Replacement procedure

The player entering before the start of each set must take the position that the replaced player was supposed to occupy.

No warm-up or practice ball will be allowed after a player change; the substitute must have warmed up beforehand. Failure to comply will be considered a foul. A warm-up will be possible only by requesting a time-out.

Offences / sanctions

If a substitute enters the field of play without the referee's authorization:

- Play is stopped.
- The substitute concerned is cautioned with a yellow card and must leave the field of play.
- Play restarts according to the Laws of the Game.

For any other offence under this law, the players concerned are cautioned with a yellow card.

Sending off players or substitutes (red card with report)

A player sent off before the kick-off may be replaced only by one of the substitutes named and listed on the match sheet.

A substitute, designated as such, who is sent off either before or after the kick-off may only be replaced by another player listed on the match sheet.

When a player is sent off by the referee, only another player listed on the match sheet may replace that player. Under no circumstances may another player be added to the match sheet. If the team consists of only two players for this competition, the match will be lost, as will the entire competition.

The match referee, in cooperation with the Referee-in-Charge, must submit a written report to the Disciplinary Commission regarding the unsporting conduct of the sent-off player.

The player may also send a written explanation to the Disciplinary Commission to explain their conduct. The opposing player who suffered a serious foul may also submit a written explanation.

Important: the player who has been sent off must wait for the response of the Disciplinary Commission.

Figure page: Fig. 3-2-1 = Foul; Fig. 3-2-2 = No foul; Fig. 3-2-3 = No foul.

Law V: The Official Referee

Authority of the referee

Each match is played under the control of a referee who has all necessary authority to ensure the application of the Laws of the Game for the match they are appointed to officiate.

Rights and duties

During a competition organized by F.S.F.A2 Jorkyball France, each team must have a referee. The Federation appoints a club to provide officiating for each match. If the designated club refuses to officiate, is absent, or is late, it will be penalized 10 points in the standings.

The referee must:

- Ensure that licences are up to date during competitions, including photo, player signature, doctor's stamp or medical certificate.
- Ensure application of the Laws of the Game.
- Control the match in cooperation with assistant referees and, where applicable, with the Weekend Referee-in-Charge of the competition.
- Ensure that the court meets the requirements of Law I.
- Ensure that each ball used meets the requirements of Law II.
- Ensure that players' equipment meets the requirements of Law III.
- Act as timekeeper and draft a match report where applicable.
- Temporarily stop, suspend or permanently stop the match, at their discretion, for any breach of the Laws of the Game.
- Temporarily stop, suspend or permanently stop the match because of interference from external events of any kind.
- Stop the match if a player is seriously injured and have the player removed from the field of play.
- Ensure that any player with a bleeding wound leaves the field of play. Play may resume only after the referee has verified that the bleeding has stopped.
- Allow play to continue when the team against which a foul has been committed may benefit from an advantage, and penalize the original foul if the expected advantage does not materialize or is not clear.
- Punish the more serious offence when a player commits several offences at the same time.
- Take disciplinary action against any player who has committed an offence punishable by caution or sending off.
- Take action against team officials who do not behave responsibly and, at the referee's discretion, expel them from the field of play and its immediate surroundings, or from the room in which the competition is held.
- Act on the indication of assistant referees regarding incidents or offences against the Laws of the Game that the referee could not see personally.
- Ensure that no unauthorized person enters the field of play.
- Give the signal to restart the match after each stoppage of play.
- Submit to the competent authorities a report containing information on any disciplinary measures taken against players and/or officials, as well as any other incident that occurred before, during or after the match.

Referee's decision

The referee's decisions on facts related to play are final. The referee may reverse a decision if an assistant referee indicates that it is incorrect, provided this occurs before play resumes.

Law VI: Assistant Referees

Role

One or two assistant referees may be appointed to officiate a match. Subject to any contrary decision by the referee, who has discretionary authority, their duties are to indicate:

- A return to zone, meaning the ball has not fully left the engagement zone.
- Entry into the engagement zone by any part of the opposing attacker's body.
- When misconduct or any other offence against the Laws of the Game has occurred outside the referee's field of vision.
- When, during a free kick or penalty kick, the defender moves their feet before the ball has been kicked.
- When the ball has crossed the line.
- Assistant referees also help the referee control the match in accordance with the Laws of the Game.

In the event of interference or improper conduct by an assistant referee, the referee shall relieve that assistant referee of their duties and submit a report to the competent authority.

Law VII: Duration of the Match

Each set is played to seven goals. The first team to score seven goals wins the set. There is no match time limit.

For senior men, senior women and under-18 categories, a match is over when one team has won three sets.

For youth under-15 and under-13 categories, a match is over when one team has won two sets.

During the fifth set, positions defined for the deciding set are free, rotation is not mandatory, and there is still only one player change.

Each set is interrupted by a two-minute break.

Each team is allowed one time-out per set, lasting one minute. During these time-outs, only the coach or one player from each team is allowed to enter the court. During the set and during time-outs, players must remain on the court and may leave only with the referee's agreement.

Competition point scoring

Points are counted as follows:

- 4 points for a win.
- 2 points for a 3-2 loss.
- 1 point for 3-1 and 3-0 losses.

Kick-off and sanctions

Clubs receive a notice with the team reception time so that:

- The Competition Manager or Referee-in-Charge can check licences.
- Teams have time to change.
- Teams have time to warm up.
- Referees can prepare the match sheet and check the equipment (scoring table, whistles, pen, etc.).
- Players can correctly complete the match sheet (last name, first name, jersey number, captain).
- The referee can check the match sheet before starting the match.

The Competition Manager or Referee-in-Charge is required to report clubs that do not respect schedules, for all competitions. Delays will lead to sanctions following the report of the Competition Manager or Referee-in-Charge.

Attention: matches will begin one hour after the official time shown on the notice in order to allow the above points to be completed.

Example: if the notice states 8:30, matches will start at 9:30. If the notice states 9:00, matches will start at 10:00.

Delay at kick-off

At the start of the match, the referee shall apply the Laws of the Game. If a team is absent at the scheduled time, it will lose:

- After 15 minutes: the first set.
- After 20 minutes: the second set.
- After 25 minutes: the match is lost by forfeit by the team concerned.

Law VIII: The Role of the Player

The player

The player takes engagements, may take free kicks, and may score at any time and from any place, subject to the rules.

The player may not use their hands to play (Law XVII):

- Not to push off the walls.
- Not to hold onto the goals.
- Not to play the ball.
- Not to touch the opponent.

The player may use the hands only when falling or for possible protection of the ball or the opponent.

The player must not have arms raised or spread out to prevent the opposing player from moving. The player must not immobilize the ball on the ground.

A player may play the ball at any time, except when the ball is between that player and their own goal and the opponent has control of it, meaning when the opponent is facing the goal they are attacking while in possession of the ball.

To make a play on the ball, the player must return level with it, meaning the supporting foot and shoulders must be in front of the line crossing the ball laterally.

Defensive plays from behind are prohibited when the opponent is attacking and facing play as usual. However, plays are permitted if the opposing attacker is facing their own goal and refuses to play. The exception between the legs remains prohibited.

When the opposing defender has possession of the ball, the player located in the goals may have both shoulders below the crossbar to improve visibility of play, for approximately two seconds. Bending down is prohibited except during the defender's shot, when the player may bend.

When the opposing attacker has the ball, the player in the goals is prohibited from having both shoulders below the crossbar except at the moment of bending. The player may bend on a shot fake but must immediately stand up again before the shot. The player may bend as many times as there are shots or fakes, for approximately two seconds each time; permanent bending is prohibited.

The player taking the free kick must have at least one foot in the zone located between the halfway line and that player's side line, from the referee's whistle until the moment of the kick.

The player may not have any part of the body in the opposing half. Only the free-kick taker has the right to be in this zone; the teammate must remain in their own half behind this zone.

Players are prohibited from speaking to the referee while the ball is in play. A foul may be called otherwise. A clear repeat offence will be considered a serious foul and sanctioned with a yellow card.

Players may not address opponents except for discussions related to management of the game, such as the coin toss. Failure to comply is considered a serious foul and is sanctioned with a yellow card.

FJF Laws of the Game 2025-2026 - English Translation

When a team must change a player for any reason, the opposing team may change its player so that the player is in the same position as the outgoing opponent.

Under no circumstances may a player discuss the game with the public. Failure to comply is considered a serious foul and is sanctioned with a yellow card.

The defender

When not in possession of the ball, the defender's playing area extends from the defender's engagement zone to the halfway line.

When the defender is in possession of the ball, or if the defender was the last to touch it, the defender's playing area extends from the defender's engagement zone to the opponent's side line (penalty line).

When the defender has released the ball behind the halfway line, the defender must immediately return to their own half of the field, with an allowed reaction time of approximately two seconds.

The defender may only play the ball again once it has crossed the halfway line again. The defender is prohibited from playing the ball twice in this zone if the ball has crossed the penalty line.

The attacker

The attacker may move freely over the entire field, except the opponent's defensive zone. The attacker takes penalties and free kicks.

Law IX: Kick-off and Restart of Play

Start of a match

The choice of ends and the kick-off is decided by a draw. The referee is responsible for the draw.

The team winning the draw has the right to choose either its end or the kick-off. The other team takes what remains. At the referee's signal, play begins with an engagement.

Engagement

An engagement is a kick taken by the defender or attacker toward the opposing half. The ball is placed on the engagement line or inside the engagement zone.

During the engagement, all four players must be in their respective engagement zones. They may leave this zone once the ball has crossed the halfway line.

During the engagement, the ball is allowed to touch the ground before crossing the halfway line. A player may perform the engagement only after the referee's whistle. A goal may be scored directly from the engagement.

After each set, the teams change ends. The engagement is given to the team that did not take the engagement in the previous set.

After a goal is scored

Play restarts as indicated above, with the kick-off taken by the team that just scored the goal.

After any temporary stoppage, including a time-out

To restart the match after a temporary stoppage, the referee gives the ball back to the team that scored the last goal, even if that team was no longer in possession of the ball at the time of the stoppage, except if the stoppage occurred on a free kick or penalty.

In the event of an offence, such as an engagement taken before the referee's signal, the engagement is given to the opposing team.

Law X: Goal Scored

A goal is awarded when the ball has completely crossed the line extending between the posts and under the crossbar without having been carried, in accordance with the Laws of the Game.

If a player puts the ball into the player's own goal, voluntarily or not, and with any part of the body including the hand, the goal is awarded under the advantage rule.

If a foreign body deflects the trajectory of the ball while it was about to enter the goal, for example by passing a hand or foot through the net, the referee must disregard this obstruction and award the goal.

If, during play, the referee notices that the ball is deflating, the referee must stop play in accordance with Law II.

A goal remains valid if the referee notices that the ball is deflated after it has crossed the line. Play restarts according to the Laws of the Game.

If a player voluntarily stops the ball with the hand and it does not completely cross the goal line, the goal is not counted and the handball is sanctioned with three penalty attempts.

Attention

The goal is awarded if a goal is scored during an opponent's foul related to the Laws and rules of play; the advantage is maintained.

The goal is refused if it is scored while one of the two members of the scoring team commits a foul related to the Laws and rules of play; no advantage is applied.

Law XI: The Different Time-Outs

Technical time-out

In the event of an equipment incident that can be verified by the referee, or a dispute, the referee may call a technical time-out. The request is made using the words "TECHNICAL TIME-OUT" and is supported by making a T with both hands. This time does not have to be timed.

During a technical time-out, the referee may authorize players to leave the field of play. Play restarts with an engagement, and the ball is returned to the team that had possession at the time of the time-out.

Referee time-out

The referee may call a referee time-out at any time to resolve an issue in the public or in the game, or to request the assistance of the Referee-in-Charge. The request is made using the words "REFEREE TIME-OUT" and is supported by making a T with both hands. This time does not have to be timed.

During this time-out, players may not leave the field. Play restarts with an engagement, and the ball is returned to the team that had possession at the time of the time-out.

Player time-out

Each team is allowed one time-out per set, lasting two minutes. The request is made using the words "TIME-OUT" followed by the name of the team requesting it, and by making a T with the hands.

The time-out is considered to have started after acceptance by the referee, who confirms with the same gesture.

The time-out may be taken only during a stoppage of play (penalty, free kick, goal) and before play restarts.

At the end of the minute, the referee calls the players back by announcing "RESTART" so that they are ready to resume play within the next 10 seconds. This announcement is supported by a whistle.

Exceeding the allowed time is considered a foul and results in a free kick. The player or team that requested the time-out may use it as desired but may not leave the field unless authorized by the referee.

Entry of players during time-out: all members listed on the match sheet may enter the field during the time-out.

Law XII: Different Durations of Play

Duration of ball possession

Ball possession time is defined as the period between the moment of first possible contact with a player and the moment when the ball completely crosses the halfway line. Players therefore have seven seconds to move the ball out of their half.

FJF Laws of the Game 2025-2026 - English Translation

Exceeding the possession time is considered a foul. It is indicated by the referee with the words "7 SECONDS". The referee sanctions the team with a free kick. The seven seconds are cancelled when the ball crosses the halfway line.

Duration between a goal and the engagement

The time between a goal and the engagement may not exceed 15 seconds. Otherwise, a foul is called and the ball is given to the opponent.

Law XIII: Return to Zone

Return to zone applies to the ball, not to a player, and only in the engagement zone.

During play, a ball voluntarily sent back into the engagement zone may not be recovered in that same zone by any player. The player must wait until the ball has completely left the engagement zone before playing it.

If any part of the ball is in contact with the engagement zone, it is still considered to belong to the engagement zone.

Return to zone whistled

A return to zone is called in the following situations:

- On a voluntary pass by a player, from outside the engagement zone, to a teammate when the teammate retrieves it in the engagement zone.
- If a player leaves the engagement zone with the ball and voluntarily returns there with the ball without any opponent having touched it.
- If the defender retrieves the ball in the green zone and backs up into the engagement zone.
- If a player voluntarily blocks the opponent's ball with the foot or part of the leg, meaning makes a play toward the ball, and the ball returns and remains in the player's engagement zone or is touched, voluntarily or involuntarily, by the teammate in the engagement zone.

Return to zone not whistled

A return to zone is not called in the following situations:

- If the attacker or defender touches the ball involuntarily, without making a play on it, for example with the back or neck, and the ball returns to the engagement zone.
- During an engagement or a strike, if the ball touches the opposite end wall in the opponent's half and returns to the engagement zone.
- Defensive blocks made by any players and ending in the engagement zone, a zone prohibited to the opponent, are not considered a return to zone unless the referee judges the action to be intentional.

When a return to zone is whistled, the referee considers the action a foul sanctioned by a free kick.

Figure pages: The original document contains examples of situations where there is a return to zone (Fig. 11-1 to 11-3) and where there is no return to zone.

Law XV: Ball Protection and Obstruction

The "roulette" or guiding the ball with the inside or outside of the foot is permitted as long as the ball remains playable for the opponent, meaning in front of the direct opponent.

It is prohibited to progress with a "roulette" or to guide the ball with the inside or outside of the foot along a wall with the body in opposition.

It is prohibited to move backward with the ball toward the goal the player is attacking; this is considered similar to obstruction.

If a player places themselves between the ball and the opponent solely to prevent the opponent from recovering the ball and not to play it, obstruction will be called.

If a player cuts across the opponent's path to prevent the opponent from playing a ball or to slow the opponent's progress so that the teammate can play it first, obstruction will be called.

Law XVI: Charging

Charging

Charging is called against the person who is moving at the moment of impact against a stationary player.

If both players are moving at the time of contact, the referee will call either contact or obstruction depending on the nature of the foul.

When charging is sanctioned, the referee considers this action a foul.

In the event of repeated fouls or voluntary impact, the referee will sanction it as a serious foul, resulting in three penalties.

When the attacker with the ball attempts to move along the wall, the attacker must ensure there is sufficient width at shoulder height and therefore no risk of contact:

- The attacker must not touch the wall.
- The attacker must not touch a stationary defender.
- The attacker may not jump over the defender's foot if the defender closes the passage by extending the leg and clearly placing the foot in contact with the wall. Clearly means heel on the ground and toe raised against the wall.

In Jorkyball, stepping over a player or raising the foot above the knee is not permitted; this is a high foot.

Law XVII: Hands

The hand and the ball

All handball offences are sanctioned, except hands kept close to the body or protective hands (face, genital area and chest for women).

If the hand does not influence the trajectory of the ball, it will not be sanctioned.

A voluntary or involuntary handball that prevents a goal on a shot on target will be sanctioned with three penalties.

A voluntary or involuntary handball by the defender in the defender's defensive zone on a shot not on target will be sanctioned with one penalty.

A handball offence committed by a player outside the defensive zones will be sanctioned with a free kick.

Hands during play

If a player uses the arms to keep the opponent at a distance, whether in defence or attack, the player commits a foul sanctioned by a free kick.

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If the player uses the arms to voluntarily push a player, the sanction is three penalties. The series stops when a goal has been scored.

When a player defends the goals by placing one or both hands on the goal posts in a prolonged and permanent manner, this is sanctioned by a free kick.

Hands on the walls will be sanctioned only if they influence or modify the course of play, for example pushing off to restart faster or holding on to avoid entering a prohibited zone.

Law XVIII: The Central Zone

The central zone is delimited on each side by a so-called side line. The question is to determine when the defender may or may not cross the halfway line and therefore reach the end of this central zone.

Under no circumstances may the defender end up in the opponent's "free" zone (green zone).

When the defender is in possession of the ball, the defender may play freely up to the opponent's side line; otherwise the defender may not cross the halfway line.

When it is said that a player must not cross a line, this does not only mean placing a foot in the prohibited zone, but crossing an imaginary wall from that line with any part of the body.

Cases where the defender may cross the halfway line

Figures 9-1, 9-2, 9-3, 9-4 and 9-5 in the original document show cases where the defender may cross the halfway line. These phases are possible only when no other player touches the ball.

Since the defender in possession of the ball may move freely up to the opponent's side line, the defender may be in the situation shown in Fig. 9-6 without committing a foul.

This means that the ball is still in the defender's own half while the defender has crossed the halfway line. Because the defender is in possession of the ball, the halfway line no longer applies as the limit of the defender's playing area; the defender may move freely up to the opponent's side line.

Because the defender may move freely up to the side line when in possession of the ball, the defender may move back and forth as desired, as shown in Fig. 9-7.

When the defender has released the ball behind the halfway line, the defender must immediately return to their own half of the field, with an allowed reaction time of approximately two seconds.

Cases where the defender may not cross the halfway line

Figures 9-8, 9-9 and 9-10 in the original document show cases where the defender may not cross the halfway line.

From the moment the ball is voluntarily or involuntarily blocked by another player, the defender may cross the halfway line only if the defender recovers the ball before that halfway line.

Law XIX: Dangerous Play

Contacts

All voluntary and involuntary contacts that modify the action of play are strictly prohibited.

Jorkyball is an offensive sport involving opposition and movement. Its practice requires great body control: under no circumstances may a player touch an opponent.

Contact is a foul. Repeated or voluntary contact is a serious foul, sanctioned by a yellow card.

Raised feet

A player who raises a foot, regardless of height, in the direction of an opponent is sanctioned by a free kick.

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It is prohibited to show the sole to an opponent, with the foot forward, to block a shot, pass or the opponent's progression.

If a player attempts a volley or another technical move that requires raising the foot above the waist, the referee may allow play to continue provided the move is not dangerous to the physical integrity of the opposing player. This applies when the move is performed without opposition within the area of action, meaning within an approximate radius of one metre.

A backheel is allowed if it creates absolutely no risk of striking the opponent. If there is contact, this move will be sanctioned by the referee.

Ground play

When a player has any part of the body other than the feet in contact with the ground, the player may not make a play on the ball. This will be sanctioned with a free kick.

If the player falls voluntarily to stop an action of play, the sanction is three penalties. The series stops when a goal has been scored.

When a player tackles an opposing player, the sanction is a red card.

Law XX: The Free Kick

For a free kick, the ball is placed in the middle of the halfway line.

During a free kick, the defender must always have the heels on the line of the defender's engagement zone. The defender may move before the kick only if the heels remain in contact with the line.

The defender may move the heels once the ball is put in motion by the attacker or defender.

The player taking the free kick must have at least one foot in the zone located between the halfway line and that player's side line, from the referee's whistle until the moment of the kick.

The player may not have any part of the body in the opposing half. Only the free-kick taker has the right to be in this zone; the teammate must remain in their own half behind this zone.

The ball is placed at the centre of the halfway line. The free kick must always be struck forward.

The opposing team's attacker must be behind the halfway line, with back to the wall, facing the referee.

The defender or the attacker may take the free kick. For information, any free kick whistled by the referee must be taken.

Law XXI: Penalty

For a penalty, the ball is placed in the middle of the opponent's side line.

During a penalty, the defender must always have the heels flat on the line of the defender's engagement zone. The defender may move before the kick only if the heels remain in contact with the line.

The defender may move the heels once the ball is put in motion by the attacker, who is the only person authorized to take the penalty.

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The attacker taking the penalty must have at least one foot in the zone located between the halfway line and the opponent's side line, from the referee's whistle until the moment of the kick. The attacker may not have any part of the body in the opposing half. Only the attacker has the right to be in this zone.

The ball is placed at the centre of the opponent's side line. The penalty must always be struck forward.

The opposing team's attacker must be behind the halfway line, with back to the wall, facing the referee.

In certain cases, the referee may order a series of three consecutive penalties to the attacker (see Law XVII: Hands and Law XIX: Dangerous Play). The series stops when a goal has been scored. For information, any penalty whistled by the referee must be taken.

Law XXII: Fouls and Unsporting Conduct

The referee may, if desired, allow advantage on a foul and return to the foul if the advantage did not benefit the team that suffered the foul, such as recovery of the ball for a foul resulting in an engagement, or a goal for a foul resulting in a free kick.

Returning to an advantage must take place within the time of the action.

Foul resulting in an engagement

All fouls that do not result from a goal-scoring action. A non-targeted return to zone is therefore not a goal-scoring action, even during pressing.

Foul resulting in a free kick

All fouls leading to a goal-scoring action.

Any repeated fouls that do not result from a goal-scoring action but hinder the proper flow of play.

Outburst during play

A player who has an outburst during play involving an action on the field of play, such as hitting the wall or violently clearing the ball, will be sanctioned with a free kick or a caution.

Outburst during stoppages of play

A player who has an outburst during stoppages of play involving an action on the field of play, such as hitting the wall or violently clearing the ball, will be called to order by the referee using the words "CALM DOWN". In the event of a repeat offence, it will be sanctioned with a caution.

If the player has already been sanctioned for an outburst during play, the scale of sanctions applies directly without a reminder.

Humiliating, insulting or defamatory remarks

Humiliating or insulting remarks by a player toward an opponent are considered a serious foul.

Any behaviour showing lack of respect toward the opponent will be considered a serious foul. Failure to respect the event protocol will be sanctioned.

It is prohibited to express an attitude or shout in defiance of the opponent.

Attempts to distract will be considered a foul. The referee is free to turn these behaviours into serious fouls.

Fouls punishable by a caution

A player will receive a caution (yellow card) if the player commits any of the following offences:

- Is guilty of unsporting behaviour.
- Shows dissent by word or action.
- Persistently infringes the Laws of the Game.
- Deliberately delays the restart of play.
- Fails to respect the required distance during the execution of a free kick or penalty kick.
- Enters or returns to the field of play without the referee's authorization.
- Deliberately leaves the field of play without the referee's authorization.

Fouls punishable by sending off with a red card and referee report

A player will be sent off from the match with a red card when committing any of the following offences:

- Is guilty of serious foul play, such as violent voluntary contact or tackling.
- Is guilty of violent conduct.
- Spits at an opponent or any other person.
- Uses offensive, insulting and/or abusive words or gestures.
- Receives a second caution during the same match, or a third caution during the same competition.

Loss of the penalty

The penalty is lost in the following situations:

- When the attacker or defender shoots without waiting for the referee's whistle.
- When the player does not have at least one entire foot in the corresponding run-up zone for the penalty.
- When a player has an outburst following a refereeing decision.

Serious fouls sanctioned by three penalties

The following serious fouls are sanctioned by three penalties:

- Repeated fouls, treated as voluntary fouls.
- Anti-play.
- Attempt to distract.
- Lack of respect / inappropriate remarks.
- Illegal change of positions.
- Outburst with action on the field, such as hitting the walls or striking the ball hard.

A serious foul is treated as a foul, with the additional application of the scale of penalties.

However, in exceptional cases of intentional and very serious fouls, especially clear acts of anti-play, the referee has full discretion to impose sanctions without following the scale of penalties. The seriousness of these fouls and the applicable sanctions are left to the referee's discretion, who may use the penalties provided by the Laws of the Game.

Penalty goal

For unsporting fouls that prevent the ball from entering the goal, a penalty goal applies in the following cases:

- A voluntary handball.
- A tackle on the ball.
- A dive.
- Holding or pushing an attacker who is alone facing an empty goal.

Scale of Sanctions

In the event of a foul, the referee must apply the scale of penalties:

- Engagement.
- Free kick or penalty.
- Three penalties.
- One green card for a verbal warning.

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- One yellow card, with one penalty goal added to the opponent.
- Direct red card, with the current set lost.

Green card

- Three green cards in the same season, across all competitions, equal one yellow card.
- Two green cards in the same match equal one yellow card.

Yellow card

- Two yellow cards in the same season, across all competitions, equal a one-match suspension.
- Two yellow cards in the same match equal a red card, the current set lost, and an immediate one-match suspension. The player will nevertheless be summoned before the Disciplinary Commission.

Direct red card

- The current set is lost.
- The player may no longer play during the weekend.
- The player will be summoned before the Disciplinary Commission.

Current suspensions remain valid for the following season. Yellow cards are reset to zero at the beginning of the season.

In the cases provided for by the regulations, the referee may order the team's exclusion from the tournament. This decision must be the subject of a report to the Disciplinary Commission.

If the player who receives the yellow card is not playing at the time, a penalty goal against that player's team is awarded to the opposing team.

If the player who receives the red card is not playing at the time, the player is excluded from the match and the current set is lost for that player's team.

Sanctions may be taken at the end of the match and affect the match if proof of the offence is provided. This may involve a meeting between the referee(s), the competition delegate and members of the Disciplinary Commission represented by the members of the executive board who are present.

End of translated document. Original pages 42 and 43 contain no additional substantive rules text beyond page headings/footers.