

MODIFICATIONS TO THE LAWS OF THE GAME WITH ZOMBIES

Decisions of the International Zombie Football Association (I.Z.F.A) Board

LAW 1 – THE FIELD OF PLAY.

Decision 1.1: The field may be enclosed by a line consisting of feldspar and sulfur to repel Zombies as long as the line does not come closer than 10 yards of any required line or equipment. Required field lines may NOT be marked with this material as it may prevent Zombie players from using the entire field.

LAW 2 – THE BALL

Decision 2.1: Member associations participating in the trial use of Zombie heads in lieu of FIFA APPROVED balls must discontinue the trial effective 7-31-2010 due to the number of injuries to players being bitten during games.

LAW 3 – THE NUMBER OF PLAYERS

Decision 3.1: In determining the minimum number of players on the field, only living players shall be counted.

Decision 3.2: In determining the maximum number of players on the field, both living and reanimated (Zombie) players shall be counted.

Decision 3.3: A Player consists of only two arms, two legs, one torso, and one head; all body parts must be animated AND attached before the start of play.

Decision 3.4: Substitutions shall be of entire players, not animated body parts.

Decision 3.5: None of the body parts of substituted or sent-off players shall participate in the game, including Kicks from the Penalty Mark

Decision 3.6: During changing of the goalkeeper, the entire goalkeeper must be changed, not only the head and/or additional body parts.

LAW 4 – THE PLAYER'S EQUIPMENT

Decision 4.1: Body parts MUST be attached prior to the start of the game.

Decision 4.2: Players whose lower extremities consist entirely of bone must still wear shin guards, socks, and shoes.

Decision 4.3: Players must not remove body parts during goal or other celebrations.

LAW 5 – THE REFEREE

Decision 5.1: The referee may not be a Zombie.

Decision 5.2: The referee shall have the authority to take disciplinary action against players guilty of execution-able offenses (See Law 12).

Decision 5.3: The 4th official has the additional duty to shoot Zombie players, substitute Zombie players, substituted Zombie players, Zombie team officials, and/or Zombie spectators at the direction of the Referee.

LAW 6 – THE ASSISTANT REFEREE

Decision 6.1: The Assistant Referee may be a Zombie.

LAW 7 – THE DURATION OF THE MATCH

Decision 7.1: Allowance is made in either period for all time lost through:

- Reattaching lost body parts
- Removing reanimated lost body parts from the field
- Repelling Zombie attacks.

LAW 8 – THE START AND RESTART OF PLAY

Decision 8.1 – During the kickoff, all players and their body parts must be on their own half of the field.

LAW 9 – THE BALL IN AND OUT OF PLAY

Decision 9.1: Any body parts sticking to the ball shall not be considered in the determination of whether the ball has wholly crossed the goal line or touch line.

LAW 10 – THE METHOD OF SCORING

Decision 10.1: Any body parts sticking to the ball shall not be considered in the determination of whether the ball has wholly crossed the goal line.

LAW 11 – OFFSIDE

Decision 11.1: A player is in an offside position if he or *any of his animated body parts (excepting an arm or hand)* is nearer to his opponent's goal line than both the ball and the second to last opponent or any of the second to last opponent's animated body parts.

Decision 11.2: A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he (*or any of his animated body parts*) is, in the opinion of the referee, involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

LAW 12 – FOULS AND MISCONDUCT

Decision 12.1: A free kick is also awarded if any of the listed offenses is committed by a detached, animated body part on the field of play.

Decision 12.2: An indirect free kick is awarded for passing the ball back to oneself by use of a detached, animated body part.

Decision 12.3: Disciplinary Sanctions – the Black Card is used to communicate that a Zombie is to be executed by the 4th official.

Decision 12.4: Cautionable offenses include:

- deliberately leaving animated body parts on the field of play
- refusal to reattach any animated body part at the direction of the referee
- allowing detached animated body parts to enter the field of play without the referee's permission

Decision 12.5: Sending off offenses also include attacking an opponent with a detached, animated body part from behind causing serious injury

Decision 12.6: The black card shall only be shown to a Zombie Player, Substituted Zombie Player, or Substitute Zombie Player.

Decision 12.7: Executable Offenses: A Zombie shall be executed if he commits any of the following offenses:

- Attempting to eat the brains of any player, official, or spectator
- Throwing internal organs at any player, team official, or spectator – whether his or another players.
- Spraying blood at another player in a manner that may cause Zombification.
- Ultra Serious Foul play causing death

Decision 12.8: An executed Zombie must be cremated outside the field of play or, if a crematory is not available, must have all body parts collected and secured until retrieved by the Coroner for disposal.

LAW 15 – THE THROW IN

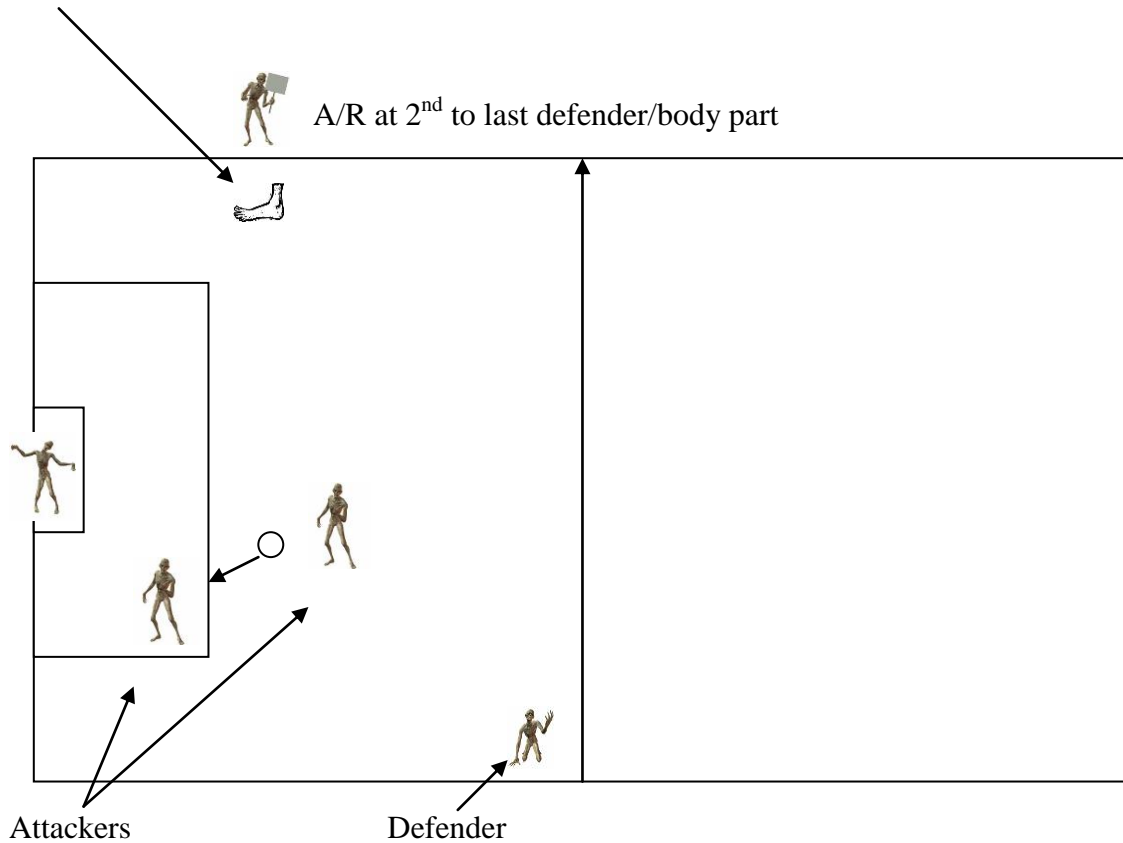
Decision 15.1: The thrower must have his head attached to his body at the time of the throw in.

Decision 15.2: Any detached body parts of the thrower must be either on the touch line or on the ground outside the touch line.

ADVICE TO REFEREES ON LAWS OF THE GAME WITH ZOMBIES

OFFSIDE WITH DETACHED BODY PARTS

Detached body part



Note that the attacker inside the penalty area is closer to the goal line than the 2nd to last defender and/or his detached, but animated body part. This would be a offside violation.