



2004 REFEREES HANDBOOK

Note: This covers those Laws specifically changed by the Warminster Soccer Club. In those situations not covered by these rules the PIAA rules shall apply.

Revised 9/04

LAW II - THE BALL

The ball size varies according to the age of the players.

Age Group	Size
Under Age 6	#3
Under Age 8	#3
Under Age 10	#4
Under Age 13	#5
Seniors	#5

A.- The **home** team shall provide the game ball.

B.- The Referee shall insure that the ball is properly inflated.

C.-The Referee shall ensure that the game ball is returned the home team at games end.

D.- For those teams playing at Munro Park (fields "A" & "B") it might be wise to place a second ball behind the net (closest to the woods) to be used when the game ball is kicked into the woods, (which otherwise results in a delay of game).

LAW III - NUMBER OF PLAYERS

Division	Maximum # of Players	Minimum # of Players
Girls/Boys Under 6	6	6
Girls/Boys Under 8	8	6
Girls/Boys Under 10	8	6
Girls Under 13	9	6
Boys Under 13	8	6
Senior Divisions	11	8

A.- Inability to field the minimum number of players within 15 minutes of the scheduled starting time.

- 1.- by both teams - "game is a tie".
- 2.- by one team only - that team shall "forfeit".

B.- Shorthanded team - If one team is playing with fewer than the normal number of players", the opposing team may:

- 1.- field only one more player than the shorthanded team, or
- 2.- field the same number of players as the shorthanded team. (Coach's discretion)
(Recommended)

LAW III - NUMBER OF PLAYERS (Continued)

Note: If the shorthanded team has a player arrive during the game, that player shall enter the game according to the rules of substitution (See III D).

C.- Goalkeeper - Each team shall have a goalkeeper. The goalkeeper may roam the entire field of play, however, he/she becomes a non-goalie player when functioning outside their Penalty Area.

D.- Substitutions

"Substitution" means an on-the-field player is replaced by an off-the-field player, or a Goalie is replaced by a player on or off the field.

- 1.- Other than the Goalie, other **on-the-field** players may change or exchange positions without Referee approval. No substitute may enter the field until summoned by the referee.
2. - When to substitute and how many.

Event	By	# Of Substitutes Allowed
Following A Goal	Either Team	Unlimited
Prior to a Goal Kick	Either Team	Unlimited
Prior to Throw-In OR Corner Kick	IF the Team with Possession subs Team without possession may sub	Unlimited Unlimited
Injured Player	Team of Injured Player	Injured Player Only/Courtesy
Yellow Card	Team of Carded Player	Carded Player Only
Red Card ("Soft" Only)	Team of Carded Player	Carded Player Only

3.- Procedure:

At the proper time (see D2), the Coach calls out substitution or "sub. Ref." and raises his hand over his head indicating, with his fingers, the number of players being substituted. (if one of the substitutes is to replace the Goalie, the Coach should inform the Referee so that adequate time can be allowed.)

The Referee will whistle, then raise his hand motioning permission for the substitutes to enter the field. (**No substitute shall enter the field before the Referee has indicated approval**).

The referee is reminded that substitutions should not be used in an attempt to alter the flow of the match. If the player being substituted into the match is not ready to enter the field, the referee should wave off the substitution and allow play to continue.

Once the Referee is satisfied that the substitution is complete (and accurate), he lowers his hand and whistles play to start. Players are reminded to wait for the referees signal before restarting.

The Referee should request that all substitutes enter and exit from mid-field.

- 4.- If in the opinion of the Referee, an illegal substitution has occurred, play may be stopped and the offending player "cautioned". The game shall be restarted with a drop ball at the place it **was** when play was halted. (but, not within the Goal Area.)

LAW III - NUMBER OF PLAYERS (Continued)

- 5.- If a team has more than the "normal number of players" on the field, the Referee will whistle, notify the appropriate Coach to remove the extra player(s) and restart the game with an indirect free kick, by the other team, from the point where the ball was when play stopped.

LAW IV - PLAYERS EQUIPMENT

A. Must Equipment -

- 1.- Shin guards properly affixed, properly covered by the team socks and of a proper size so as not to be, in the opinion of the referee, dangerous. Shin guards may not be altered so as to circumvent or affect the intent of the manufacturer.
- 2.- Team jersey and team socks. Team jersey must be tucked in shorts at all times. In cold weather, "jersey" must be worn outside of all other clothing. Team socks shall be alike, of one dominant color, and pulled up at all times (covering the shin guards). Shorts should be worn, weather permitting. The Goalie shirt must be of a color or design so as to distinguish it from all other players.
- 3.- Any type of soccer shoe, all purpose shoe, etc. (Metal or metal tipped spikes or metal studs are prohibited)

B. Recommended Equipment -

- 1.- Athletic supporters and "cups" for all male players.
- 2.- Mouth guards, especially for players undergoing Orthodontic work.

C. Prohibited Equipment or Apparel -

1. Anything "dangerous", in the opinion of the Referee! .All jewelry - rings, chains, bracelets, earrings, barrettes, etc., except the following :
 - a. "medic alert bracelets" must be taped flat to the skin.
 - b. "starter earrings" must be covered with adhesive tape
 - c. "religious medals" must be taped flat to skin.
 - d. "elastic" head bands.
 - e. "hair bands" that are rubber or elastic.
 - f. casts/splints must be accompanied by either a doctors permission slip or a release form signed by the parent and must be seen by the referee prior to the game. Otherwise, the player is ineligible to participate.

- D. Prior to the start of the game, the Referee will check the players equipment to ensure that it conforms to the above guidelines. **The Referee's decision on whether a piece of equipment is "dangerous" is final!**

- E. If, during the game, the Referee notices a player wearing a dangerous piece of equipment, the player should be required to remove the dangerous item at the next stoppage of play.

LAW V - REFEREES

- A. The Referees authority shall commence the moment he arrives at the field of play and ends, only after he has left the general vicinity of the playing field following the conclusion of the game.
- B. The Referees duties include the following:
1. Enforce the laws of the game, including verbal warnings, "cautions", and a "send off" of a player, coach or asst. coach.
 2. Allow play to continue if, in the opinion of the Referee, calling a foul would take away the "advantage" from the team that was fouled and has possession of the ball.(In such an event, the Referee should indicate his intention to allow play to continue by waving "play on" with his hand and calling out "play on" or "advantage, play on".
 3. Keep a record of the game, including:
 - a.- the score
 - b.- misconduct's (yellow and. red cards)
 - c.-time (allowing additional time in each half to offset time lost for injuries, intentional delays or any other unusual incidents.)
 4. Stop the game for infringements of the LAWS OF THE GAME.
 5. Suspend or terminate the game because of weather (lightning, darkness, extreme heat or cold, heavy rain or snow), dangerous playing conditions or a volatile situation involving either players, Coaches, Asst. Coaches or spectators.
 6. Stop the game if a player has been injured.

The game shall be restarted with a drop ball at the place it was when the stoppage occurred. (but not in the goal area) Note: In the "Under 10", "Under 13" & "Senior" Divisions, the Referee should first view the injured player. If judged not to be serious, an attack should be allowed to progress until a goal is scored, the defense takes control, or play occurs in the area of the downed player, at which point play should be stopped and the injured player attended to. If the player is able to continue, they may stay in the game. Should, however, the referee summon the coach onto the field to attend to the player, the player must be replaced.
 7. Signal commencement of the game after all stoppages.
- C. It is the intention of the Warminster Soccer Club to assign two (2) Referees to each and every game regardless of age

LAW VI - LINESMEN

It will be the responsibility of the referee to determine if linesmen are needed to help with the game. The duties of the linesmen are:

1. Signal, by raising the flag, when the ball is out of play (See Law IX)
2. Indicate which team is entitled to the subsequent throw in.

The linesman should be aware that the referee may have seen the situation differently. and that the referee may overrule his decision. The linesman, in the interest of fairness, must also refrain from conveying instructions to the players on the field.

LAW VII - DURATION OF THE GAME

Division	Duration of The Game	Considered Complete
Under 6	4 12 min. Quarters	2 Quarters + 6 Min.
Under 8	4 12 min. Quarters	2 Quarters + 6 Min.
Under 10	2 30 min. Halves	1 Half + 10 Min.
Under 13	2 35 min. Halves	1 Half + 10 Min.
Seniors	2 40 min. Halves	1 Half + 15 Min.

Games terminated before they are "considered complete", must be rescheduled (by Div. Dir. only!) and replayed in their entirety.

In the event weather conditions are not severe enough to cancel the game (such as very hot, very cold or very humid), provided agreement exists between the Referee and Coaches, coaches can elect to divide halves into quarters or shorten the game. In such cases, the game will be considered complete based on the agreement between the Coaches and the Referee.

There will be a 5 minute break between "halves", and a 2 minute break between quarters.

The Referee shall allow additional time to replace time lost due to injuries, intentional game delays and other unusual incidents.

If the ball is in the air and on its way into the goal when time runs out, the goal shall **NOT** be allowed.

Time shall be extended to permit the taking of a Penalty Kick at the end of any regular period. (quarter or half).

AW VIII - THE START OF PLAY

- Prior to start of game:

1. The Referee should arrive at the field 15-20 minutes prior to game time. He should walk the field inspecting the "lines", nets, flags and general field conditions.
- 2.- Approx. 5 minutes prior to game time he should call both teams to the center of the field for the following:
 - a. inspect their equipment (socks up, shirts in, jewelry, etc. off.) Ask each player to show the bottom of one shoe. You're looking for metal cleats or jagged edges that may injure another player.
 - b. Tell the players what you expect of them during the game. For example:
 - Play the whistle
 - I'll acknowledge all substitutes. Please don't enter the field of play until you see my signal.
 - Every handball is not a foul. If you don't hear **my** whistle, continue play.
 - On free-kicks, give me a full 10 yards
 - When you're near another player, keep your kicks low.
 - Stay on your feet, slide tackles are prohibited.
 - "Back off" when the goalie has possession.
 - Goalkeepers be careful after you've given up or lost possession.
 - Make certain that throw-ins are taken close to the spot where the ball left the field.
 - Remember Goal kicks and Free-kicks must clear the penalty area before they are in play.
 - c. Toss coin and allow "visiting" team captain to call "heads or tails". The winner of the coin toss:
 - elects either to "tap off" or to "defend a particular goal". The loser of the toss gets the remaining choice.
 - d. Have the teams shake hands, wish them well and have them return to their respective sideline.
3. The ball is placed in the center of the field on the "center spot".
4. Every player must be in his own half of the field at the tap off.
5. Every player not on the team "tapping off", must be at least 10 yards from the ball (outside the Center Circle) until the ball is in play.
6. The ball is in play once it has been touched and moves forward.

LAW VIII - THE START OF PLAY (Continued)

7. The kicker may not play the ball a second time before it has been touched or played by another player. (this is a "double tap" of a free-kick). The double tap of a free-kick results in an "indirect free-kick" for the opposing team.
8. A goal **can** be scored directly from a tap-off.
9. Any other infringement of this law will result in an "indirect" free-kick being awarded to the opposing team at the point of the infraction.
10. The start and re-start of the game:

First Half	Second Half	Goal Scored	Any Other Stoppage
First Quarter See # 2-9	Second Quarter	Third Quarter	Fourth Quarter
Teams do not switch ends of the field	Teams do not switch ends of the field	Teams do not switch ends of the field	Teams do not switch ends of the field
Tap off by the same team as the start of the game	Tap off by the team that did not tap off at the start of the game	Tap off by the team that did not tap off at the start of the game	Tap off by the team scored upon. Clock Stopped
			Drop Ball

11. Drop Ball

- a. One player from each team faces each other.
- b. The Referee drops the ball between the two players from the players waist height.
- c. The ball must touch the ground before it is played by either player.
- d. If the ball is played before it hits the ground or if of bounds before it is touched, the Referee should drop the ball again.
- e. The Drop ball is never done inside the Goal area. If the drop would have occurred in the goal area, the drop occurs on the "6 yard" line parallel to the point where the drop would have occurred.

LAW IX - BALL IN AND OUT OF PLAY

- A. The ball is out a play
- 1.- When the **entire** ball has **totally** crossed over the goal line or touch line either on the ground or in the air
 - 2.- When the game has been stopped by the referee
- B.- The ball is in play at all other times, including:
- 1.-If it rebounds from a goal post, cross bar or corner flag into the field of play.
 - 2.-If it rebounds off the Referee or Linesman when they are on the field of play.
 - 3.- In the event of a supposed law violation, until the **Referee** whistles a stoppage of play.
- C The areas of the field of play include the width of the lines marking the area. (Touch-lines and Goal-lines are part of the field of play.

LAW X - METHOD OF SCORING

- A. A goal is scored when the "entire" ball totally passes over the "entire" goal-line, between the goal posts and under the cross bar.
1. The goal will be disallowed if the ball was carried or intentionally propelled by handling
 2. Even if the ball is in the possession or arms of the goalie when it crosses the goal-line, it is considered a goal.
- B. A goal may NOT be scored directly from:
- 1 a throw in.
 2. an indirect free kick (other than a "6 Yard" kick and a tap off).
In these cases it is necessary that the ball touch another player before entering the goal.
- C. If a goal has been "clearly" scored, the Referee should point toward and move toward the "center spot". (It is not proper, in Soccer to use the arm signal as for a touchdown in football)
- If the ball teetered on the goal line between the goal posts, but did NOT fully cross over, play should be allowed to continue. If the Referee is not convinced that the ball fully crossed over the goal line, a goal should **NOT** be awarded! (only legal goals, please)
- D. The game is won by the team scoring the greater number of goals.
- E. "Overtime" is not played in regular season games. In special tournaments, "overtime" arrangements may be made.

LAW XI - OFF-SIDE

A. An attacking player is in an off-side position if:

1. he is in his opponents half of the field,
2. he is forward of the ball, and
3. there are fewer than two (2) defenders between he and the goal-line (one is usually the goalie).

If the second to last defender is "even", the offensive player is not off-side. ("EVEN is ON")

B. The "off-side" call by the Referee shall be made at the moment the ball is played forward by an attacking teammate. (If the offensive player was in an on-side position when the ball was played forward, but "darts" forward to receive the pass, he shall not be judged to be off-side.)

C. Further, the player in an off-side position shall not be called for such a foul unless, in the opinion of the Referee, he was:

1. Interfering with the play or an opponent, or
2. Seeking to gain an advantage by being in that position.

D. A player in an off-side position shall NOT be called for "off side", if he receives the ball directly from:

1. a goal kick,
2. a corner kick, or
3. a throw-in.

E. If a player is declared off-side, the Referee shall award an indirect free kick to the opposing team from the spot where the off-side player was when the call was made.

Note: In view of the complexity, and judgment required to call a player off-side, the Warminster Soccer Club chooses to use the following guideline to off-side calls.

1. In the "Smurf" Division, off-sides shall not be called!
2. In the "Under 8" Divisions, for the first half of the season only, off-sides shall only be called if the situation is extreme and blatant. In the second half, off-sides shall be called when the player is simply in an off-sides position.
3. In the "Under 10" Division, off-sides shall be called when an offensive player is "simply" in an off-side "position".
4. In the "Under 13" Division, offside will be called when the player is both in an offside position, and is actively involved in the play or seeking to gain an advantage by being in that position (#C).
5. In the Senior Divisions, PPIIAAAA rules of off-side shall prevail.(see all of the above rules.)

LAW XII - FOULS AND MISCONDUCT

Fouls: Offenses intentionally committed by players during a game. (intentionally means, what a player does with his body, not his mind).

A. **Fouls punishable by a "direct free-kick"** to the opposing team. These offenses are considered serious because harm to another player is possible and sometimes intended.

LAW XII - FOULS AND MISCONDUCTS (continued)

The procedure for taking a "direct free-kick" is explained in LAW XIII

1. Kicks or attempts to kick an opponent.
2. Trips an opponent. i.e., throwing or attempting to throw an opponent by the use of the legs, or by stooping in front of or behind him.
3. Jumps at an opponent.
4. Charges an opponent in a violent or dangerous manner.
5. Charges an opponent from behind (unless the opponent is obstructing).
6. Strikes or attempts to strike an opponent or spits at him.
7. Holds an opponent.
8. Pushes an opponent.
9. Handles the ball (except for the goalkeeper. in his own penalty area).
handling the ball includes carries, striking at or propelling the ball with the "hand" or arm".

"hand" or "arm" is defined as "from the shoulder to the finger tips"

If the hand/arm played the ball - "foul!" If the ball played the hand/arm - "no foul!"

Note: Girls are allowed to cross their arms over their chest & boys are allowed to use the hands to protect their groin area. However, the action must have been taken prior to the play. Also, if in the process of protecting oneself, there is any "control" of the ball exhibited, a "handball" shall be called and a direct free-kick awarded to the opposing team.

- B. Fouls punishable by an "indirect free-kick"** to the opposing' team. These offenses are considered less serious and the possibility of injury is not usually present.

The procedure for taking an "indirect free-kick" is explained in LAW XIII.

1 Dangerous Play -

- a. kicking "high" when other players are in close proximity.
 - b. lowering ones head below the waist while another player, in close proximity. is playing the ball with his foot.
 - c. playing the ball while you are on the ground in close proximity to other players.
2. Charging Unfairly - i.e., shoulder to shoulder, when the ball is not within playing distance. (the perpetrator of this foul is not playing the ball).
 3. Obstruction of an opponent when not playing the ball. (shielding the ball from an opponent) is legal - as long as the ball is within playing distance.
 4. Goalkeeper Control the goalkeeper, operating inside his own penalty area, is allowed to take "control" of the ball only once before releasing it back into play.
"Control" includes, holding the ball, tossing it gently into the air, bouncing it on the ground or parrying it in a specific direction.
If the goalkeeper loses control of the ball or voluntarily forfeits control of the ball, he may NOT again take "control" before it has been touched by:
 - a.- a teammate outside the penalty area
 - b.- an opponent inside or outside the penalty area.

LAW XII - FOULS AND MISCONDUCTS (continued)

A second consecutive "control" by the goalkeeper results in an indirect free-kick for the opposing team at the point of the infraction.

5. Six (6) Second rule - if in the process of releasing the ball into play, the goalkeeper takes more than six (6) seconds, the opposing team shall be awarded an indirect free-kick from the point of the infraction. The purpose of this rule is to prevent a delay-of-game situation.

NOTE: This rule is applicable ONLY in the following divisions:

Under 13
Seniors

6. If the goalkeeper, in the opinion of the Referee, is intentionally delaying the game, the opposing team shall be awarded an indirect free-kick from the point of the infraction. (The Referee is advised to add time to equal the time deliberately wasted.)
7. On any occasion when a player deliberately plays the ball to his /her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.
8. A goalkeeper shall not touch the ball with his/her hands after receiving it directly from a throw in by a teammate.

Note: In the Smurf, Under 8 and Under 10 divisions, the goaltender may take unlimited time/steps provided he does not intentionally delay the game or leave the penalty area.

Misconducts: Deal more with "behavior & sportsmanship" than with rules of the game.

A. **Misconducts worthy of a "caution"** (yellow card) (think of the word "DUPEL")

1. Dissent - expressing, by word or action dissent regarding decisions made by the Referee.
2. Unsporting Conduct - yelling at an opponent, waving arms in front of a throw-in, intentional delay of game or any other action that exhibits unsportsmanlike conduct.
3. Persistent infringement of the LAWS of the game - usually following a verbal warning.
4. Entering or leaving the field illegally or without permission.
5. Foul, ~~pproofaannee~~, or vulgar language

A player receiving a yellow card must leave the game until the next substitution opportunity. (cooling off period)

All yellow cards must be reported to your Division Director of Referees. Provide:

- a.- date, time and location of game.
- b.- name of player, team and
- c.- specific reason for awarding the "card".

LAW XII - FOULS AND MISCONDUCTS (continued)

B. Misconducts worthy of a "send off" (red card)

1. Violent conduct
 - a. Kicking, striking, or spitting
 - b. Attempts at such.
2. Playing the man and not the ball.
3. Injury conducive conduct This includes kicking at the ball while in the possession of the goalie.
4. Serious foul play If, in the opinion of the Referee, a defensive player denies an "obvious scoring opportunity", by illegally handling the ball or interfering with the attacking player, he shall be "sent off. (Under 13 & Seniors Only)

An "obvious scoring opportunity" requires the following:

- was the attacker moving directly toward the goal?(not merely toward the goal line)
- where were the defenders? (If they were "in position" to reject the goal, there probably was NOT a goal scoring opportunity").
- where did the foul occur relative to the opponents goal? (the greater the distance from the goal, the less likely it was an obvious goal scoring opportunity.)

5. Using insulting, abusive, or offensive language
6. Persistent infringement of the Laws of the game
7. Taunting by word or action "soft red" *
8. Receiving a second yellow card "soft red" *

*** Note: An individual receiving a soft red card for Taunting, OR 2 yellow cards in a single game, must be ejected - the red and yellow cards are displayed simultaneously. This is a "soft red", and the ejected player may be substituted.**

- C. Coaches and Asst. Coaches are responsible for their game behavior and are subject to receiving "cautions" and "send offs".
- D. **Spectator problems are the responsibility of the respective Coach.** The Referee should not attempt to deal with a troublesome spectator! He should, instead, direct the coach to deal with the problem. If the problem persists, the game may be "terminated" by the Referee.
- E. "Slide tackling" shall be prohibited. If this infraction is committed, the opposing team shall be awarded a direct free-kick. If committed in the penalty area by a defensive player, the opposing team shall be awarded a penalty kick. (This rule also applies to the actions of the goalkeeper)

Note: SLIDE TACKLING must be clearly distinguished from sliding. It is not the intention of this rule to prohibit a player from sliding OUTSIDE THE CLOSE PROXIMITY of others to retrieve a ball nor to prohibit the goalkeeper from sliding to snatch the ball from a

LAW XII - FOULS AND MISCONDUCTS (Continued)

possible score. It is the intent of this rule to prohibit a player from slide tackling the ball from another players control within close proximity. ("safety" is the major concern.) Many a child has been sent to the hospital from a poorly executed slide tackle.)

Sliding shall be prohibited in the following divisions:

Under 8
Smurf

The Referee's judgment shall be determined primarily by "proximity" to other players, with special consideration given to the actions of the goalkeeper.

F. All Red cards must be reported to your Division Director of Referees. Provide:

- a.- date, time and location of game,
- b.- name of player; team and
- c.- specific reason for awarding the "red".

G. After the issuance of "red" cards, the offending team may not replace the player sent off, unless the red card was the result of a second yellow card (soft red) or was issued to a player not involved in play.

NOTE: Neither "yellow" nor "red" cards are to be issued to players in the following Divisions:

Smurf
Under 8

H. "Red" cards shall carry the following punishments -

	First Offense	Second Offense	Third Offense
Players	1 game suspension	3 game suspension	Expulsion
Coaches/Asst. Coaches	1 or 2 game suspension*	3 game suspension	Expulsion

Note: Tournaments shall, in their entirety, count as one game. Thus, if a player or coach receives a red card during the tournament, they shall be prohibited from participating in the remainder of the tournament in addition to the suspension imposed.

- The length of the suspension shall be decided by a committee appointed by the board and shall be based upon the circumstances that elicited the "red" card.

LAW XIII - FREE-KICK

A. Free-Kicks can be either:

"DIRECT" A goal can be scored if a Direct free-kick passes through the goal without being touched by another player

"INDIRECT" A goal can be scored if an Indirect free-kick passes through the goal ONLY IF IT HAS BEEN TOUCHED BY ANOTHER PLAYER before actually entering the goal. If an indirect free-kick enters the goal without touching another player, a goal kick shall be awarded the opposing team. (and no goal awarded.)

B The ball must be stationary (still) when the free-kick is taken. (a violation of this law requires a rekick from the original spot). With the exception of corner kicks and as noted below, the kick shall be taken from the spot of the foul.

C. The ball shall be in play after it has been touched by the kicking team.

D. The kicker of a free-kick may NOT play the ball a second time until it has been touched or played by another player. (a violation of this LAW requires an "indirect free-kick" to the opposing team)

E All opposing players must be at least 10 yards from the ball at the time of the free-kick. (encroachment by a defending player is a serious misconduct - such player should be "cautioned") See below for variations of the 10 yard requirement.

F. Free-kick awarded an attacking player inside his opponents "goal Area"

A "direct" free-kick awarded inside the opponents "goal area" is better known as a "Penalty Kick".

An "indirect" free-kick awarded inside an opponents goal area shall be taken from a point on the "goal area" line which runs parallel to the goal line, at the point nearest to where the offense was committed

All defenders must be 10 yards from the ball OR standing on the goal line between the goal posts.

LAW XIII - FREE-KICK (Continued)

G. Free-kick awarded an attacking player inside his opponents "penalty area"

A "direct" free-kick awarded inside the opponents "penalty area" is better known as a "penalty kick".

An "indirect" free-kick awarded inside an opponents penalty area shall be taken at the spot of the foul.

All defenders must be 10 yards from the ball or standing on the goal line between the goal posts.

H. Free kick awarded the defending team inside their own "goal area"

A "direct" free-kick awarded inside the players "goal area" may be taken from any point within the "goal area".

An "indirect" free-kick awarded inside a players goal area shall be taken from a point on the "goal area" line which runs parallel to the goal line, at the point nearest to where the offense was committed

All defenders must be 10 yards from the ball and outside of the penalty area. (The ball is not in play until after it leaves the penalty area)

All defenders must be 10 yards from the ball and outside of the penalty area. (The ball is not in play until after it leaves the penalty area). Should the ball not clear the penalty area, the kick is retaken.

I. Free kick awarded the defending team inside their own "goal area"

A "direct" free-kick awarded inside the players "penalty area" shall be taken from the point of the foul.

An "indirect" free-kick awarded inside the players "penalty area" shall be taken from the point of the foul.

All defenders must be 10 yards from the ball and outside of the penalty area. (The ball is not in play until after it leaves the penalty area)

All defenders must be 10 yards from the ball and outside of the penalty area. (The ball is not in play until after it leaves the penalty area). Should the ball not clear the penalty area, the kick is retaken.

J. A free kick may be taken by anyone on the field at the time of the foul.

LAW XIV - PENALTY-KICK

A. There will be no "penalty-kicks" awarded in the following divisions:

Under 6

Under 8

1. Any rule infringement that would warrant a "penalty-kick" in these divisions will, in stead, result in a "direct" free-kick from the nearest spot outside the penalty area

B. A "penalty-kick" is awarded when a "direct-kick" foul is committed by a defensive player inside his own penalty area.

C. A "penalty-kick" shall be taken from the penalty mark.

D. All players other than the kicker (and the goalie) must be outside the penalty area and not ahead of the ball.

E. The "penalty-kick" shall not be taken until the Referee gives the go-a-head signal (whistle).

F. The opposing goalkeeper must stay on his own goal line, between the goal posts until the ball is kicked. He may, however, move laterally. (side to side)

G. The player kicking the ball must do so in a direct, forward, single motion. (a zigzag or a stop and go approach is illegal)

H. The player taking the penalty kick may NOT play the ball a second time before it has been touched by another player.

I. The ball is considered "in-play" once it has been touched by the kicker and moves forward.

J. For any infringement of this LAW:

By the defending team:

a.- if goal was scored - allow goal to stand.

b.- if a goal was not scored - retake of penalty kick.

By the attacking team (other than the player taking the kick)

a.- if goal was scored- disallow goal, retake penalty kick.

b.- if goal was not scored - no goal, allow play to continue.

By the kicker after the ball is in play:

a.- a player from the opposing team shall take an indirect free kick from the spot where the infringement occurred.

LAW XV - THROW-IN

A. When the "whole of the ball" passes over the "whole of the touch-line" on the ground or in the air, it shall be thrown-in from the point where it crossed the line, by a player of the team opposite to the player who touched it last.

B.- The thrower, at the moment of delivering the ball, must:

1. Face the field of play,
2. Have any part of each foot, on any part of the touch-line or the ground outside the touch-line.
3. Throw the ball from behind and over the head using both hands in a continuous motion. (ball spin is not a consideration as to a proper throw)

C.- The ball is in play as soon as it "breaks the plane of" or crosses the touch line.

1. If the thrower attempts a "throw-in" down the "touch-line", and the ball does not enter the field of play, the "throw-in" shall not be retaken but possession shall be awarded to the other team at the spot where the throw-in was attempted.

D. The thrower may NOT play the ball a second time until it has been touched by another player. A "double touch" by the player "throwing in" results in an indirect free kick by the opposing team

E. If the ball is improperly thrown-in:

1. The Referee should indicate what was wrong with the throw and award a throw-in to the opposing team.
 - a.- Players in under 6; under 8; and under 10 (first half of the season) shall be granted a second chance to complete a proper throw-in. Following the second improper throw-in, the ball is turned over to the opposing team for throw-in.

F. If the "throw-in" spot is not adhered to:

1. Unintentionally - (if the player taking the throw-in is simply unaware where the throw-in spot is) - and the throw-in is quickly completed, the Referee should whistle the play dead and require that the throw-in be taken from the proper spot.
2. Intentionally - (if the player is simply attempting to take advantage of "distance or position") the Referee should whistle the play dead and award a throw-in to the opposing team.

LAW XVI - GOAL-KICK ("6 yard kick" or just plain "6")

A. A goal-kick shall be awarded to the defending team when the "whole of the ball" passes over the goal line (excluding that portion between the goal posts and under the cross-bar), either in the air or on the ground and was last played or touched by an offensive (attacking) player.

The goal-kick shall be taken from anywhere within the goal area.

1. The ball shall not be in play until it has cleared the penalty area.
2. The ball cannot be tapped to the goalkeeper so that he can kick it into play. (The ball is not in play until it clears the penalty area.)
3. Players of the opposing team must remain outside of the penalty area until the ball has cleared the penalty area.

LAW XVI - GOAL-KICK - continued

4. If the ball is not kicked beyond the penalty area, or if it is played (by anyone), while still inside the penalty area, the kick shall be retaken.
5. If the player taking the goal-kick plays the ball a second time:
 - a. inside the penalty area - "retake", the ball was never in play.
 - b. outside the penalty area - Referee should whistle the play dead and award an indirect free kick to the opposing team. (this is a "double tap" of a free-kick)

LAW XVII - CORNER-KICK

- A. A corner-kick shall be awarded to the attacking team when the "whole of the ball" passes over the goal line (excluding that portion between the goal posts and under the cross bar) either in the air or on the ground and was last played by a defensive player.
- B. The ball shall be placed within (including the lines) of the "corner area" at the corner flag nearest where it left the field of play, and kicked from there. The corner flag may NOT be moved, or held.
- C. A goal may be scored directly from a corner kick.
- D. Defending players must remain 10 yards from the ball until it is kicked into play. (this is a free kick)
- E. The ball is considered "in-play" after it has been touched by the kicker.
- F. If the player taking the corner kick plays the ball a second time before it is touched or played by another player, the opposing team shall be awarded an "indirect" free kick from the spot where the infringement occurred. (this is a "double tap" of a free kick)
- G. For any other infringement, the kick shall be retaken.