



Playing Laws

RULEBOOK

SOCCER ASSOCIATION FOR YOUTH, USA

Soccer Association for Youth PLAYING RULES

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**SAY NATIONAL
REFEREE AND RULES COMMITTEE**



SAY Soccer Playing Rules, Fourth Edition
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TX 1-609-922

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If you need a printed copy of the Rulebook, please contact the SAY National Office for assistance.

RULE CHANGES

Text highlighted in **GREY** indicates the new changes or clarifications that are effective at the beginning of the 2021-2022 seasons.

COMMUNICABLE DISEASE PROCEDURE

1. When a player is bleeding, or has an open wound, or has an **excessive** amount of blood on the uniform, the player must immediately leave the game.
2. The bleeding must be stopped, the wound cleaned and covered, and the bloody uniform changed (or adequately cleaned or covered) before the player may be allowed to return to the game.

LIGHTNING POLICY

1. The safety of players and participants is of utmost importance. Soccer fields can be a dangerous place during severe weather.
 - A. You are in danger if you can see lightning.
 - B. You are in danger from lightning if you can hear thunder.
 - C. Lightning often travels sideways as far as 10 miles and can strike away from any rainfall even when skies are blue.
2. In the event of a storm, games and/or practices must be stopped and suspended until the danger has passed using the following **minimum** criteria:
 - A. The sighting of a lightning flash or the hearing of a sound of thunder shall be reason enough to immediately stop and suspend a game or practice session.
 - 1) Do not wait until it rains.
 - 2) Do not try to reach the end of a period or the end of the game.
 - B. Coaches shall take their players to a safe location upon suspension of a game and/or a practice session.
 - C. Following suspension of a game, the Referees shall promptly leave the field to a safe location.
 - D. Play and/or practice shall not be resumed prior to 30-minutes after the last sighting of lightning or the last sound of thunder heard.

MEDICAL JEWELRY POLICY

Any piece of clothing or jewelry that is clearly a medical-alert item must be allowed to be worn and must be secured so as not to be dangerous to other players. Refer to **SAY Playing Rules, LAW 4, Section 7-A-Notes**.

CONCUSSION POLICY

1. As outlined in the SAY National Concussion Policy posted on www.saysoccer.org:
 - A. All coaches and officials, regardless of their age and/or status, will be required to complete a concussion training course every three (3) years.
 - B. This training must be completed prior to being able to participate in any SAY activity, whether it be a practice or a game situation.
2. The policy outlines the "Removal-From" and "Return-to-Play" procedure.
 - A. Namely, any athlete that exhibits signs and symptoms of concussion either during a practice or during a game, **MUST** be immediately removed.
 - B. This athlete **MAY NOT** return to play nor participate in any SAY activity on the same day that the player has been removed (even if a written medical clearance is provided).
3. In addition, the athlete is not permitted to return to play nor participate in any SAY activity until they have been assessed and received written clearance by a physician or by another licensed health care provider.
4. All SAY Areas and Districts are responsible for:
 - A. Developing and distributing the specific criteria which their referees and coaches must follow.
 - B. Monitoring and tracking their referees and coaches regarding their individual compliance with this policy.

NO HEADING POLICY

1. In order to promote a safer playing environment, all players in the 12U / Strikers and younger age divisions are prohibited from deliberately striking a soccer ball with any portion of their head (a.k.a. heading) in both games and practices.
 - A. It is the responsibility of the coaches to restrict any heading activity during practice sessions and to support this No Heading Policy at all other times.
 - B. If a player in a 12U / Strikers or younger division game deliberately heads the ball, the Referee is to stop the game and award an indirect free kick (IFK) to the opposing team in accordance with **LAW 12, Section 3-B** of the SAY Playing Rules.
2. In the 14U / Kickers age division, coaches should limit deliberate heading in practice sessions to a maximum of 15-20 headers and a maximum of 30-minutes total during any 7-day period.
 - A. There are no limits or restrictions on heading in practices or in games for players in the older age divisions.
 - B. Coaches should always instruct, teach, and emphasize the importance of proper techniques for the heading of soccer balls.
3. Heading of the ball is allowed in 14U / Kickers and older age divisions without limitations.

TABLE OF CONTENTS

COMMUNICABLE DISEASE PROCEDURE	2
LIGHTNING POLICY	2
MEDICAL JEWELRY POLICY	2
CONCUSSION POLICY	3
NO HEADING POLICY	3
SAY ORGANIZATIONAL RULES	
<u>RULE 1</u> PLAYER AGE CLASSIFICATIONS	5
<u>RULE 9</u> OFFICIAL PROTESTS	5
<u>RULE 10</u> MINIMUM TEAM FORFEITS	6
<u>RULE 12</u> PLAYER PARTICIPATION	6
<u>RULE 17</u> SYSTEMS OF OFFICIATING	6
SAY PLAYING LAWS - THE LAWS OF THE GAME - GENERAL PREFACE	7
<u>DIAGRAM</u> FULL-SIDED 11 v 11 PLAYING FIELD	7
<u>DIAGRAM</u> SMALL-SIDED 9 v 9 PLAYING FIELD	8
<u>DIAGRAM</u> SMALL-SIDED 7 v 7 PLAYING FIELD	8
<u>LAW 1</u> FIELD OF PLAY	9
<u>LAW 2</u> THE BALL	12
<u>LAW 3</u> PLAYERS AND SUBSTITUTIONS	13
<u>LAW 4</u> PLAYERS' EQUIPMENT	16
<u>LAW 5</u> REFEREES	18
<u>LAW 6</u> ASSISTANT REFEREES	21
<u>LAW 7</u> DURATION OF THE GAME	22
<u>LAW 8</u> THE START AND RESTART OF PLAY	23
<u>LAW 9</u> BALL IN AND OUT OF PLAY	25
<u>LAW 10</u> METHOD OF SCORING	26
<u>LAW 11</u> OFFSIDE	27
<u>LAW 12</u> FOULS AND MISCONDUCT	29
<u>LAW 13</u> FREE KICK	35
<u>LAW 14</u> PENALTY KICK	37
<u>LAW 15</u> THROW-IN	40
<u>LAW 16</u> GOAL KICK	41
<u>LAW 17</u> CORNER KICK	42
APPENDICES	
<u>A</u> GUIDELINES FOR REFEREE UNIFORMS	43
<u>B</u> SAY REFEREE SIGNALS	44
<u>C</u> SAY ASSISTANT REFEREE SIGNALS	45
<u>D</u> OFFSIDE DIAGRAMS	46
<u>E</u> 6U / INSTRUCTIONAL GUIDELINES	51
CHARTS	
<u>RESTARTS: WHEN PLAY IS STOPPED</u>	53
<u>RESTARTS: WHEN BALL LEAVES THE FIELD</u>	54
<u>RESTARTS: GOAL VS. NO GOAL</u>	54
<u>RESTARTS: WHEN OFFENSE IS COMMITTED</u>	55

SAY ORGANIZATIONAL RULES

For a complete copy of SAY Soccer's Organizational Rules, visit the REFEREE section of www.saysoccer.org.

This is not a complete listing of the Organizational Rules. This only contains those rules that a Referee should know before officiating a game.

RULE 1 - PLAYER AGE CLASSIFICATIONS

Age divisions are broken down as follows:

CLASS	DIVISION	AGE (at beginning of year)
ST	4U / Starters	2, 3, & 4
I	6U / Instructional	4 & 5
P	8U / Passers	6 & 7
W	10U / Wings	8 & 9
S	12U / Strikers	10 & 11
K	14U / Kickers	12 & 13
M	16U / Minors	14 & 15
SR	19U / Seniors	16, 17 & 18

RULE 9 - OFFICIAL PROTESTS

- Judgment calls by Referees may not be protested. For example, no **"official protest"** may be made concerning the Referee's judgment as to:
 - Who committed the foul, or EVEN IF a foul was even committed
 - Whether a goal was or was not scored
 - Which team should be awarded the ball when the ball goes out-of-play over the goal lines or the touchlines
 - Allowing or failing to allow an "advantage", etc.
- An **"official protest"** concerning any incidents which occur during the game may be lodged by the head coach, only if it is alleged a SAY PLAYING RULE was incorrectly applied or enforced by the Referee.
- Official Protest Procedure**
 - An informal, but official, verbal protest must be made to the Referee(s) by the head coach at (preferably) or close to, the time of the incident; but in all cases, it must be made before the Referee(s) have left the playing area.
 - A simple or vague complaint about a call or calls will not suffice - the words **"official protest"** must be used, and the reason for the protest must be made clear.
 - If this is done at the time of the incident, a mistake by a Referee can often be easily rectified without the need for any further action.
 - Any coach who has made an official verbal protest may withdraw that protest at any time.
 - The opposing coach must be notified of the protest by the Referee(s) before leaving the playing area.

RULE 10 - MINIMUM TEAM FORFEITS

1. Teams from within the same District must field no fewer than the legally required minimum number of players, as stated in the SAY Playing Rules (i.e. seven (7) players for an 11v11 game and a lesser number for small-sided games) at the scheduled starting time.
2. Teams from out-of-District are allowed a 20-minute grace period and must by that time field at least the legally required minimum number of players as stated in the SAY Playing Rules (i.e., seven (7) players for an 11v11 game and a lesser number for small-sided games).

RULE 12 - PLAYER PARTICIPATION

1. Every player present at the start of the game shall play the equivalent of approximately one-half of the regulation game unless:
 - A. The player is injured prior to the start of the game, and notification of the injury is given to the Referee(s) and the opposing coach before the start of the game.
 - B. The coach has a letter from their District Representative granting permission to withhold the player from the game. This letter must be shown to the Referee(s) and the opposing coach prior to the start of the game.

NOTE: Once the letter is presented to the Referee(s), the player may not participate in that game under any circumstances.
2. It is NOT the responsibility of the Referee(s) to keep track of any player's time in the game. That responsibility belongs to the League Administrators.

RULE 17 - SYSTEMS OF OFFICIATING

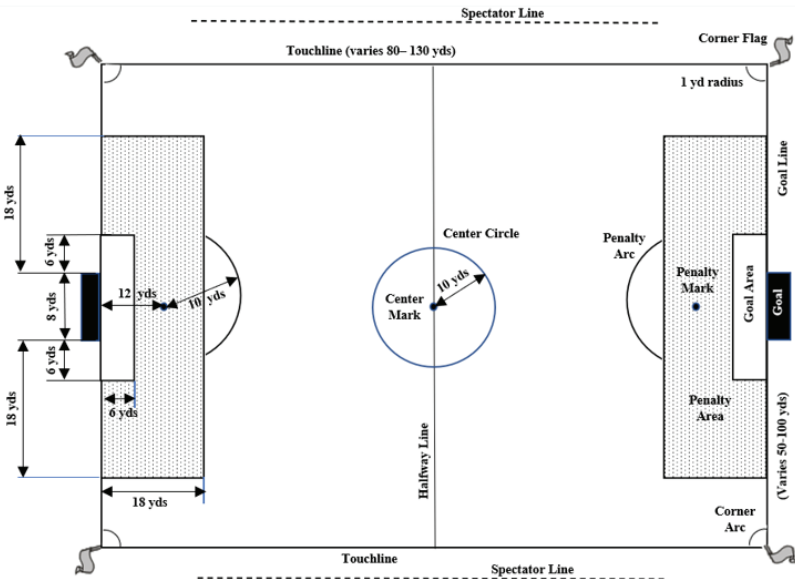
1. In the One Referee System (one whistle) only the Referee shall have authority and responsibility for the calling of fouls and violations using the whistle. Where club lines are used, their duties are to be limited to calling balls in and out of bounds.
2. In the Two Referee System (two whistles) both officials have equal authority and responsibility for the calling of fouls and violations using the whistle on any part of the field at any time.
3. In the Three Officials Systems two options are available:
 - A. The "Diagonal System" (one whistle) with one Referee and two Assistant Referees where:
 - 1) Only the Referee shall have the authority and responsibility for the calling of fouls and violations by using the whistle.
 - 2) The two Assistant Referees shall assist the Referee as described in **LAW 6** of the SAY Playing Rules.
 - 3) The Referee shall accept the calls of an Assistant Referee regarding incidents that do not come under the personal notice of the Referee. However, at all other times, the Referee is not obligated to, and may or may not accept the calls of an Assistant Referee, in accordance with the Referee's own judgment, even if the effect is to nullify or grant a goal.
 - B. The "Modified Diagonal System" (three whistles) is where all three officials shall perform as "Referees" and shall have equal authority and responsibility for the calling of fouls and violations by using the whistle on any part of the field at any time.

SAY PLAYING RULES

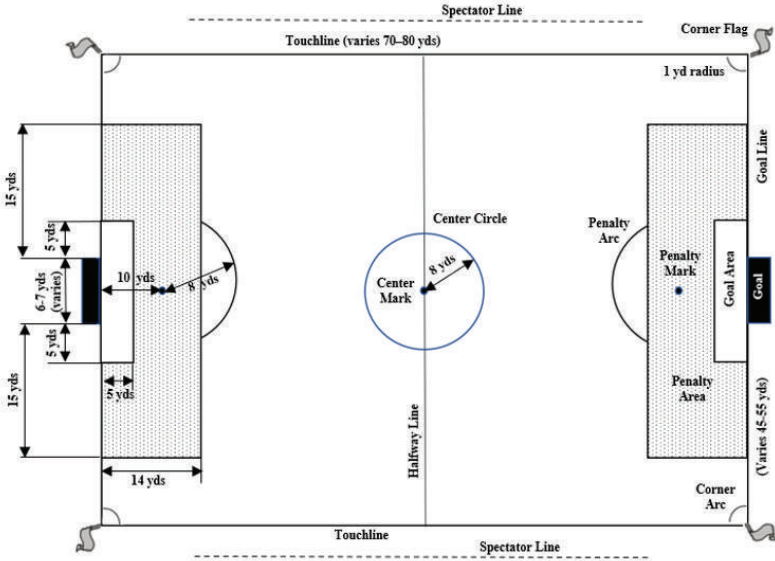
THE LAWS OF THE GAME GENERAL PREFACE

1. The definitive laws of the game of soccer are those of Federation International Football Association Board (IFAB). These laws apply all over the world and provide a standard that governs international competition.
2. U.S. Soccer, the National Collegiate Athletic Association (NCAA), and the National Federation of State High School Associations (NFHS) all have their own set of laws, or rules, which basically conform to the IFAB Laws, but which also have variations unique and appropriate to their organizations.
3. The IFAB Laws of the Game shall apply to SAY play, except as may be amended in these SAY Playing Rules.
 - A. The SAY modifications of the IFAB Laws of the Game are intended to change the nature of the game as little as possible and are primarily directed toward creating a safer game that is more age appropriate for the participants and a means for all players to participate.
 - B. The interpretations of the SAY Playing Rules are the responsibility of the Director of Officials of SAY and, with the approval of the SAY National Board, are binding upon participants in the SAY program.
4. The SAY Playing Rules have been modified in their application to include provisions for small-sided team games at all levels of play. Most of the standard IFAB Laws of the Game still apply.
5. All team members and coaches are subject to these SAY Playing Rules, whether on or off the field-of-play.

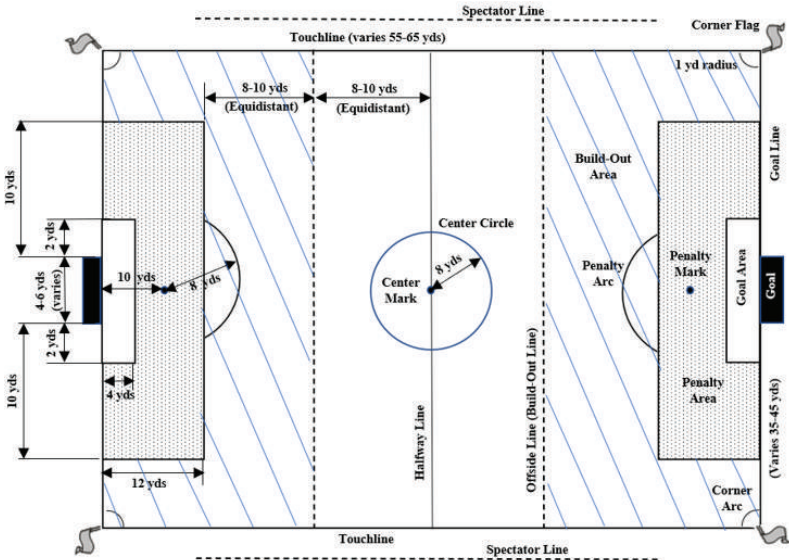
FULL-SIDED 11 v 11 PLAYING FIELD 13U THRU 19U / KICKERS, MINORS, SENIORS



SMALL-SIDED 9 v 9 PLAYING FIELD 12U / STRIKERS



SMALL-SIDED 7 v 7 PLAYING FIELD 8U THRU 10U / PASSERS, WINGS



LAW 1 – FIELD OF PLAY

1. Dimensions

- A. The field of play shall be rectangular.
- B. Recommended field sizes are as follows:
 - 1) **Full-Sided 11v11 Field- 14U / Kickers, 16U / Minors and 19U / Seniors**
 - a) Length - minimum 80 yards, maximum 130 yards
 - b) Width - minimum 50 yards, maximum 100 yards
 - 2) **Small-Sided 9v9 Field- 12U / Strikers**
 - a) Length - minimum 70 yards, maximum 80 yards
 - b) Width - minimum 45 yards, maximum 55 yards
 - 3) **Small-Sided 7v7 Field – 8U / Passers and 10U / Wings**
 - a) Length - minimum 55 yards, maximum 65 yards
 - b) Width - minimum 35 yards, maximum 45 yards
- C. The longer lines shall be called Touchlines.
- D. The shorter lines shall be called Goal Lines.
- E. The size of the field should be related to the age division using it.

2. Marking

A. General

- 1) The field of play shall be marked with distinctive lines, not more than five (5) inches in width.
- 2) Marking must be of some material that is not injurious to eyes or skin.

B. Flags

- 1) A flag on a post at least five (5) feet high and one-half (1/2) inch to one and one-half (1-1/2) inch in diameter having a non-pointed top shall be placed at each corner of the field.
- 2) Similar flags may be used to mark the middle of the field but must be at least one (1) yard outside of the Touchlines.

C. The Halfway Line and Center Circle

- 1) A Halfway Line shall be marked joining the midpoint of each Touchline.
- 2) From the midpoint of the Halfway Line, a circle shall be marked with an appropriate radius:
 - a) Small-Sided 7v7 Fields - eight (8) yards
 - b) Small-Sided 9v9 Fields - eight (8) yards
 - c) Full-Sided 11v11 Fields - ten (10) yards

D. Offside Lines (Build-Out Lines) - Small-Sided 7v7 Fields only

- 1) Offside Lines (Build-Out Lines) shall be marked across the full width of the field between each Touchline and parallel to the Halfway Line on each half of the field.
- 2) The Offside Lines (Build-Out Lines) shall be located equidistant between the Halfway Line and the Penalty Area Line.

3. The Goal Area

A. Full-Sided 11v11 Fields

The Goal Area (20-yds x 6-yds) is marked by lines perpendicular to the Goal Line six (6) yards from the inner side of each goal post, six (6) yards into the field, and joined by a line parallel to the Goal Line.

B. Small-Sided 9v9 Fields

The Goal Area (16-17-yds x 5-yds) is marked by lines perpendicular to the Goal Line five (5) yards from the inner side of each goal post, five (5) yards into the field, and joined by a line parallel to the Goal Line.

C. Small-Sided 7v7 Fields

The Goal Area (8-10-yds x 4-yds) is marked by lines perpendicular to the Goal Line two (2) yards from the inner side of each goal post, four (4) yards into the field, and joined by a line parallel to the Goal Line.

4. The Corner Area

A quarter circle of one (1) yard radius shall be drawn inside each of the four corners of the field.

5. The Penalty Area

A. Full-Sided 11v11 Fields

- 1) The Penalty Area (44-yds x 18-yds) is marked by lines perpendicular to the Goal Line eighteen (18) yards from the inner side of each goal post, eighteen (18) yards into the field, and joined by a line parallel to the Goal Line.
- 2) A Penalty Mark shall be a spot no larger than nine (9) inches in diameter located twelve (12) yards from the Goal Line, opposite the center of the goal.
- 3) From the center of the Penalty Mark, a Penalty Arc having a radius of ten (10) yards shall be marked outside the Penalty Area.

B. Small-Sided 9v9 Fields

- 1) The Penalty Area (36-37-yds x 14-yds) is marked by lines perpendicular to the Goal Line fifteen (15) yards from the inner side of each goal post, fourteen (14) yards into the field, and joined by a line parallel to the Goal Line.
- 2) The Penalty Mark shall be a spot no larger than nine (9) inches in diameter located ten (10) yards from the Goal Line, opposite the center of the goal.
- 3) From the center of the Penalty Mark, a Penalty Arc having a radius of eight (8) yards shall be marked outside the Penalty Area.

C. Small-Sided 7v7 Fields

- 1) The Penalty Area (24-26-yds x 12-yds) is marked by lines perpendicular to the Goal Line ten (10) yards from the inner side of each goal post, twelve (12) yards into the field, and joined by a line parallel to the Goal Line.
- 2) The Penalty Mark shall be a spot no larger than nine (9) inches in diameter located ten (10) yards from the Goal Line, opposite the center of the goal.
- 3) From the center of the Penalty Mark, a Penalty Arc having a radius of eight (8) yards shall be marked outside the Penalty Area.

6. The Goals

- A. The goals are placed at the midpoint of each Goal Line with each upright the same distance from the corner flag.
 - 1) For Full-Sided 11v11 Fields the uprights are twenty-four (24) feet apart (inside measurement), joined by a crossbar eight (8) feet from the ground (to the lower edge).
 - 2) For Small-Sided 9v9 Fields the uprights may be eighteen (18) to twenty-one (21) feet apart (inside measurement), joined by a crossbar six (6) to seven (7) feet from the ground (to the lower edge).
 - 3) For Small-Sided 7v7 Fields the uprights may be twelve (12) to eighteen (18) feet apart (inside measurement), joined by a crossbar six (6) to seven (7) feet from the ground (to the lower edge).

- B. Uprights and crossbar should have the same width.
- C. Goal nets shall be attached to the post and crossbar and fastened to the ground in such a manner as to not interfere with the goalkeeper.
- D. For safety reasons, the goals, including those that are portable, must be anchored securely to the ground.

7. The Build-Out Area - Small Sided 7v7 Fields

- A. The Build-Out Area on each half of the field is located between the Offside Line (Build-Out Line) and the Goal Line and bounded by the two Touchlines.
- B. The Build-Out Areas are designated for use only on the small-sided 7v7 playing fields and shall only be used for 8U / Passers and 10U / Wings matches.

NOTES:

- 1) The goal line should be the same width as the width of the goal posts.
- 2) All field markings are part of the areas they enclose.
- 3) If a crossbar becomes damaged and falls, or is in danger of falling, it must be removed.
 - a) Games may continue with the approval of both coaches.
 - b) The Referee's judgment will determine whether a shot-on-goal would have been under the crossbar, had one been there.
- 4) Goals should be painted white.
- 5) If the field is not adequately lined or if there are no nets on the goals, the game will proceed to the best of the Referee's judgment.
- 6) The field-of-play for Full-Sided 11v11 games and all related equipment shall be as shown on the preceding diagram (page 7).
- 7) The field-of-play for Small-Sided 9v9 and 7v7 games and all related equipment shall be as shown on the preceding diagrams (page 8).
- 8) If the Referee determines the field to be unsafe for play, the game shall be abandoned.

Field Size	Goal (Recommended Dimensions)	
	Height	Width
FULL-SIDED 11v11	8 ft	24 ft
SMALL-SIDED 9v9	6 ft	18 ft
SMALL-SIDED 7v7	6 ft	12ft

LAW 2 – THE BALL

1. The ball shall be spherical.
2. The following ball sizes will be used:

SIZE	DIVISION	AGE
3	4U / Starters	2, 3, & 4
3	6U / Instructional	4 & 5
3	8U / Passers	6 & 7
4	10U / Wings	8 & 9
4	12U / Strikers	10 & 11
5	14U / Kickers	12 & 13
5	16U / Minors	14 & 15
5	19U / Seniors	16, 17 & 18

3. The ball may not be changed during the game without the approval of the Referee(s).
4. If the ball bursts or becomes deflated during play, the game shall be stopped, and play is to be restarted with a dropped ball in accordance with **LAW 8**.

A. If the ball becomes defective at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in, the restart is retaken.

B. If the ball becomes defective during a penalty kick as it moves forward and before it touches a player, crossbar or goalposts the penalty kick is retaken.

LAW 3 - PLAYERS AND SUBSTITUTIONS

1. Recommended Matches

- A. Standard Small-Sided 8U / Passers league matches are to be 7v7 with the league option to play either 4v4 thru 8v8. All matches should be played on Small-Sided 7v7 Fields regardless of number of participating players.
- B. Standard Small-Sided 10U / Wings league matches are to be 7v7 with the league option to play either 6v6 thru 9v9. All matches should be played on Small-Sided 7v7 Fields regardless of number of participating players.
- C. Standard Small-Sided 12U / Strikers league matches are to be 9v9 with the league option to play either 7v7 thru 10v10. All matches should be played on Small-Sided 9v9 Fields regardless of number of participating players.
- D. Standard 14U / Kickers, 16U / Minors and 19U / Seniors league matches are to be Full-Sided 11v11 with the league option to play small-sided 8v8 thru 10v10. All matches should be played on Full-Sided 11v11 Fields regardless of number of participating players.

2. Full-Sided 11 v 11 games will be played by two teams each consisting of:

- A. Not more than eleven (11) players
- B. Not fewer than seven (7) players
- C. One of whom shall be the Goalkeeper

3. Small-Sided games will be played by two teams each using the following criteria:

- A. 4 v 4 games
 - 1) Not more than four (4) players
 - 2) Not fewer than three (3) players
 - 3) Without a Goalkeeper
- B. 5 v 5 games
 - 1) Not more than five (5) players
 - 2) Not fewer than three (3) players
 - 3) Without a Goalkeeper
- C. 6 v 6 games
 - 1) Not more than six (6) players
 - 2) Not fewer than four (4) players
 - 3) With or without a Goalkeeper (only as stipulated by League Rules)
- D. 7 v 7 games
 - 1) Not more than seven (7) players
 - 2) Not fewer than five (5) players
 - 3) One of whom shall be the Goalkeeper
- E. 8 v 8 games
 - 1) Not more than eight (8) players
 - 2) Not fewer than five (5) players
 - 3) One of whom shall be the Goalkeeper
- F. 9 v 9 games
 - 1) Not more than nine (9) players
 - 2) Not fewer than six (6) players
 - 3) One of whom shall be the Goalkeeper

- G. 10 v 10 games
- 1) Not more than ten (10) players
 - 2) Not fewer than six (6) players
 - 3) One of whom shall be the Goalkeeper
4. A player is a team member who has been given permission by the Referee and has entered the field-of-play. All others are substitutes.
5. The following substitutions may only be made with the permission of the Referee:
- A. Both teams may substitute any number of players only at the following times:
 - 1) On a goal kick
 - 2) After a goal
 - 3) During an extended time out (as for an injury)
 - 4) Between periods
 - 5) When the Referee stops the game to issue a caution or send-off
 - B. The team in possession of the ball on a throw-in may substitute any number of players. If the team in possession chooses to substitute, then the opposing team may also substitute any number of players.
 - C. A substitute only becomes a player upon entering the field-of-play after having been acknowledged by the Referee.
 - D. At the moment an acknowledged substitute steps on the field-of-play and becomes a player, the teammate being replaced becomes a substitute (whether on or off the field-of-play).
6. If a substitute or a team official enters the field-of-play without the Referee's permission:
- A. If no interference occurs, the Referee should allow play to continue.
 - B. If interference with play or match official occurs, the Referee shall stop the game:
 - 1) Eject (red card) the substitute or team official
 - 2) Restart play with a direct free kick (DFK) or a penalty kick (PK) where the interference occurred.
7. If a player re-enters the field-of-play without the Referee's permission, the Referee shall stop play:
- A. Caution the player for entering the field-of-play without permission,
 - B. If there was no interference, restart play with an indirect free kick (IFK) from the position of the ball.
 - C. If the player interferes with play or a match official, restart with a direct free kick (DFK) or penalty kick (PK) at the position where the interference occurred.
8. If, after a goal is scored and before play restarts, the Referee realizes an extra member the team scoring the goal (i.e., a player, substitute, or team official), was on the field-of-play when the goal was scored:
- A. The goal must be disallowed.
 - B. Play is restarted with a direct free kick (DFK) to the opposing team
 - C. The DFK is taken at the location of the extra person at the time of the goal
 - D. If unsure of the location of the extra person, the DFK is to be taken in the Goal Area.
9. During the progress of the game, the Referees must be notified specifically before the goalkeeper is changed (except when the change is made between periods).

10. While the ball is in play, if any player on the field changes places with the goalkeeper without the Referee's permission, the Referee:

- A. Will allow play to continue and
- B. Should caution both players when the ball is next out-of-play.

11. A player ejected (red-carded) after the game starts may not be replaced. **The team shall play "short-handed" for the remainder of the game.**

NOTES:

- 1) If a player on a team roster is ejected (red-carded) before the game begins, the team does not have to play "shorthanded".
- 2) After the start of the match, a team with a player joining or rejoining the team that has fewer than the maximum number of players allowed in the game on the field-of-play is in effect playing "shorthanded".
 - a) To enter the game that player shall first draw the attention of the Referee from the Touchline and may then enter or re-enter the field-of-play only with the permission of the Referee.
 - b) The signal from the Referee shall be made by a definite gesture, which makes the player understand that permission has been given to come onto the field-of-play.
 - c) It is not necessary to wait until the game is stopped, but the Referee is the sole judge of the moment in which to give the signal of acknowledgment to enter the game.
 - d) If a team is playing "shorthanded" due to a player having been instructed by the Referee to leave the field-of-play to correct an equipment problem, the player may only re-enter the game when the ball is out-of-play in accordance with **LAW 4, Section 6-B**.

LAW 4 - PLAYER'S EQUIPMENT

1. Prior to the start of any game the Referee(s) shall inspect the players' equipment and ensure their equipment conforms to the requirements of this Law.
2. Any player(s) with equipment that does not conform will be prevented from playing until their equipment is corrected to the satisfaction of the Referee(s).
3. A player shall not wear anything that is dangerous to another player or to one-self.
4. The basic compulsory equipment of a player shall consist of a shirt, shorts, socks, shin-guards, and shoes.

A. Uniform Shirts

- 1) All players on a team must wear shirts with sleeves (short or long) of the same color.
- 2) The goalkeeper must wear a color different than that of either team.
- 3) It is the responsibility of the home team to change to a different color if the two teams are wearing the same color.
- 4) Numbers on shirts are required and must be different for each player.
- 5) When a team must wear alternate shirts, because of a color conflict, such shirts need not be numbered.
- 6) For an unresolved color conflict, the Referee(s) may permit the game to proceed.

B. Shorts

- 1) All players on a team must wear of the same color.
- 2) Sweatpants are acceptable, but they should be worn under the player's shorts.

C. Socks

- 1) Socks must be knee-length
- 2) Both socks must be the same color
- 3) Tape or other covering material should be the same color as that part of the sock it covers

D. Shin-guards

- 1) Shall be made of a suitable material (rubber, plastic, polyurethane or similar substance).
- 2) Shall afford a reasonable degree of protection.
- 3) Must be covered entirely by the socks.

E. Shoes

- 1) Shoes are to be made by well-known manufacturers and designed as soccer footwear.
- 2) Any type of shoe having any number of cleats (rubber, plastic, or metal) that have no sharp edges.
- 3) Gym shoes (no cleats) are acceptable.
- 4) Shoes shall be properly tied (or otherwise appropriately fastened).

5. Personal Equipment

- A. **Illegal / Unsafe Equipment:** The following shall be considered examples of illegal or unsafe equipment and shall not be worn by any player:

- 1) Shin-guards with exposed sharp edges
- 2) Jewelry or watches
- 3) Face or spectacle guards
- 4) Helmets of hard material
- 5) Any type of cast or splint (other than inflated "air" casts or "air" splints), even though covered with soft padding
- 6) Knee brace(s) - unless wrapped and covered with soft padding and approved by the Referee
- 7) Cleats (rubber, plastic, or metal) with sharp or jagged edges
- 8) Foreign objects in the mouth (such as gum or ice), other than internal orthodontic devices

NOTES:

- 1) The foregoing examples are not intended to be all-inclusive. The Referee(s) may determine other equipment to be illegal or dangerous.
- 2) All items of jewelry are normally considered dangerous and must be removed, which shall include:
 - a) Any hard hair beads, hard barrettes or hair clips, hair pins, etc. even if covered with a soft protective helmet.
 - b) Any necklaces, rings or earrings – using tape to cover earrings is not permitted.
 - c) Any loose bracelet and any hard or soft wrist band that is not securely wrapped or taped over.
- 3) However, any item of clothing or jewelry that is clearly medical or religious in nature **must** be allowed to be worn and **must** be secured so as not to be dangerous to other players. For example:
 - a) Bracelet tags should be securely wrapped or taped over so as not to hang loose and to cover any sharp edges.
 - b) Tags worn on a necklace should be taped to the inside of the jersey, so as not to flop loosely during play.
- 4) Nevertheless, the items listed in this **LAW 4, Section 5-A** are to be considered illegal equipment (except noted above) at all times. The wearing or use of these items shall not be permitted at any time, even by agreement between the coaches and the Referee(s).

B. **Legal Equipment:** The following shall be considered examples of legal equipment, and as such may, as noted, be worn by any player:

- 1) Soft headwear such as knit caps
- 2) Goalkeepers may wear goalkeeper gloves
- 3) Goalkeepers may wear a soft-billed cap or a properly fitted and fastened safety helmet, made of foam or other soft material
- 4) Hearing aids
- 5) Eyeglasses with or without a strap
- 6) Soft gloves
- 7) Warm-up suits, hooded sweatshirts, sweatpants and any similar soft apparel - but only if worn under the player's uniform

C. **Facial Covering:** It is permissible for a player to wear a protective cloth face mask (or soft facial covering) while participating in the game, whether it be for health, cold weather or religious reasons.

- 1) It shall solely be the choice of the individual player as to whether they choose to wear a facial covering, i.e., it shall not be a requirement mandated by the SAYArea / District, the league, a local administrator or the coach, etc. unless required by local, state or federal law or by facility regulations.
- 2) Hard face shields (clear plastic) are not acceptable.
- 3) Players may be required to wear a protective face covering before and after the game ... and during the game while in the bench area as a substitute.

6. **PUNISHMENT:** For any infringement of this **LAW 4:**

- A. The player shall be instructed by the Referee to immediately:
 - 1) Adjust their equipment, or
 - 2) Obtain missing equipment, or
 - 3) Leave the field-of-play to correct equipment problem, if corrections on the field are deemed to be impractical.
- B. A player, who has been instructed to leave the field-of-play, shall not return without first reporting to the Referee (or an Assistant Referee), who shall determine if that player's equipment is in order.

LAW 5 - REFEREES

1. It is the SAYArea's responsibility to decide the system of referring to be used within the SAYArea.
2. At least one Referee shall be assigned to officiate at each game.
3. Decisions will be made to the best of the Referee's ability according to these Laws and the "Spirit of the Game."
 - A. Such decisions will be based on the opinion of the Referee,
 - B. The Referee has the discretion to take appropriate action accordingly.
4. The authority and the exercise of the powers granted to the Referee(s) by these Laws commence as soon as they enter the field-of-play.
 - A. The power of penalizing shall include offenses committed when play has been temporarily suspended, or when the ball is out-of-play.
 - B. A Referee's decision on points of fact shall be final.
5. The Referee shall:
 - A. Enforce the Laws.
 - B. Refrain from penalizing in cases where doing so would be giving an advantage to the offending team.
 - C. Act as the official timekeeper.
 - D. Have the authority to stop the game for any violations of the Laws and to suspend or terminate the game if weather conditions or actions of spectators or players indicate a stoppage is necessary.
 - 1) A Referee may refuse to start a game, or may stop it once play has started, if in the Referee's judgment, the condition of the field is such as to endanger the players.
 - 2) In the event of a storm, play must be stopped and suspended until the danger has passed using the following minimum criteria:
 - a) The sighting of a lightning flash or the hearing of the sound of thunder shall be reason enough to stop and suspend a game **immediately**.
 - b) Play shall not be resumed prior to 30-minutes after the last sighting of lightning or the last sound of thunder heard (***See Lightning Policy on Page 2***).
 - 3) When a stoppage results in the game being suspended or terminated, reasons should be reported to the League Administrator.
 - E. Caution (and show a yellow card) to any player or team official (coach) guilty of misconduct or any cautionable offense, and
 - 1) Eject (first show a yellow card, then show a red card) to any team official (coach) who persists in misconduct.
 - 2) Send-off (first show a yellow card, then show a red card) to any player who persists in misconduct or is guilty of any second cautionable offense.
 - F. Eject (and show a red card) to any player or team official (coach) who is guilty of a send-off offense. All ejections should be reported promptly to the League Administrator.
 - G. Allow no one other than the active players and Assistant Referees to enter the field-of-play without permission.

- H. Stop the game if a player is injured, but not during a drive on goal, unless the injury appears to be serious.
- 1) The nearest official is obliged to quickly check the conditions of the injured player.
 - 2) The Referee need only have reason to believe a player is seriously injured to stop the game, even if there is a drive on goal.
- I. The Referee will ensure any player with visible blood or bleeding leaves the field of play. **(See “Communicable Disease Procedure” on Page 2).**
- J. Signal for the restart of the game after any stoppage.
- 1) A “quick” free kick (IFK or DFK) may be taken as soon as the ball is properly placed, without a whistle.
 - 2) The Referee(s) may delay such a “quick” free kick at their discretion, upon which the restart must be with a whistle.
 - 3) A signal with the whistle
 - a) May or may not be given after a substitution,
 - b) Shall be given after an extended time out, for the taking of a penalty kick and for the taking of a kick-off.
- K. Restart the game with a dropped ball in accordance with **LAW 8, Section 2:**
- 1) After an injury (no foul having been committed),
 - 2) After unresolved Referee decisions (such as when the Referee blows the whistle by mistake),
 - 3) After any stoppage of play due to the condition of the field, its equipment, or the elements, but only after such conditions are remedied or the danger passed to the satisfaction of the Referee,
 - 4) When the Referee is uncertain which team last touched the ball prior to it going over the touchline or goal line (but not between the goal posts).
- L. Use appropriate hand signals ... see **Appendix B**.
- M. Approve any ball that is to be used in the game.

NOTES:

- 1) **Referees are discouraged from issuing cautions or ejections to 8U / Passers and younger players. The Referee should talk to the player and / or the coach in an attempt to resolve the misbehavior before the issuing of cards.**
- 2) In 8U / Passers and 10U / Wings matches, it is recommended all infractions be briefly explained by the Referee to the offending player.
- 3) A Referee may reverse a decision as long as they have not allowed play to be restarted.
- 4) A Referee’s decision may not be changed once the Referee has signaled the end of a half and left the field-of-play, i.e., during the half-time interval or after the game.
- 5) If the “advantage clause” has been applied, and the advantage that was anticipated does not develop at that time, the Referee shall whistle and penalize the original offense.
- 6) Games may not be forfeited by Referees. Conditions indicating a possible forfeit must be reported to the League Administrators for a decision.

- 7) It is the duty of the Referee(s) to penalize only deliberate breaches of the Law.
 - a) Games should be played with as little interference as possible.
 - b) Constant whistling for trifling and doubtful breaches produces bad feeling and loss of temper on the part of the players and spoils the pleasure of spectators.
- 8) If a player or players, either on the same team or on opposing teams simultaneously commit two violations, one of which calls for an indirect free kick (IFK), and the other of which calls for a direct free kick (DFK), the DFK shall be awarded.
- 9) If two players from opposing teams simultaneously commit two violations, each of which calls for the same type of free kick (IFK or DFK), the Referee, exercising a reasonable discretion may either:
 - a) Allow play to continue, or
 - b) Stop play, admonish, caution or eject either or both players, as may be appropriate, and restart the game with a dropped ball, in accordance with **LAW 8, Section 2**.
- 10) During the course of the game, all coaches may coach their players from the Touchline, subject to the following:
 - a) Coaching shall be limited to verbal communications with the players of the coach's team.
 - b) Megaphones, bullhorns, etc. may not be used.
 - c) No coaching or comments shall be directed to the players or coaches of the opposing team.
 - d) For any violation of the above, the offending coach shall be cautioned and shown a yellow card.
- 11) All team officials and coaches must remain on the side of the field where the team's substitutes are situated.
 - a) If both teams are on the same side, between the Halfway Line and the Penalty Area line
 - b) If the teams are on opposite sides, between the Penalty Area lines.
- 12) Disqualified players, substitutes and team officials (coaches) may not participate any further in the game.
 - a) When any player is sent-off (red carded) they may not be replaced and the team will play "short-handed" (**See LAWS 3-11**).
 - b) When a substitute is sent-off (red carded) the team will not play "short-handed".
 - c) Any player or substitute who has been disqualified (red carded) shall remain in the team area under the supervision of the team officials(coach).
 - d) A team official (coach) shall be ejected and shown a red card upon receiving a second caution.
 - e) A team official (coach) shall be ejected and shown a red card upon exhibiting any excessive unruly behavior.
 - f) Any team official (coach) who has been disqualified (red carded) shall leave the immediate playing area, i.e., "out-of-sight and out-of-sound".
- 13) Required referee equipment:
 - a) Whistle(s)
 - b) Watch(es)
 - c) Red and yellow cards
 - d) Notebook and pen/pencil (or other means to keep a record of the match)
- 14) Guidelines for referee uniforms can be found in **Appendix A**.

LAW 6 – ASSISTANT REFEREES (AR)

1. If only one Referee is available to officiate a game, the Referee may appoint two “club lines” to assist, but their only responsibility shall be to indicate when the ball goes out-of-bounds.
2. Two trained, neutral Assistant Referees may be appointed by the Referee Administrator, whose duty (subject to the decision of the Referee) shall be to indicate:
 - A. When the ball is out-of-play
 - B. Which side is entitled to a corner kick, goal kick, or throw-in
 - C. When a substitute is desired
 - D. When a player may be penalized for being in an offside position
 - E. When a foul, misconduct, or other incident has occurred out of the vision of the Referee.
3. The Assistant Referee(s) shall operate under the direction of the Referee and also assist the Referee to control the game in accordance with the Laws.
4. The Referee should provide the Assistant Referees with flags to be used in the game.
5. In the event of undue interference or improper conduct by an Assistant Referee
 - A. The Referee shall dispense with their services
 - B. Arrange for a substitute (or a club line) to take their place
 - C. Shall report the matter to the competent authority.

LAW 7 - DURATION OF THE GAME

1. All games will be played in periods of either four (4) equal quarters or two (2) equal halves, as determined by the leagues, with a kick-off to begin each period.
 - A. Teams will change ends the beginning of each period.
 - B. Teams will alternate kicking off at the beginning of each period
 - 1) The team kicking off in the 1st quarter will kick off in the 3rd quarter.
 - 2) The team kicking off in the 2nd quarter will kick off in the 4th quarter.

2. Time of the periods shall be as follows:

Division	Time Periods
8U / Passers	10-minute quarters or 20-minute halves
10U / Wings	12-minute quarters or 24-minute halves
12U / Strikers	15-minute quarters or 30-minute halves
14U / Kickers	15-minute quarters or 30-minute halves
16U / Minors	20-minute quarters or 40-minute halves
19U / Seniors	20-minute quarters or 40-minute halves

3. Intervals between the 1st + 2nd quarter and the 3rd + 4th quarters will be one (1) minute. The half-time interval will be five (5) minutes.
4. Allowances shall be made (added time) within each period for **all playing** time lost through injury, substitution, wasting time or other causes.
 - A. The amount of time to be added at the end of the period shall at the discretion of the Referee.
 - B. This time may not be added to a different period.
 - C. **The Referee is to make allowances for time lost due to safety-oriented stoppages permitted by the SAYArea / District or competition rules:**
 - 1) "Drink" breaks should not exceed one (1) minute
 - 2) "Cooling" breaks should be about three (3) minutes.
5. A period shall be extended to permit the taking of a penalty kick, which was awarded before time ran out.
6. Time may not be extended for the taking of any other free kick restarts.
7. Play ends when time (which includes added time) runs out, regardless of the position or motion of the ball at that time.
8. If a game has been stopped for any reason, and it cannot be restarted:
 - A. It must be rescheduled in its entirety, if less than one-half has been played
 - B. It shall be considered an official game, if at least one-half has been played.

LAW 8 – THE START AND RESTART OF PLAY

1. KICKOFF

- A. Prior to the game, choice of ends shall be decided by the toss of a coin.
 - 1) The team winning the toss will choose whether to kick-off or decide which goal to attack during the first period
 - 2) Depending on the winner's choice, the other team shall take the kick-off or decide which goal to attack in the first period
 - 3) The team that decided which goal to attack in the first period shall take the kick-off to start the second period
- B. Upon the Referee's whistle, the game is started or restarted by a player taking a kick from the center mark. For every kick-off:
 - 1) All the players of each team, **except the player taking the kick-off**, must be in their team's half of the field, i.e., the kicker (and only the kicker) may be entirely in the opponents' half of the field at the taking of the kick.
 - 2) The players of the opposing team must be outside the center circle.
- C. On a kick-off, the ball is in play when it is kicked in any direction and clearly moves.
- D. The kicker may not play the ball again until it has been touched by another player.
 - 1) For playing the ball twice in succession, an indirect free kick (IFK) is awarded to the opposing team
 - 2) **If the second touch is a handball offense, a direct free kick (DFK) is awarded to the opposing team**
 - 3) Free kick restart to be taken at the point where it was touched the second time.
- E. A goal may be scored directly (first touch) against the opponents from a kick-off.
- F. If the ball is kicked directly (first touch) into the kicker's own goal, a corner kick is awarded to the opponents.
- G. After a goal has been scored, the game is restarted with a kick-off by the opposing team.

2. DROPPED BALL

- A. On any occasion where it is necessary for the Referee to temporarily stop a game, while the ball was in play, for any reason not mentioned elsewhere in these Laws, play is restarted with a dropped ball at the location where the ball was when play was stopped.
 - 1) The ball is dropped for the defending team goalkeeper in the Penalty Area if, when play was stopped:
 - a) The ball was in the Penalty Area
 - b) The last touch of the ball was in the Penalty Area
 - 2) In all other cases, the Referee drops the ball for one player of the team that last touched the ball at the place where it last touched a player, outside agent, or match official as per **LAW 9, Section 1-C**.
 - 3) All other players (of both teams) must remain at least four (4) yards from the ball until it is in play.
- B. A dropped ball shall be in play when it makes contact with the ground.
 - 1) If a player touches the ball before it makes contact with the ground, the Referee shall drop the ball again.
 - 2) If a dropped ball leaves the field-of-play (including into the goal) after it makes contact with the ground and before being touched by any player, the Referee shall drop the ball again.

- 3) If a dropped ball is kicked directly (first touch) into the opponents' goal, a goal shall not be awarded, and the game will restart with a goal kick by the opposing team.
- 4) If a dropped ball is kicked directly (first touch) into the team's own goal, a goal shall not be awarded, and the game will restart with a corner kick by the opposing team.
- 5) The ball must be touched by at least two different players (on either team) in order for a goal to be awarded.

3. SMALL-SIDED 7v7 BUILD-OUT AREA – 8U / Passers & 10U / Wings

- A. Players on the opposing team must move outside the Build-Out Area:
 - 1) On all goal kicks
 - 2) On any defensive free kick taken anywhere within the Build-Out Area (and opposing players must also move and remain at least 8-yards from the ball)
 - 3) Whenever the goalkeeper gains possession of the ball with their hands during play.
- B. The opposing team's players must remain outside the Build-Out Area until the ball is put back into play on all restarts taken within the Build-Out Area by the defending team.
 - 1) On goal kicks the ball is in play when it is kicked and clearly moves.
 - 2) On free kicks (DFK or IFK) taken from within the Penalty Area or taken from outside the Penalty Area the ball is in play when it is kicked and clearly moves.
 - 3) On goalkeeper possession, the ball is in play when:
 - a) The ball is placed on the ground and kicked.
 - b) The goalkeeper releases the ball by rolling it into play.
 - c) The goalkeeper releases the ball by throwing it into play.
- C. Goalkeepers have six (6) seconds to put the ball back into play once the ball is in their possession and all opposing players have moved outside the Build-Out Area.

D. After releasing the ball into play, the goalkeeper within their own Penalty Area:

- 1) In 10U / Wings may not touch the ball again with their hand(s) until it has been touched or played by another player.
- 2) In 8U / Passers is allowed to touch the ball again with their hand(s) at any time.

- E. After the ball is put back into play, the opposing team's players may then move into the Build-Out Area and play resumes as normal.
- F. Opponents who enter the Build-Out Area before the ball is put back into play are guilty of encroachment. The Referee should stop play and restart with an indirect free kick (IFK) at the spot of the encroachment.
- G. Goalkeepers are not allowed to punt or drop-kick the ball. If the goalkeeper punts or drop-kicks the ball, an indirect free kick (IFK) is awarded to the opposing team at the spot of the offense.
- H. At any time, the defending team may put the ball back into play before their opponents have moved outside the Build-Out Area, but by doing so they accept the positioning of their opponents and the consequences of how play resumes.

4. OTHER RESTARTS

- A. Offences that occur when the ball is not in play do not change how play is restarted.
- B. Free kick (DFK or IFK), penalty kick, goal kick, and corner kick restarts are covered in **LAWS 13 thru 17**.

LAW 9 - BALL IN AND OUT-OF-PLAY

1. The ball is out-of-play when:
 - A. The whole of the ball completely passes over the entire Goal Line or Touchline, whether on the ground or in the air.
 - B. The game has been stopped by the Referee, including when the Referee accidentally blows the whistle.
 - C. It touches the Referee or an Assistant Referee and:
 - 1) The ball changes direction, or
 - 2) The ball goes directly into the goal, or
 - 3) The team in possession of the ball changes, or
 - 4) A team starts a promising attack
 - 5) In each of these cases, play is restarted with a dropped ball in accordance with **LAW 8, Section 2.**
2. The ball remains in-play at all other times when:
 - A. It rebounds onto the field from the goal post, cross bar, or corner flag-post.
 - B. It touches the Referee or Assistant Referee and does not change its direction.
 - C. There may be an apparent violation, but no signal has been given by the Referee.

LAW 10 – METHOD OF SCORING

- 1) Except as otherwise provided by these Laws, a goal is scored when the whole of the ball passes completely over the Goal Line, between the goal posts and under the crossbar.
- 2) A goal shall not be awarded if the goalkeeper throws the ball directly into the opponent's goal. Play is to be restarted with a goal kick.
- 3) The team scoring more goals shall be the winner. If there are no goals, or an equal number of goals are scored by each team, the game shall be a draw.

NOTES:

- 1) A goal shall not be allowed if the whole of the ball has not crossed the entire Goal Line.
- 2) If an "outside agent" interferes with play or touches the ball, play shall be stopped.
 - a) Anyone not named on the team list as a player, substitute or team official, is considered to be an "outside agent",
 - b) "Outside agent" also includes an extra ball, other object or animal.
 - c) The Referee or Assistant Referee are not considered as "outside agents".
 - d) The game shall be restarted with a dropped ball in accordance with **LAW 8, Section 2**, at the location where the ball came into contact with the interference.
 - e) A goal shall not be awarded when the ball touches an "outside agent" if the ball:
 - (1) Never enters the goal.
 - (2) Changes its direction causing the ball to enter the goal.
 - f) If a ball is going into the goal, a goal is to be awarded (even if contact is made with the ball), only if:
 - (1) The ball continues on into the goal
 - (2) The interference does not prevent a defender from being able to play the ball.
- 3) If a substitute or a team official enters the field-of-play without the Referee's permission and interferes with play, play shall be stopped.
 - a) The game shall be restarted with a direct free kick (DFK) or a penalty kick (PK) depending upon where the interference occurred.
 - b) A goal is be awarded if the ball touches a substitute or team official **of the defending team** and continues on into the goal (i.e., a goal can be awarded against the team interfering with play).
 - c) A goal shall not be awarded if the ball touches a substitute or team official of the attacking team and continues on into the goal (i.e., a goal cannot be awarded to the team interfering with play).
 - d) A goal shall not be awarded if the ball touches a substitute or team official **from either team** and never enters the goal.
- 4) A goal may not be awarded if the ball touches the Referee or Assistant Referee, which then changes its direction and enters the goal [**See LAW 9, Section 1-C**].
- 5) The Referee may not award a goal unless in a position to observe and be certain the ball has completely crossed the Goal Line, or an Assistant Referee is in such a position and signals that fact to the Referee.
- 6) When the Referee signals a goal before it has wholly crossed over the goal line:
 - a) No goal is to be awarded
 - b) Play is restarted with a dropped ball
 - c) The ball is dropped to the goalkeeper on the Goal Area line

LAW 11 – OFFSIDE

1. **The Offside LAW shall not apply to any 8U / Passer division games.**
2. A player is in an “offside position” at the moment the ball is played or touched by a teammate. If any part of their head, body or feet is:
 - A. Nearer the opponents’ goal line than the ball, **and**
 - B. In the opponents’ half of the field (excluding the Halfway Line), **and**
Exception: 10U / Wings division – in the opponent’s Build-Out Area
 - C. Closer to the opponents’ Goal Line than the second-to-last opponent.
3. A player who is even with the second-to-last opponent or with the last two opponents is not in an “offside position”.
4. The hands and arms of all players are not included when judging “offside position”.
5. The **offside offense** may only be called against a player who is in an “offside position” and subsequently becomes involved in active play by:
 - A. Interfering with play, **or**
 - B. Interfering with an opponent, **or**
 - C. Having gained an advantage by being in that position. A player gains an advantage by playing (touching) the ball or interfering with an opponent when:
 - 1) The ball rebounds or deflects off the goalpost, crossbar, or an opponent
 - 2) An opponent (goalkeeper or defender) deliberately stops, or attempts to stop, a ball which is going into or very close to their goal.
6. A player shall not be declared offside:
 - A. Merely because of being in an “offside position”, **or**
 - B. If the player receives the ball directly from
 - 1) A goal kick
 - 2) A corner kick
 - 3) A throw-in
 - C. If the player receives the ball having been last **played** by an opponent.
7. **PUNISHMENT:** If a player is declared offside, the Referee shall award an indirect free kick (IFK) to the opposing team subject to the overriding conditions of **LAW 13**.
 - A. The kick shall be taken by an opponent from the place where the offside offense occurred.
 - B. The offense occurs where the offside player becomes involved in active play, i.e., where the player touches the ball or interferes with an opponent.
 - 1) This includes if the offense occurs in the player’s own half of the field.
 - 2) In a 10U / Wings division this includes outside the opponent’s Build-Out Area.

NOTES:

- 1) The “**offside position**” shall be judged at the moment when the ball was last played or touched by a teammate, but the **offside offense** occurs when and at the location where the player in question becomes actively involved in play.

- 2) Players, who are not in an offside position at the moment when the ball is last played or touched by a teammate, do not commit an offside offense if they move forward ahead of the ball or past the next-to-last defender during the flight of the ball.
- 3) A defending player, who leaves the field-of-play, shall be considered to be on the Goal Line or Touchline for the purpose of judging offside.
- 4) When a player in an "offside position" moves towards the ball with the intention of playing it:
 - a) Is fouled before interfering with the play or an opponent
 - b) The foul should be penalized with a free kick (IFK, DFK or PK)
 - c) The foul occurred before the offside offense materialized.
- 5) ***In 10U / Wings division games, players are not in an offside position when they are completely within the area between the two Offside Lines (Build-Out Lines) and thus cannot be guilty of being offside.***
- 6) ***In 10U / Wings division games, attacking players are in an offside position only when they are in an opponent's half of the field between the Offside Line (Build-Out Line) and the Goal Line, i.e., within the Build-Out Area.***

LAW 12 – FOULS AND MISCONDUCT

1. Direct free kicks (DFK) and indirect free kicks (IFK) (**LAW 13**) and penalty kicks (PK) (**LAW 14**) can only be awarded for fouls and misconduct offenses committed while the ball is in play.
2. **In the 8U / Passers division all fouls (including within the Penalty Area) shall result in an indirect free kick (IFK) restart.**
3. **Direct Free Kick (DFK)**
 - A. A direct free kick (DFK) is awarded to the opposing team if a player inside the field-of-play commits any of the following seven (7) offenses, while the ball is in play, in a manner considered by the Referee to be careless, reckless, or involving disproportionate force:
 - 1) Kicks (or attempts to kick)
 - a) An opponent
 - b) The ball while in the possession of the goalkeeper
 - 2) Strikes (or attempts to strike) an opponent
 - a) A goalkeeper throwing the ball vigorously at an opponent
 - b) A goalkeeper pushing an opponent with the ball while still holding it
 - 3) Trips (or attempts to trip) an opponent
 - 4) Jumps at an opponent
 - 5) Charges an opponent
 - 6) Pushes an opponent
 - 7) When tackling or challenging an opponent, to gain possession of the ball, makes contact with the opponent:
 - a) Before contact is made with the ball
 - b) On any tackle or challenge made from outside peripheral vision (the rear 180 degrees) of the opponent, even if first contact is with the ball
 - B. A direct free kick (DFK) is also awarded to the opposing team if, while the ball is in play, a player inside the field-of-play commits any of the following six (6) offenses:
 - 1) Holds an opponent
 - 2) Bites or spits at anyone
 - 3) Obstructs an opponent with contact
 - 4) Throws or kicks an object at the ball, opposing player or match official
 - 5) Contacts the ball with a held object (including the goalkeeper)
 - 6) Handles the ball
 - a) Deliberately carries, strikes, or propels the ball with their hand or arm, i.e., moves their hand or arm towards the ball.
 - b) This does not apply to goalkeepers within their own Penalty Area.
 - c) When the ball touches their hand or arm which has been extended into an unnatural position.
 - d) When the ball goes **directly** into the goal after touching an attacking player's hand or arm, **even if accidental.**
 - e) When a player immediately scores a goal after the ball has touched their hand or arm, **even if accidental.**

NOTE: Not every touch of a player's hand or arm with the ball is an offense.

- C. A direct free kick (DFK) or penalty kick (PK) is awarded to the opposing team when a DFK offense is committed:
- 1) While the ball is in play
 - 2) Inside the field-of-play
 - 3) By a player
 - 4) Against a teammate, substitute, team official or match official.
- D. If an offense involves contact, it is penalized with a direct free kick (DFK) or penalty kick.
- 1) "Careless" is when a player commits an offense, which is typically unintentional and the result of inattentiveness, poor judgment, or lack of skill or timing in an attempt to make a play on the ball.
 - 2) "Reckless" is when a player disregards (ignores) the danger to, or consequences for, an opponent. The player should be cautioned (Yellow Card)
 - 3) Using "disproportionate force" is when a player exceeds the necessary use of force and endangers the safety of an opponent. The player should be ejected (Red Card).
- E. The direct free kick (DFK) shall be taken by the opposing team in accordance with criteria outlined in **LAW 13**.

4. **Penalty Kick:**

- A. Should a player of the defending team commit one of the above direct free kick (DFK) offenses within their own Penalty Area, a penalty kick (PK) shall be awarded and taken by the opposing team in accordance with criteria outlined in **LAW 14**.
- B. If the ball is in play, a penalty kick (PK) shall be awarded whenever any direct free kick (DFK) offense is committed within the Penalty Area, irrespective of the position of the ball.

5. **Indirect Free Kick (IFK):**

The commission of any of the following offenses will result in the award of an indirect free kick (IFK), taken by the opposing team at the point of the offense subject to the overriding conditions of **LAW 13**.

A. **DANGEROUS PLAY:**

- 1) Playing in a manner that could result in injury to any other player or to oneself.
- 2) "Dangerous Play" is a judgment call. The following are examples only and are not exclusive:
 - a) Raising the foot, in an attempt to play the ball, to the level of another player's chest or higher when any other player is in normal position
 - b) Using a double kick (scissors or bicycle) within playing distance of another player (teammate or opponent)
 - c) Lowering the head to the level of the waist or lower in an attempt to head the ball in the presence of another player
 - d) Playing or attempting to play the ball while lying on the ground within playing distance of another player

B. **HEADING THE BALL RESTRICTIONS:**

- 1) When a player in an 8U / Passers through 12U / Strikers game **deliberately** strikes the ball with any portion of their head
 - a) An indirect free kick (IFK) is to be awarded to the opposing team from the spot of the infraction.
 - b) If the infraction is committed by a defensive player within their own Penalty Area, the IFK is to be taken with the ball placed on the nearest part of the **Penalty Area Line**, which runs parallel to the Goal Line, at the point nearest to where the offense was committed.

- c) Such a deliberate act is considered the same as a dangerous play offense.
- d) A player shall not be cautioned nor sent-off for persistent infringement, as a result of a heading infraction.
- e) A player shall not be cautioned nor sent-off for denying an obvious goal scoring opportunity, as a result of a heading infraction.

- 2) If a player does not deliberately play or attempt to play, then no offense has occurred, and play should continue.

C. SLIDE TACKLING FROM BEHIND WITH NO CONTACT:

A slide tackle made from outside the peripheral vision (the rear 180 degrees) of an opponent in control of the ball where no contact is made with either the ball or the player.

D. CHARGING UNFAIRLY:

- 1) When shoulder-to-shoulder contact is made with an opposing player, but
 - a) Each player does not have at least one foot on the ground
 - b) The ball is not within playing distance of the involved players
- 2) The contact is not reckless or using excessive force

E. OBSTRUCTION:

When a player not playing the ball, intentionally interposes their body to impede an opponent's movement (without contact).

F. FOULS AGAINST GOALKEEPER:

- 1) Charging a goalkeeper while the ball is in the goalkeeper's possession
- 2) Attempting to kick the ball in the goalkeeper's possession.
- 3) Charging the goalkeeper In the Goal Area, whether or not the ball is in the goalkeeper's possession.

G. IMPROPER CLEARING OF THE BALL BY THE GOALKEEPER:

- 1) Goalkeepers may run or walk with the ball and take any number of steps while inside their Penalty Area, and there is no excessive delay in clearing the ball.
- 2) For 12U / Strikers, 14U / Kickers, 16U / Minors, and 19U / Senior divisions:
 - a) The goalkeeper from the moment they take full control of the ball with their hands, may take no more than six (6) seconds before releasing it back into play
 - b) While holding, bouncing or throwing the ball in the air and catching it again the goalkeeper has not yet released it back into play.
- 3) The goalkeeper, having released the ball into play, may not touch the ball again with their hand(s) until it has been touched or played by another player. **(For 8U / Passers and 10U / Wings divisions see LAW 8, Section 3-D).**
- 4) On any occasion when a teammate deliberately kicks the ball, or throws the ball (on a throw-in) directly to their own goalkeeper:
 - a) Goalkeeper is not permitted to touch it with their hands
 - b) If the goalkeeper does touch the ball with their hands, an indirect free kick (IFK) shall be given:
 - (1) To the opposing team
 - (2) At the place where the offense occurred
 - (3) In accordance with the overriding conditions of **LAW 13**.
 - c) **Exception: This rule does not apply to 8U / Passers.**
- 5) **8U / Passers and 10U / Wings goalkeepers are not allowed to punt or drop-kick the ball. (See LAW 8, Section 3-G).**

NOTES:

- 1) "Possession" by the goalkeeper is having control, even if only with one hand.
 - a) One hand includes any part of the arm from the fingertips to the shoulder.
 - b) Holding the ball with both hands,
 - c) Trapping the ball between one hand and any surface (e.g., the ground, a goalpost, the goalkeeper's body),
 - d) Holding the ball in an outstretched open palm.
- 2) Charging of the goalkeeper in the Goal Area or when the ball is in goalkeeper's possession or attempting to kick a ball that is in the goalkeeper's possession should be punished by a caution or ejection, the choice to be subject to the Referee's judgment.
- 3) If a player impedes the progress of the opposing goalkeeper, in an attempt to prevent the goalkeeper from putting the ball back into play, the Referee shall award an indirect free kick (IFK).
- 4) If a player places their body between the ball and an opponent without touching it in an endeavor not to have it played by an opponent, the player is considered to be shielding the ball. As such this player does not violate **LAW 12, Section 5-E** above, as long as the ball remains within playing distance.
- 5) Restarts for offenses, which occur off the field-of-play, are covered in **LAW 13, Section 11**.

6. CAUTION - YELLOW CARD

A. A caution SHALL be administered:

- 1) If a player enters or leaves the field of play without the Referee's permission
- 2) If a player persistently violates the Laws of the Game
- 3) If a player, substitute, or team official (coach) shows dissent by words or action with any decision of the Referee
- 4) If a player or substitute engages in unsporting behavior:
 - a) Attempts to prevent a throw-in from being taken
 - b) Attempts to prevent a goalkeeper from clearing the ball
 - c) Uses inappropriate language or gestures
 - d) Leans on the shoulders of a teammate in order to head the ball
 - e) Goalkeeper intentionally lies on the ball longer than necessary
- 5) When is restarted an opposing player fails to respect the required distance, or otherwise delays the restart of play.
- 6) When a player **within their own Penalty Area** denies the attacking team an obvious goal-scoring opportunity
 - a) Commits an offense resulting in a penalty kick
 - b) When attempting to make a play on the ball
 - c) And it is not an offense punishable by a red card
- 7) If a player deliberately handles the ball:
 - a) In an attempt to score a goal (successfully or not)
 - b) In an unsuccessful attempt to prevent a goal
 - c) To interfere with or stop a promising attack
- 8) If a player commits a direct kick offense in a reckless manner.

B. The Referee does not necessarily need not stop the game to administer a caution.

- 1) The advantage clause may be invoked
- 2) The caution will be administered as soon as play stops.

- C. If the Referee stops the game solely for the purpose to administer a caution:
- 1) The game shall be restarted by an indirect free kick (IFK)
 - 2) The IFK shall be taken by a player of the opposing team
 - 3) The IFK to be taken from the place where the ball was when the Referee stopped the game, subject to the overriding conditions of **LAW 13**.
- D. When play is stopped and a player is cautioned
- 1) The cautioned player may remain in the game
 - 2) The cautioned player may be replaced at the discretion of the coach
 - 3) If replaced, the cautioned player may return at the team's next substitution opportunity.

7. **SEND OFF - Red CARD:**

- A. A player or substitute shall be ejected from the game for:
- 1) Violent conduct, i.e., when a player uses or attempts to use excessive force (regardless of whether contact is made) against anyone.
 - 2) Serious foul play, i.e., a tackle or challenge that endangers the safety of an opponent or uses excessive force.
 - 3) Deliberately handling the ball (other than the goalkeeper within their own Penalty Area)
 - a) That denies their opponent a goal
 - b) That denies an obvious goal-scoring opportunity
 - 4) Interfering with an opponent who is **outside the Penalty Area**
 - a) When the opposing player is moving toward their opponent's goal
 - b) By committing any offense punishable by a free kick (DFK or IFK)
 - c) That denies the attacking team an obvious goal-scoring opportunity
 - 5) Denying an obvious goal-scoring opportunity **within the player's own Penalty Area**
 - a) By committing a direct free kick offense
 - b) When offense is not considered an attempt to or the possibility of being able to play the ball
 - (1) deliberate handling
 - (2) holding
 - (3) pushing
- NOTE: Applications of provisions Sections 7A (3), (4), and (5) may be inappropriate for 8U / Passers, 10U / Wings divisions.**
- 6) Spitting at an opposing player or any other person.
 - 7) Using offensive, insulting, or abusive language and / or gestures or other verbal offenses.
 - 8) Receiving a second caution (yellow card).
- B. If the game is stopped to eject the player and no other Laws having been violated
- 1) An indirect free kick (IFK) shall be awarded to the opposing team
 - 2) The IFK will be taken from the point of the offense, subject to the overriding conditions of **LAW 13**.

C. When play is stopped and a player is sent-off (ejected)

- 1) The ejected player shall not participate in the remainder of the game
- 2) The ejected player may not be replaced (**See LAW 3, Section 11**).
- 3) The ejected player shall remain in the team's bench area under of the coach's supervision

NOTES:

- 1) Caution and ejection rules also apply to substitutes and team officials (coaches).
 - a) It is recommended that play not be stopped merely to administer such caution or ejection.
 - b) If play is stopped specifically to administer such caution or ejection
 - (1) Play is to be restarted with an indirect free kick (IFK)
 - (2) IFK to be taken at the place where the ball was at the time of the stoppage.
- 2) Any player, substitute or team official (coach) whether they are within or outside the field-of-play, shall be dealt with according to the nature of the offense committed.
 - a) Unsporting conduct
 - b) Violent conduct
 - c) Use of offensive, insulting, or abusive language
 - d) Use of dissenting language or gestures
 - e) Whether or not it is directed towards an opponent, teammate, the game officials, coaches, spectators or any other person.
- 3) When a Referee is about to issue a caution (yellow card) to a player, substitute or team official (coach):
 - a) But before the Referee has done so
 - b) That person commits another offense that also merits a caution (yellow card)
 - c) That person shall be issued a second caution (yellow card) and ejected (red card) from the game.

LAW 13 - FREE KICK

1. Free kicks are to be awarded to the opposing team of a player, substitute, sent-off player, or team official who is guilty of committing an offense.
2. There are two types of free kicks:
 - A. **Direct free kick (DFK)**: from which a goal can be scored without being touched by another player, of either team, against the opposing team only.
 - B. **Indirect free kick (IFK)**: from which a goal cannot be scored unless the ball has been touched by any other player, of either team, before it enters the goal.

In the 8U / Passers division all free kicks will be indirect free kicks (IFK).

3. When the ball enters the goal on a free kick restart:

- A. If the ball is kicked directly (first touch) into the opponent's goal on a DFK restart, a goal is awarded.
- B. If the ball is kicked directly (first touch) into the opponent's goal on an IFK restart, a goal kick is awarded.
- C. If the ball is kicked directly (first touch) into the team's own goal on a DFK or IFK restart, a corner kick is awarded.

4. All free kicks are taken from the place where the offense occurred, except:

- A. Any free kick awarded to a team **inside its own Goal Area** shall be taken from a point anywhere within the Goal Area in which the offense occurred.
- B. Any indirect free kick (IFK) awarded to a team **within their opponent's Goal Area** shall be taken from the part of the Goal Area line which runs parallel to the Goal Line, at the point nearest to where the offense was committed.
- C. Any free kick awarded to a team for an offense that occurs **off the field-of-play** (See Section 9 and LAW 14, Section 10).
- D. Any free kick offense involving a **player entering or leaving the field-of-play**, without permission from the Referee, shall be taken from the location of where the ball was when play was stopped.

5. On all free kicks:

- A. The ball must be stationary when the free kick is taken.
- B. The ball is in play when it is kicked and clearly moves.

6. When a free kick (DFK or IFK) is being taken by the kicking team **outside their own Penalty Area**:

- A. The ball may be kicked in any direction.
- B. Players of the opposing team should move and remain at least the following distance (in all directions) from the ball until it has been kicked and clearly moves:
 - 1) 8U / Passers thru 12U / Strikers - eight (8) yards
 - 2) 14U / Kickers thru 19U / Seniors - ten (10) yards

7. When a free kick (DFK or IFK) is being taken by the kicking team from **inside its own Penalty Area**:

- A. The ball may be kicked in any direction.
- B. In 12U / Strikers thru 19U / Seniors divisions all opposing players should move and remain outside the Penalty Area **and** be at least the following distance from the ball until is in play:
 - 1) 12U / Strikers - eight (8) yards
 - 2) 14U / Kickers thru 19U / Seniors – ten (10) yards

- C. **In 8U / Passers and 10U / Wings divisions, all of the opposing players should move and remain outside the Build-Out Area until the ball is in play (See LAW 8, Section 3).**
 - D. The free kick is to be retaken, if an opponent is either in the Penalty Area (or Build-Out Area) or enters the Penalty Area (or Build-Out Area) and touches or challenges for the ball before the ball is in play.
8. When an indirect free kick (IFK) is being taken by the attacking team from **inside their opponent's Penalty Area:**
- A. For an offense committed in the Goal Area the IFK shall be taken from the nearest point on the Goal Area line which runs parallel to the Goal Line.
 - B. The defending players may stand on the Goal Line and between the goal posts (only) when the kick is to be taken at a point less than the following distance from the opponent's goal:
 - 1) 8U / Passers thru 12U / Strikers – eight (8) yards
 - 2) 14U / Kickers thru 19U / Seniors - ten (10) yards
9. If players of the opposing team encroach within the minimum distance from the ball as noted above (**Sections 6-8**)
- A. The Referee may delay the taking of the free kick until the required distance is met.
 - B. Encroachment should be considered as unsporting behavior. (**Exception: 8U / Passers Division**).
10. Once the ball is in play, the kicker may not play (touch) the ball again until it has been touched by another player.
- A. For playing the ball twice in succession, an indirect free kick (IFK) is awarded to the opposing team
 - B. **If the second touch is a handball offense, a direct free kick (DFK) is awarded to the opposing team**
 - C. Free kick restart to be taken at the point where it was touched the second time.

11. OFF THE FIELD OFFENSES

- A. A free kick shall be taken on the boundary line (Goal Line or Touchline) when:
 - 1) A free kick offense is committed off the field-of-play
 - a) By a player
 - b) While the ball is in play
 - c) Against a match official, an opposing player, substitute, sent-off-player, or team official
 - 2) A free kick offense or interference is committed off the field-of-play
 - a) By a substitute, sent-off player or team official
 - b) While the ball is in play
 - c) Against an opposing player or match official
- B. The restart shall be a free kick (DFK or IFK) taken on the boundary line (Goal Line or Touchline) nearest to where the offense occurred. **Exception: See LAW 14, Section 10.**

NOTES:

- 1) To indicate an indirect free kick (IFK), the Referee(s) shall raise their arm straight up and above their head. The Referee(s) shall keep their arm raised until the ball has been played or touched by another player or the ball leaves the field-of-play.
- 2) If the Referee does not raise their arm to signal an indirect free kick (IFK) and the ball is kicked directly into the goal, the IFK is to be retaken because of the Referee's mistake.
- 3) At the taking of any free kick, players of the opposing team shall be cautioned for unsporting behavior when:
 - a) They do not retire to the proper distance
 - b) They attempt to delay the taking of the free kick by encroaching
 - c) They dance about or wave their arms in a way calculated to distract their opponents.

LAW 14 - PENALTY KICK

1. ***There shall be no penalty kicks in the 8U / Passers division.***
2. A penalty kick (PK) is awarded if a player commits a direct kick offense
 - A. Inside their own Penalty Area, or
 - B. Off the field-of-play within the boundaries of their Penalty Area (**See LAW 14, Section 10**).
3. A penalty kick shall be taken from the Penalty Mark and the kicker must be clearly identified.
4. When the penalty kick is taken, all players (other than the player taking the penalty kick and the opposing goalkeeper) shall be:
 - A. Within the field-of- play,
 - B. Outside the Penalty Area, and
 - C. Outside the Penalty Arc, and
 - D. Farther from the Goal Line than the Penalty Mark.
 - E. Players must remain there until the ball is kicked into play.
5. The goalkeeper (who may be interchanged with another player on the field for the taking of the penalty kick):
 - A. Must remain on the Goal Line, between the goalposts, and may move along the Goal Line prior to the kick,
 - B. Must have at least part of one foot touching the Goal Line (or, if jumping, in line with the Goal Line) at the time the ball is kicked,
 - C. Is permitted to move their body or arms – but not in an unsporting attempt to distract the kicker.
6. The ball:
 - A. Must be stationary on the Penalty Mark and kicked in a forward direction
 - B. Is in play immediately after it has been kicked and clearly moves
 - C. May not be touched a second time by the kicker until touched by another player
7. A goal may be scored directly (first touch) from a penalty kick.
8. A goal shall not be nullified when a penalty kick is being taken if, before passing between the posts and under the crossbar the ball touches either or both goal posts, the crossbar, the goalkeeper, or any combination of these.
9. **PUNISHMENTS:**
 - A. For any **violation** of this **LAW 14** by the **defending team**:
 - 1) If a goal is scored, the goal is allowed.
 - 2) If a goal is not scored, the penalty kick **MUST BE** retaken.
 - B. For any **violation** of this **LAW 14** by the **attacking team**:
 - 1) If a goal is scored, the goal is disallowed, and the penalty kick **MUST BE** retaken.
 - 2) If a goal is not scored, play is to be stopped and an indirect free kick (IFK) is taken by the opposing team at the spot of the violation.
 - C. If **both teams violate this LAW 14**, the kick **MUST BE** retaken

D. If the kicker is guilty of playing the ball twice in succession:

- 1) An indirect free kick (IFK) is awarded to the opposing team
- 2) The IFK is to be taken at the location where the infringement (second-touch) occurred
- 3) If the second touch is committed in the opponent's Goal Area, the IFK shall be taken from a point anywhere within the Goal Area, and in accordance with the overriding conditions of **LAW 13**.

The Following is a Summary of the Stated Provisions

RESULT OF PENALTY KICK	NO VIOLATION	VIOLATION: ATTACKING TEAM ONLY	VIOLATION: DEFENDING TEAM ONLY	VIOLATION BY BOTH TEAMS
Enters Goal	Goal	Re-kick ** or Indirect Free Kick (IFK)	Goal	Re-kick
Goes Directly Out-of-Bounds	Goal Kick	Indirect Free Kick (IFK)	Re-kick	Re-kick
Rebounds into play from Goal or from Goalkeeper	Play Continues	Indirect Free Kick (IFK)	Re-kick	Re-kick
Saved & Held by Goalkeeper	Play Continues	Indirect Free Kick (IFK)	Re-kick	Re-kick
Deflected out-of-bounds by Goalkeeper	Corner Kick	Indirect Free Kick (IFK)	Re-kick	Re-kick

** Only if teammate of the kicker is guilty of encroachment (entering into the restricted areas before the kick is taken)

10. EXTENDED TIME PENALTY KICKS:

A. When a period is extended to allow a penalty kick to be taken or retaken:

- 1) The extended time shall continue until the moment the movement of the penalty kick has been completed.
- 2) The extended time shall continue until the Referee(s) has decided whether or not a goal is scored, and the period shall end immediately after the Referee(s) has made their decision.
- 3) No player other than the defending goalkeeper may play or touch the ball after the player taking the penalty kick has put the ball back into play

B. When a penalty kick is being taken in extended time, the kicker may not play the ball a second time.

- 1) The provisions of all the foregoing sections of this **LAW 14** shall apply in the usual way.
- 2) In an extended-time penalty kick, the ball remains alive until:
 - a) It is stopped and controlled by the goalkeeper
 - b) Its momentum is spent
 - c) It goes out of bounds
 - d) It is retouched by the kicker

Even if the ball is rebounded from the goalkeeper, the crossbar, or the goal post in the process.

11. OFF THE FIELD OFFENSES

A. While the ball is in play, a penalty kick will be awarded when:

- 1) A defending player commits a direct free kick (DFK) offense outside the field-of-play.
- 2) The DFK offense is against a match official, an opposing player, substitute, sent-off player, or team official.
- 3) The offense occurs beyond the Goal Line and within the width of that player's own Penalty Area.

B. When any other free kick offense is committed off the field-of-play, while the ball is in play, the restart shall be as per **Law 13, Section 11**.

NOTES:

- 1) When the Referee has awarded a penalty kick, a signal (whistle) for it to be taken shall not be given until all the players have taken up position in accordance with this **LAW 14**.
- 2) If, after the kick has been taken, the ball:
 - a) Is touched in its course towards the goal by an "outside agent," the kick shall be retaken, unless the ball continues into the goal and the interference does not prevent a defending player from playing the ball, in which case the goal is to be awarded.
 - b) Rebounds into play from the goalkeeper, the crossbar, or goalpost, and is then stopped in its course by an "outside agent", the Referee shall stop play and restart play with a dropped ball.
- 3) If, after having given the signal for a penalty kick to be taken and before the ball has been kicked, any of the following situations occur, the Referee shall allow the kick to proceed.
 - a) **The goalkeeper** moves completely (i.e., both feet) off the Goal Line. If a goal is not scored, the penalty kick shall be retaken.
 - b) **A player of the defending team** encroaches into the Penalty Area, Penalty Arc, or ahead of the ball. If a goal is not scored, the penalty kick shall be retaken.
 - c) **The player taking the kick** is guilty of feinting to kick the ball (1) after the kicker has completed their run-up to the ball or (2) a teammate of the identified kicker takes the kick:
 - (1) Play shall be stopped and restarted with an indirect free kick (IFK) by the opposing team at the Penalty Mark regardless of whether or not a goal is scored
 - (2) In each case, the player taking the kick should be cautioned
 - d) **The penalty kick is kicked backwards**. Play will be stopped and restarted with an indirect free kick (IFK) by the opposing team at the Penalty Mark.
 - e) **A teammate of the player taking the kick** encroaches into the Penalty Area, Penalty Arc, or ahead of the ball.
 - (1) If a goal is scored, the penalty kick shall be retaken.
 - (2) If a goal is not scored, an indirect free kick (IFK) shall be taken by the opposing team at the spot of the encroachment.
 - f) **The goalkeeper** moves off the Goal Line, **and a teammate of the kicker** encroaches into the Penalty Area, Penalty Arc, or ahead of the ball. The penalty kick shall be retaken.
 - g) **A player(s) of each team** encroaches into the Penalty Area, Penalty Arc or ahead of the ball. The penalty kick shall be retaken.

LAW 15 - THROW-IN

1. When the whole of the ball has passed over the entire Touchline, either on the ground or in the air, it shall be put back in play by a throw-in.
2. The throw-in is taken in any direction at the point where the ball left the field-of-play, by a player of the opposing team from that of the player who touched it last.
3. The thrower:
 - A. Must face the field-of-play with part of each foot either:
 - 1) on the Touchline, or
 - 2) on the ground outside the Touchline, and
 - 3) part of each foot shall remain in contact with the ground at the moment the ball is released
 - B. Shall throw the ball with both hands (unless a physical impairment would limit use to one hand)
 - C. Shall throw the ball from behind and over their head.
4. All opposing players must remain at least two (2) yards from the thrower until the ball is in play.
5. The ball shall be in play immediately upon any part of the ball breaking the plane of the field-of-play (i.e., the outside edge of the Touchline) after having been released by the thrower.
6. The thrower may not touch the ball again until it has been touched by another player.
7. A goal may not be scored directly from a throw-in.
 - A. If thrown directly into the opponent's goal - a goal kick is awarded
 - B. If thrown directly into the thrower's goal - a corner kick is awarded
8. The **Offside LAW 11** does not apply at the taking of a throw-in.
9. **PUNISHMENT:**
 - A. For an improper throw-in, the restart shall be a throw-in by the opposing team.
 - B. If the throw-in is not taken at the point where the ball went out of play, the restart shall be a throw-in by the opposing team.
 - C. For touching the ball, a second time before it has touched another player,
 - 1) An indirect free kick (IFK) shall be taken by the opposing team.
 - 2) The IFK will be taken from the place where the second touch occurred.
 - D. If a player taking a throw-in plays the ball a second time by handling it within the field-of-play before it has been touched by another player,
 - 1) Simultaneous fouls have been committed, i.e., a second touch of the ball (IFK) and handling (DFK).
 - 2) The Referee shall award a DFK (or PK if touch is within Penalty Area) for the handling offense
 - 3) The DFK shall be taken at the location of the second touch.

NOTES:

- 1) If the ball does not enter the field or hits the ground before entering the field, the throw-in is to be retaken.
- 2) When a goalkeeper receives and handles a ball thrown directly to them by a team-mate, an indirect free kick (IFK) is awarded to the opposing team [See LAW 12, Section 5-G-(c)].
- 3) If, when a throw-in is being taken, any of the opposing players dance about or wave their hands in a way calculated to distract or impede the thrower, it shall be deemed unsporting behavior, for which the offender(s) should be cautioned. **Exception:** 8U / Passers division.
- 4) ***In a 8U / Passers division game when an improper throw-in is taken, the Referee should stop play, explain the proper procedure to the player and allow the throw-in to be retaken.***

LAW 16 - GOAL KICK

1. When the ball passes completely over the defending team's Goal Line, on the ground or in the air, and was last touched by an attacking player, and a goal was not scored, it shall be put into play by a kick taken:
 - A. By a player of the defending team
 - B. From a point anywhere within the Goal Area
2. The ball shall be stationary and is in play when it is kicked and clearly moves.
3. The **Offside LAW 11** does not apply at the taking of a goal kick.
4. A goal may be scored directly (first touch) from a goal-kick, but only against the opposing team.
5. Players of the opposing team shall remain outside the Penalty Area, until the ball has been kicked and clearly moves.
Exception: In the 8U / Passers and 10U / Wings divisions all opposing players must remain outside the Build-Out Area, until the ball has been kicked and clearly moves.
6. The goal kick is to be retaken, if an opponent who is either in the Penalty Area or enters the Penalty Area before the ball has been kicked and moves, touches or challenges for the ball.
Exception: In the 8U / Passers and 10U / Wings divisions the goal kick is to be retaken, if an opponent who is either in the Build-Out Area or enters the Build-Out Area before the ball has been kicked and moves, touches or challenges for the ball.
7. When the player taking a goal kick touches the ball a second time after it has been kicked, but before it is touched by another player.
 - A. An indirect free kick (IFK) shall be awarded to the opposing team.
 - B. The IFK will be taken from the place where the second touch occurred.
 - C. When the second touch is a handball offense by any defensive player other than the goalkeeper and occurs:
 - 1) Outside the Penalty Area, a direct free kick (DFK) will be taken at the spot of this handling touch.
 - 2) Within the Penalty Area, a Penalty Kick (PK) will be taken.
 - D. When the goalkeeper second touches the ball with their hands:
 - 1) Outside the Penalty Area, a direct free kick (DFK) will be taken at the spot of this handling touch.
 - 2) Within the Penalty Area, an indirect free kick (IFK) will be taken at the spot of this touch.
 - E. **Exception: In an 8U / Passers division all free kicks and penalty kicks will be indirect free kicks (IFK) [See LAW 13, Section 2 and LAW 14, Section 1].**

LAW 17 - CORNER KICK

1. When the ball passes completely over the defending team's entire Goal Line, on the ground or in the air, and was last touched by a defending player, and a goal was not scored, it shall be put into play by a kick taken:
 - A. By a player of the attacking team
 - B. From the corner of the field nearest to where the ball crossed the Goal Line
2. The ball must be placed in the corner area and must be stationary.
3. The ball is in play when it is kicked and clearly moves; it does not need to leave the corner area.
4. A properly positioned corner flag may not be moved by a player for the taking of the corner kick.
5. The **Offside LAW 11** does not apply at the taking of a corner kick.
6. A goal may be scored directly (first touch) from a corner kick.
7. Until the ball has been kicked into play, no opposing player may be closer to the Corner Arc than:
 - A. Eight (8) yards for 8U / Passers, 10U / Wings, and 12U / Strikers
 - B. Ten (10) yards for 14U / Kickers, 16U / Minors, and 19U / Seniors
8. When the player taking the corner kick touches the ball a second time before it has been touched by another player:
 - A. An indirect free kick (IFK) shall be awarded to the opposing team.
 - B. A direct free kick (DFK) [or penalty kick (PK)] shall be awarded to the opposing team, if the second touch is a handball offense.
 - C. The free kick (IFK or DFK) will be taken from the place where the second touch occurred.

APPENDIX A

GUIDELINES FOR REFEREE UNIFORMS

The SAY policy and recommendations regarding the preferred proper uniform standards for game officials is as published in the SAY Administrator's Handbook and as summarized below.

1. Basic Uniform

- A. Shoes
 - 1) Predominately black
 - 2) No non-white striping or markings
- B. Socks
 - 1) Knee length, black with three (3) white stripes or solid black
 - 2) Any socks provided by the local SAYArea / District
- C. Shorts / Pants
 - 1) Solid black
 - 2) Any shorts/pants provided by the local SAYArea / District
- D. Shirt / Jersey (short or long sleeves)
 - 1) Any Referee shirt approved and/or provided by the local SAYArea / District
 - 2) Any Referee shirt approved and worn by USSF, High School or Collegiate officials
 - 3) The shirts/jersey of all officials in a game shall be of matching color

2. Referee Badge

- A. Any designated SAY Referee badge earned by the official
- B. Any designated local SAYArea / District Referee badge provided to the official
- C. A U.S. Soccer or NFHS badge shall not be worn during a SAY match
- D. No Referee badge need to be worn

3. Other Acceptable Apparel

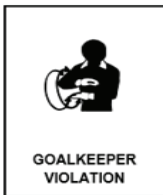
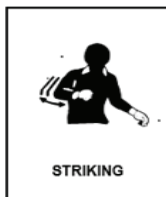
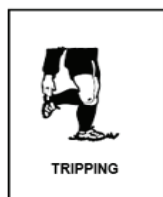
- A. Hat (or visor) with bill
 - 1) Solid black, no logo (preferred)
 - 2) Black with SAY logo
 - 3) Any hat provided by local SAYArea / District
- B. Eyeglasses
- C. Wristwatch
- D. Wedding ring
- E. Sunglasses (only as sun protection)

4. Unacceptable Apparel

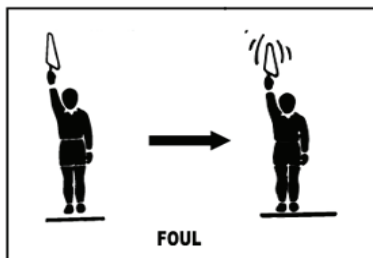
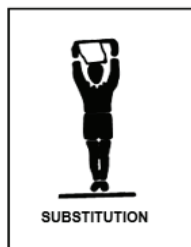
- A. Any visible jewelry
- B. Ankle socks

APPENDIX B

SAY REFEREE SIGNALS

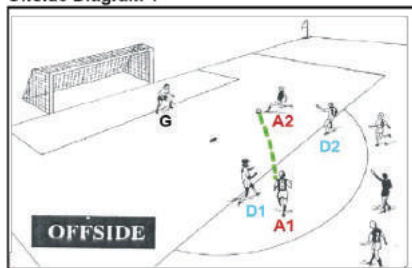


APPENDIX C
SAY ASSISTANT REFEREE SIGNALS



APPENDIX D - OFFSIDE DIAGRAMS

Offside Diagram 1

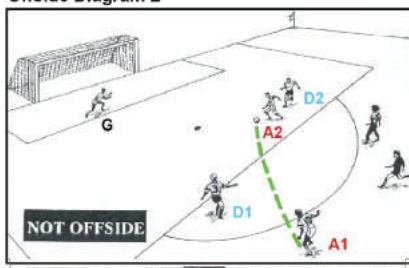


Pass to a Teammate

A1 passes the ball to teammate **A2**.

A2 is offside because of being ahead of **D1** and is nearer to the opponent's Goal Line than at least two opponents at the moment the ball was played by **A1**.

Offside Diagram 2

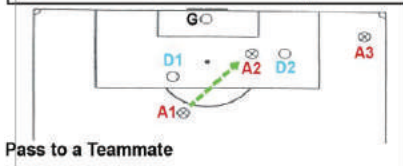
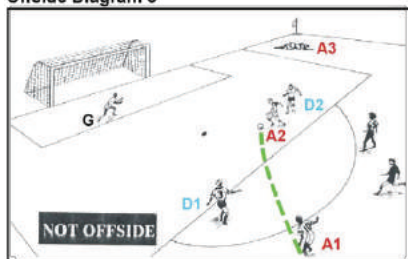


Pass to a Teammate

A1 plays the ball forward to teammate **A2** who is even with the second to last defender **D2**.

A2 is not offside since, at the moment **A1** played the ball, **A2** was not nearer to the opponent's Goal Line than at least two opponents, i.e. **D2** and the goalkeeper.

Offside Diagram 3



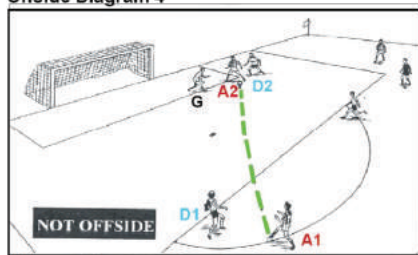
Pass to a Teammate

A1 plays the ball forward to teammate **A2**, who is even with the second to last defender.

A2 is not offside since, at the moment **A1** played the ball, **A2** was not nearer the opponent's Goal Line than at least two opponents.

Teammate **A3**, lying injured outside the Penalty Area, is in an offside position but would not be penalized, since **A3** is not involved in active play.

Offside Diagram 4



Pass to a Teammate

A1 plays the ball to teammate **A2**, who is even with the last two defenders, i.e. **D2** and the goalkeeper.

A2 is not offside since, at the moment **A1** played the ball, **A2** was not nearer the opponent's Goal Line than at least two opponents.

Offside Diagram 5



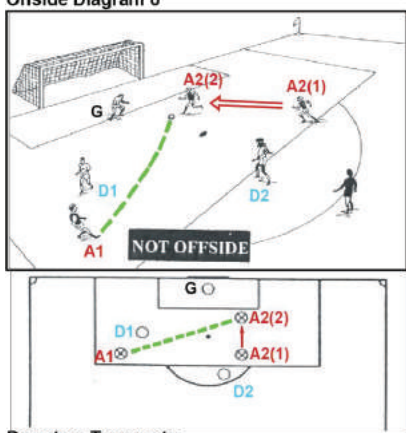
Pass to a Teammate

A1 crosses the ball forward from outside the Penalty Area.

A2 runs from position (1) and collects the ball as it lands at position (2).

A2 is offside since, at the moment A1 played the ball, A2 was nearer to the defender's Goal Line than at least two opponents in active play.

Offside Diagram 6

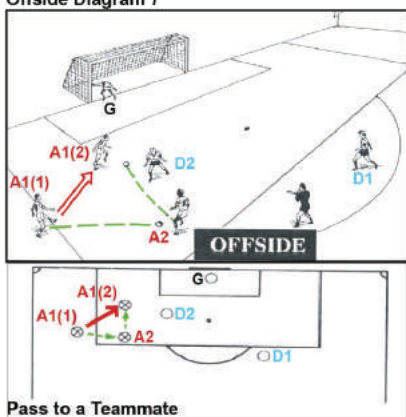


Pass to a Teammate

A1 passes the ball to teammate A2 who runs from position (1) to position (2) to play it.

A2 is not offside because at the moment A1 played the ball, A2 was not in an offside position, since A2 was not in front of the ball and was not nearer to the opponents' Goal Line than at least two opponents.

Offside Diagram 7

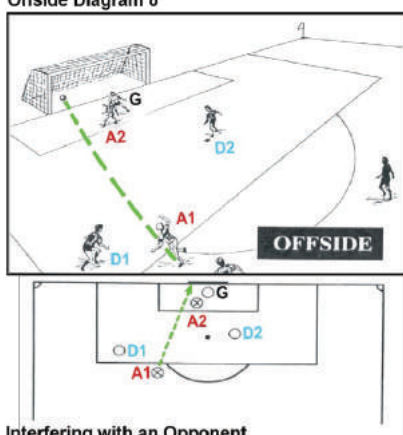


Pass to a Teammate

A1 plays the ball to teammate A2 from position (1) and runs forward to receive the return pass. A2 then plays the ball to A1 who is now in position (2).

A1 is offside since at the moment the ball was played forward to A1 by A2, A1 was nearer the opponent's goal than at least two of the opponents and gained an advantage by being in active play.

Offside Diagram 8



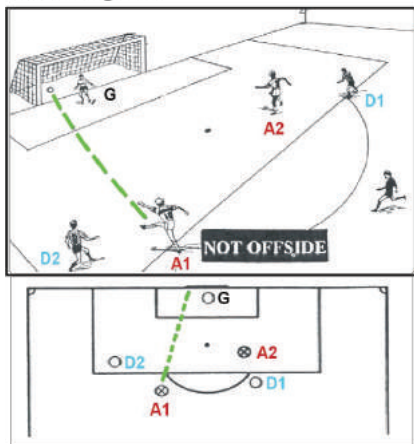
Interfering with an Opponent

A1 shoots for goal and the ball enters the net.

Teammate A2 is standing in front of the goalkeeper.

The goal would not be allowed since A2, who is in an offside position, is involved in active play and is interfering with an opponent, i.e. the goalkeeper.

Offside Diagram 9

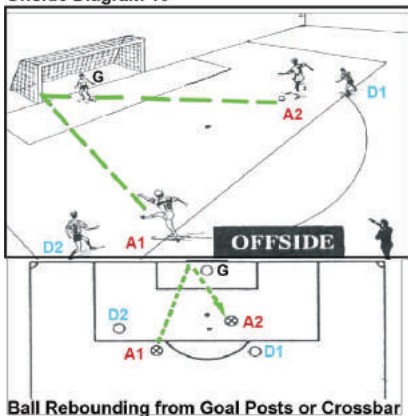


Shot at Goal

A1 shoots for goal and scores.

Although teammate A2 is in an offside position, A2 is not involved in active play and the goal would be allowed.

Offside Diagram 10



Ball Rebounding from Goal Posts or Crossbar

A1 shoots for goal and the ball rebounds from the post to teammate A2, who kicks the ball into the goal.

The goal is disallowed since A2, who was in an offside position when the ball was last played by A1, was in active play and gained an advantage by being in that position.

Offside Diagram 11

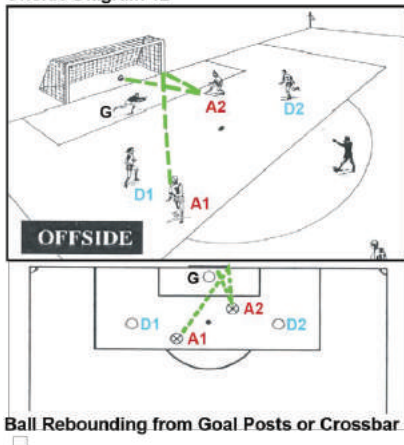


Shot Rebounds from Goalkeeper

A1 shoots the ball at the goal and the ball rebounds from the goalkeeper to teammate A2.

The goal is disallowed since A2, who was in an offside position when the ball was last played by A1, was in active play and gained an advantage by being in that position.

Offside Diagram 12

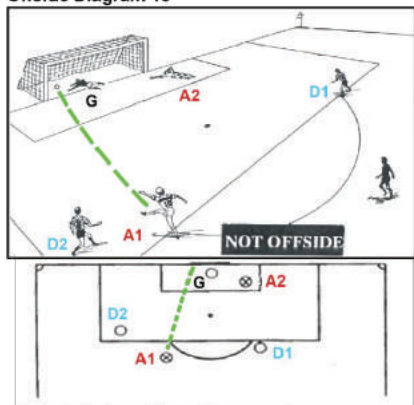


Ball Rebounding from Goal Posts or Crossbar

A1 shoots for goal and the ball rebounds from the post to teammate A2 who kicks the ball into the goal.

The goal is disallowed since A2, who was in an offside position when the ball was last played by A1, was in active play and gained an advantage by being in that position.

Offside Diagram 13



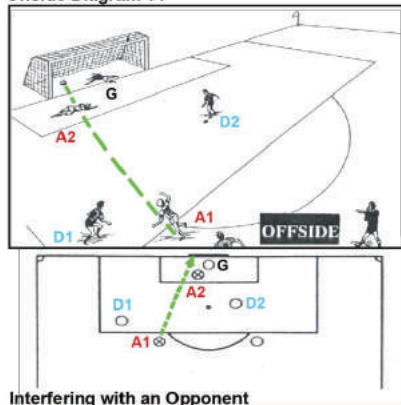
Not Interfering with an Opponent

A1 shoots for goal and scores.

Although teammate A2 is lying injured in an offside position, A2 is not involved in active play.

The goal would be allowed.

Offside Diagram 14

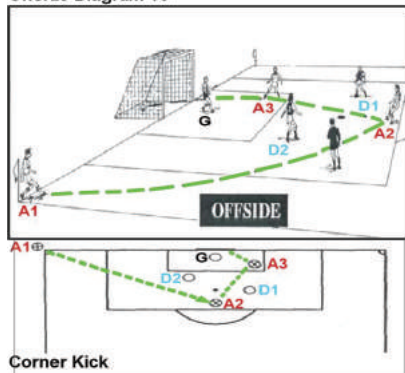


Interfering with an Opponent

A1 shoots for goal and the ball enters the goal.

Teammate A2, who is lying injured in the Goal Area and in the path of the ball, would be penalized for offside. A2's presence, however accidental, causes A2 to be involved in the active play because of interference with an opponent.

Offside Diagram 15

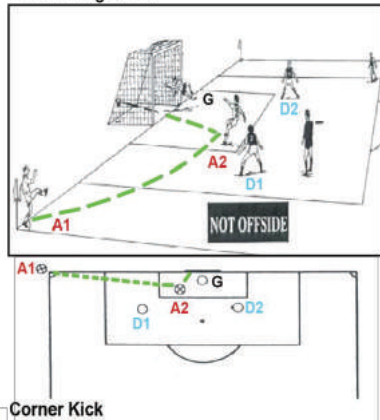


Corner Kick

A1 takes a corner kick and the ball goes to teammate A2.

A2 shoots for goal and the ball is touched by teammate A3 and enters the goal. The goal is not allowed, since A3 was in front of the ball and there were not at least two opponents between A3 and the Goal Line when it was last played by teammate A2. Player A3 did not receive the ball directly from A1, the corner kicker.

Offside Diagram 16

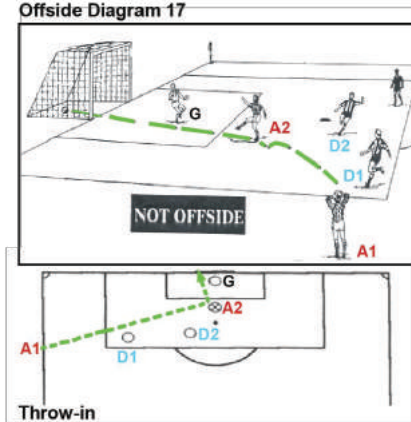


Corner Kick

A1 takes a corner kick and the ball goes to teammate A2, who shoots for goal and scores.

Although A2 has only one opponent closer to the Goal Line, the goal is allowed since a player cannot be offside if the ball is received directly from a corner kick.

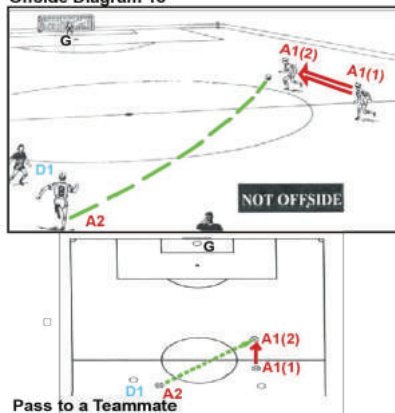
Offside Diagram 17



A1 throws the ball to teammate A2 who shoots and scores. The goal is allowed.

Although A2 is in front of the ball and there is only one opponent between A2 and the Goal Line, A2 is not offside because a player cannot be offside if receiving the ball direct from a throw-in.

Offside Diagram 18



A2 plays the ball ahead of A1, who runs from position (1) in A1's own half of the field to position (2) in opponent's half of the field.

Although there are not at least two opponents nearer their own Goal Line at the moment when A2 played the ball, A1 is not offside since a player cannot be in an offside position when in their own half of the field-of-play.

APPENDIX E - 6U/INSTRUCTIONAL GUIDELINES

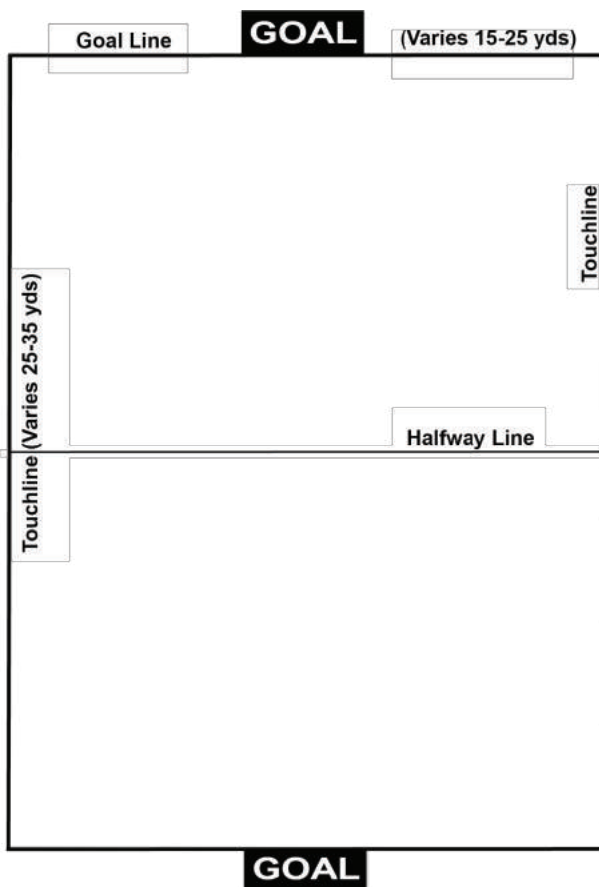
Many SAYAreas have extended their services by offering soccer to four, and five-year old's. The objectives are to have fun, learn some soccer basic skills, and receive an introduction to team play. However, the competitive aspects are minimized; games are simple scrimmages, with sides chosen at random at game time. There are no formally rostered teams or fixed schedules of games, and no standings are kept.

Some SAYAreas set up their own program structures. The following are some guidelines, as proposed by the U.S. Soccer's Player Development Initiatives, and as derived from successful programs.

The Field:

The field should be about 25-35 yards long and 15-25 yards wide (Diagram A). The goals are to be a maximum of 4-ft. high and 6-ft. wide and must be securely anchored.

DIAGRAM A



The Ball:

A size 3 ball should be used.

The Players:

Play should be (4v4) with up to four (4) substitutes and no goalkeepers.

Substitutions are unlimited and may occur at any time.

All players should play approximately an equal amount of time.

Equipment:

Teams should wear different colored shirts.

Shin guards covered with socks are required.

Cleats or running shoes may be worn.

Referee:

Registered and certified Referees are not needed at this level.

A coach from each team should be on the field to instruct the players and enforce the rules.

Duration of Game:

There should be four (4) quarters of eight (8) minutes each with 5-minute breaks between quarters.

Kick-Off:

All players must be on their own half of field with the ball placed at the midpoint of the Halfway Line.

Ball may be kicked in any direction.

Ball Out of Play:

When the ball completely leaves the field-of-play either on the ground or in the air, restart by opponents of player who last touched the ball.

Restarts:

All restarts are indirect, i.e. two touches required for a goal to be allowed.

Opponents to be at least 10-ft. away from the ball.

For a ball over the Touch Line:

- Free kick taken from one (1) yard inside the Touch Line.

For a ball over the Goal Line:

- Corner kick taken from the corner of the field, or
- Goal kick taken from any point in the vicinity of the goal.

Ball is in play when it is kicked and clearly moves.

Player taking the kick may not touch the ball again until it has touched another player (restart is free kick to opponents).

Offside:

The offside rule does not apply in these games.

Fouls and Misconduct:

All fouls should result in a free kick, after the nature of the foul has been explained to the player.

All free kicks to be indirect taken at the spot of the offense.

There will be no cautions, ejections, or penalty kicks.

Restarts - When Play is Stopped

Situation		Restart	Taken From Where	Taken By Whom	Position of Opposing Players	How Restarted	Penalty for Improper Restart	May a Player be Offside on Restart
Start of Game or Start of Quarter		KICK-OFF (LAW 8)	Center Mark	Determined by coin toss Other Team	Anywhere on the field-of-play and outside the Center Circle	Player kicks the ball and it clearly moves in any direction	Kick-off is retaken	Does Not Apply
	Goal Scored							
Direct Free Kick (DFK) offense committed, but not by a defender in own Penalty Area	Within opponent's Goal Area	DIRECT FREE KICK (DFK) (LAW 13)	Anywhere within Goal Area	Any player of the opposing team	Anywhere on the field-of-play and outside the Penalty Area	Player kicks the ball and it clearly moves in any direction	Direct Free Kick (DFK) is retaken	Yes
	Anywhere else		At spot on field-of-play where the offense occurred					
Indirect Free Kick (IFK) Offense, Misconduct, Offside or Technical Offenses are committed	Within own Goal Area	INDIRECT FREE KICK (IFK) (LAW 13)	On the Goal Area Line	Any player of the opposing team	Anywhere on the field-of-play and at least 10-yds [8-yds for 8-U (Passers) and 10-U (Wings)] from the ball (or on the Goal Line between the goal posts)	Player kicks the ball and it clearly moves in any direction	Indirect Free Kick (IFK) is retaken	Yes
	Within opponent's Goal Area		Anywhere within Goal Area					
	Anywhere else		At spot on field-of-play where the offense occurred					
Direct Free Kick (DFK) offense is committed by a defender	Within own Penalty Area	PENALTY KICK (LAW 14)	Penalty Mark	Any player of the opposing team	Outside the Penalty Area and Penalty Arc and behind the Penalty Mark	Player kicks the ball and it clearly moves in a forward direction	Penalty Kick is retaken	Does Not Apply
Any temporary stoppage of the game by the Referee	Within either Goal Area Anywhere else on the field-of-play	DROPPED BALL (LAW 8)	On the Goal Area Line Location of ball when play was stopped	The Referee	All players not taking the dropped ball may be anywhere on the field-of-play and at least 4-yards from the drop point	Referee drops the ball to one player and the ball then hits the ground	Dropped ball is retaken	No ... Player receives the ball directly from the Referee

Restarts: When Ball Leaves the Field

Situations	Play Resumes With	By Whom	From Where	How	Position of Opposing Players	Penalty for Improper Restart	
Whole ball passes over a Touchline	Ball last touched by any player on either team	THROW-IN (LAW 15)	Any player of opposing team	At the point the ball passed over the Touchline	Ball thrown into play in any direction	Anywhere on the field of play and at least 2 yards away from the point of the throw-in	Throw-in taken by player of opposing team
Whole ball passes over a Goal Line, but not into the goal	Ball last touched by a player on the attacking team	GOAL KICK (LAW 16)	Any player of the defending team	Any point within the Goal Area	Ball is kicked and moves in any direction	Outside the Penalty Area until the ball has been kicked and moves (Outside the Build-Out Line for 8-U and 10-U)	Goal kick is retaken
	Ball last touched by a player on the defending team	CORNER KICK (LAW 17)	Any player of the attacking team	The nearest Corner Arc	Ball is kicked and moves	At least 10-yards from the Corner Arc until the ball is kicked (at least 8 yards for 8-U and 10-U)	Corner kick is retaken
Whole ball passes over the Goal Line, and into the goal	During normal play ball last touched by any player on either team	THE START AND RESTART OF PLAY- KICK-OFF (LAW 8)	Any player of team who conceded (scored against)	At the Halfway Line in the middle of the Center Circle	Ball is kicked and moves in any direction	Anywhere on their half of field and outside the Center Circle	Kick-off is retaken
	On first touch from DFK or PK restart into opponent's goal	THE START AND RESTART OF PLAY- KICK-OFF (LAW 8)	Any player of team who conceded (scored against)	At the Halfway Line in the middle of the Center Circle	Ball is kicked and moves in any direction	Anywhere on their half of field and outside the Center Circle	Kick-off is retaken
	First touch from IFK restart into opponent's goal	GOAL KICK (LAW 16)	Any player of the defending team	Any point within the Goal Area	Ball is kicked and moves in any direction	Outside the Penalty Area until the ball has been kicked and moves (Outside the Build-Out Line for 8-U and 10-U)	Goal kick is retaken
	Directly from throw-in into opponent's goal	GOAL KICK (LAW 16)	Any player of the defending team	Any point within the Goal Area	Ball is kicked and moves in any direction	Outside the Penalty Area until the ball has been kicked and moves (Outside the Build-Out Line for 8-U and 10-U)	Goal kick is retaken
	Directly from throw-in into own goal	CORNER KICK (LAW 17)	Any player of the attacking team	The nearest Corner Arc	Ball is kicked and moves	At least 10-yards from the Corner Arc until the ball is kicked (at least 8 yards for 8-U and 10-U)	Corner kick is retaken
	First touch from any free kick (DFK or IFK), goal kick, or kick-off into own goal	CORNER KICK (LAW 17)	Any player of the attacking team	The nearest Corner Arc	Ball is kicked and moves	At least 10-yards from the Corner Arc until the ball is kicked (at least 8 yards for 8U and 10U)	Corner kick is retaken

NOTE: After the ball is in play, the kicker or thrower may not touch the ball again (second time), until it has been touched by any other player. Punishment is an indirect free kick (IFK) to the opposing team.

Restarts: GOAL vs. NO GOAL

GOAL IS GOOD
When Ball is Initially Kicked DIRECTLY into OPPONENT'S GOAL A Touch by a Second Player (either team) is NOT REQUIRED for a Goal to be Awarded
Kick-Off Goal Kick Corner Kick Direct Free Kick (DFK) Penalty Kick

NO GOAL - Goal Kick Restart
When Ball is Initially Played DIRECTLY into OPPONENT'S GOAL Requires a Touch by a Second Player (either team) Before a Goal may be Awarded
Indirect Free Kick (IFK) Throw-In Dropped Ball

NO GOAL - Corner Kick Restart
When Ball is Initially Played DIRECTLY into OWN GOAL Requires a Touch by a Second Player (either team) Before a Goal may be Awarded
Direct Free Kick (DFK) Indirect Free Kick (IFK) Goal Kick Corner Kick Throw-In Dropped Ball

RESTARTS - WHEN OFFENSE COMMITTED

Situation	Offense (Committed While Ball In-Play)	Committed By Whom	Where	Restart Location	Restart By Whom	Restart
When a Direct Free Kick (DFK) offense, committed against an opponent, is considered to be careless, reckless, or involving excessive force:	<ul style="list-style-type: none"> * Kicks or attempts to kick * Strikes or attempts to strike * Trips or attempts to trip * Makes contact with opponent before making contact with the ball when making a challenge on the ball * Pushes * Charges * Jumps At 	A defending player	Within defending player's own Penalty Area	From the Penalty Mark	Any attacking player	PENALTY KICK (LAW 14)
		An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	DIRECT FREE KICK (DFK) (LAW 13)
		Any player	Anywhere on the field-of-play outside the Penalty Areas	At the location where the offense was committed		
When a player commits one of the Direct Free Kick (DFK) offenses on the field-of-play:	<ul style="list-style-type: none"> * Holds an opponent * Bites or spits at anyone * Slide tackles from the rear and makes contact with an opponent * Throws an object at an opponent, the ball, or an official * Makes contact with the ball with a held object (including the goalkeeper) * Impedes an opponent with contact * Deliberately handles the ball (except the goalkeeper in own Penalty Area) 	A defending player	Within defending player's own Penalty Area	From the Penalty Mark	Any attacking player	PENALTY KICK (LAW 14)
		An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	DIRECT FREE KICK (DFK) (LAW 13)
		Any player	Anywhere on the field-of-play outside the Penalty Areas	At the location where the offense was committed		
When a player commits one of the following offenses on the field-of-play:	<ul style="list-style-type: none"> * Plays in a dangerous manner * Deliberately heads the ball (only for 8-U (Passers), 10-U (Wings), and 12-U (Strikers) players) * Fair charges an opponent when ball is not within playing distance * Obstructs an opponent (without contact) when ball is not within playing distance * Fair charges the goalkeeper when the ball is in the goalkeeper's possession * Fair charges the goalkeeper in the Goal Area * Slide tackles an opponent from the rear with no contact with the ball or player * Commits any offense for which play is stopped specifically to caution or dismiss that player 	A defending player	Within defending player's own Goal Area	At the nearest point on that Goal Area Line	Any attacking player	INDIRECT FREE KICK (IFK) (LAW 13)
		An attacking player	Within the defending team's Goal Area	From any point within that Goal Area	Any defending player	
			Within the defending team's Penalty Area and outside the Goal Area	At the location where the offense was committed		
		Any Player	Anywhere else on the field-of-play	At the place where the offense occurred	Any opposing player	
When the goalkeeper in possession of the ball - except 8-U (Passers):	<ul style="list-style-type: none"> * Takes more than 6-sec. to release the ball back into play * Touches the ball with their hand(s) from a deliberate kick by a teammate * Touches the ball with their hand(s) from a throw-in by a teammate * Illegally re-touches the ball with their hand(s) * When a 8-U (Passers) or 10-U (Wings) goalkeeper punts or drop-kicks the ball 	Goalkeeper	Anywhere within that goalkeeper's own Goal Area	At the nearest point on that Goal Area Line	Any attacking player	INDIRECT FREE KICK (IFK) (LAW 13)
			Anywhere else within that goalkeeper's own Penalty Area	At the place where the offense occurred		

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