

Soccer Association for Youth **PLAYING RULES**

SAY NATIONAL HEADQUARTERS

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SAY NATIONAL REFEREE AND RULES COMMITTEE

SAY Director of Officials and SNRRC Chairman

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**SAY Soccer Playing Rules, Second Edition
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RULE CHANGES

Text highlighted in grey indicates the new changes or clarifications that are effective at the beginning of the 2015-2016 seasons. References to the male gender in this publication with respect to referees, assistant referees, players, coaches, officials and administrators are for simplification and apply to both males and females.

COMMUNICABLE DISEASE PROCEDURE

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.

The bleeding must be stopped, the wound cleaned and covered, and the bloody uniform changed (or adequately cleaned or covered) before the player may return to the game.

LIGHTNING POLICY

In SAY the safety of players and participants is of utmost importance. Soccer fields can be a dangerous place during severe weather.

- You are in danger if you can see lightning.
- You are in danger from lightning if you can hear thunder.
- Lightning often travels sideways as far as 10 miles and can strike away from any rainfall even when skies are blue.

In event of a storm, games and/or practices must be stopped and suspended until the danger has passed using the following **minimum** criteria:

- (1) The sighting of a lightning flash or the hearing of the sound of thunder shall be reason enough to immediately stop and suspend a game or a practice session;
 - Do not wait until it rains
 - Do not try to reach the end of a period or the end of a game.
- (2) Coaches shall take their players to a safe location upon suspension of a game and/or a practice session;
- (3) Following suspension of a game, the referees shall promptly leave the field to a safe location;
- (4) 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 Playing Rules, Law IV-7-A.-Notes.

CONCUSSION POLICY

As outlined in the SAY National Concussion Policy posted on www.saysoccer.org, ALL coaches and officials regardless of their age and/or status will be required to complete a concussion training course every three (3) years. This training MUST be completed prior to being able to participate in any SAY activity, whether it be a practice or a game situation.

The policy outlines the “Removal-From” and “Return-to-Play” procedure. Namely, any athlete that exhibits signs and symptoms of concussion either during a practice or during a game MUST be immediately removed. This athlete MAY NOT return to play nor participate in any SAY activity on the same day that he or she has been removed (even if a written medical clearance is provided).

In addition, the athlete is not permitted to return to play or participate in any SAY activity until he or she has been assessed and received written clearance by a physician or by another licensed health care provider.

All SAY Areas and Districts are responsible for:

- 1) developing and distributing the specific criteria, which referees and coaches must follow and
- 2) monitoring and tracking their referees and coaches with regard to their individual compliance with this policy.

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SAY ORGANIZATIONAL RULES

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

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

RULE 1 – PLAYER AGE CLASSIFICATIONS

1. Age divisions are broken down as follows:

CLASS	DIVISION	AGE
PS	(U-6) Pre-School	3, 4 & 5
P	(U-8) Passers	6 & 7
W	(U-10) Wings	8 & 9
S	(U-12) Strikers	10 & 11
K	(U-14) Kickers	12 & 13
M	(U-16) Minors	14 & 15
SR	(U-19) 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 whether a foul 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 touch-lines;
 - 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 that a 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 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 Playing Rules (i.e. seven (7) players for an 11 v. 11 game and a lesser number for short-sided games) at the scheduled starting time.
2. Teams from out-of-District are allowed a 20-minute grace period, and must by then field at least the legally required minimum number of players as stated in the Playing Rules (i.e. seven (7) players for an 11 v. 11 game and a lesser number for short-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 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** 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

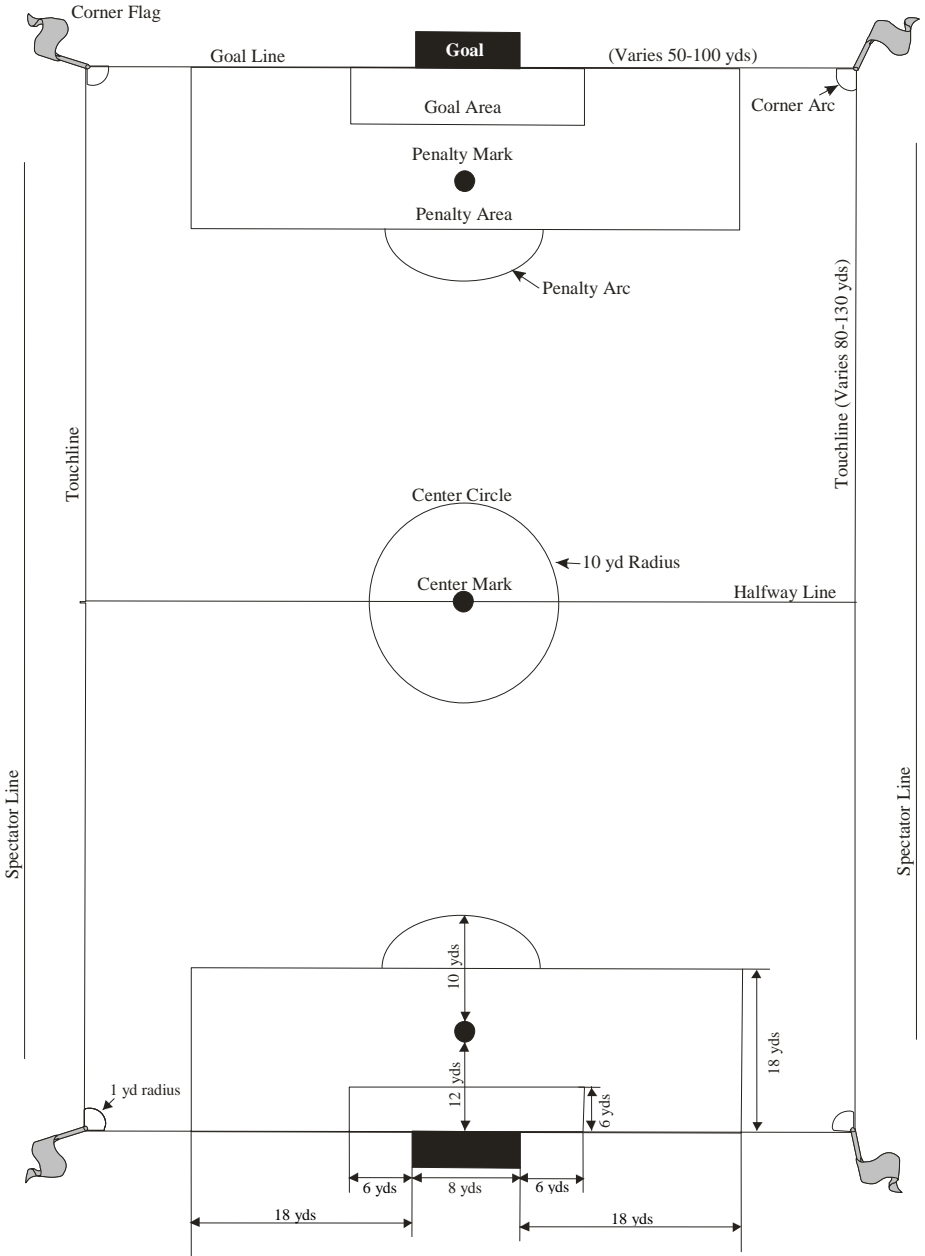
1. In the One Referee (one whistle) system, only the Referee shall have authority and responsibility for the calling of fouls and violations by the use of the whistle. Where club linesmen are used, their duties are to be limited to calling balls in and out of bounds.
2. In the Two Referee (two whistles) system, both Referees shall have equal authority and responsibility for the calling of fouls and violations by the use of the whistle on any part of the field at any time.
3. In the Three Officials system, 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 the use of the whistle.
 - (2) The two Assistant Referees shall assist the Referee as described in LAW VI of the PLAYING RULES.
 - (3) The Referee shall accept the calls of an Assistant Referee with regard to 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 the use of the whistle on any part of the field at any time.

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

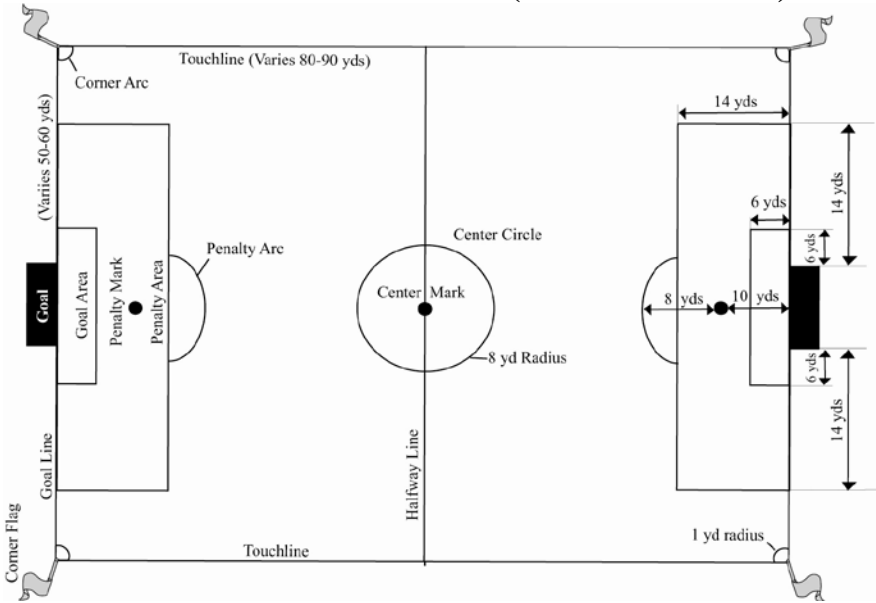
PLAYING RULES
THE LAWS OF THE GAME
GENERAL PREFACE

1. The definitive laws of the game of soccer are those of FIFA, the “Federation International de Football Association” or, in English, the International Federation of Association Football. These laws apply all over the world and provide a standard that governs international competition.
 - A. The USSF (United States Soccer Federation), the NCAA (National Collegiate Athletic Association), and the NFHS (National Federation of State High School Associations) all have their own set of laws, or rules, which basically conform to the FIFA laws, but which also have variations unique and appropriate to their Organizations.
 - B. Various youth soccer programs also have made further changes to allow for situations specific to young players.
2. The FIFA Laws of the Game shall apply to SAY play, except as may be amended in this book.
3. The interpretations of the Laws of the Game 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 Modifications of these Laws 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.
5. When SAY Soccer was founded, it was provided that all teams would be made up of eleven players, regardless of the age of the players. However, a considerable body of opinion has determined that young players would be better served if their teams had fewer players. With such an arrangement, each player has many more opportunities to play the ball, and develop skills at a faster rate. Increased participation will also improve the players’ interest and enjoyment.
6. The Laws have been modified in their application to include provisions for short-sided team games at all levels of play. Most of the standard rules of the game still apply.
7. All team members and coaches are subject to these Laws, whether on or off the field of play.
8. Additional explanations and interpretations of these laws are included in the book “Refereeing Youth Soccer”, which is published by SAY. The material in that book is binding in the same way as the material in the Rulebook.

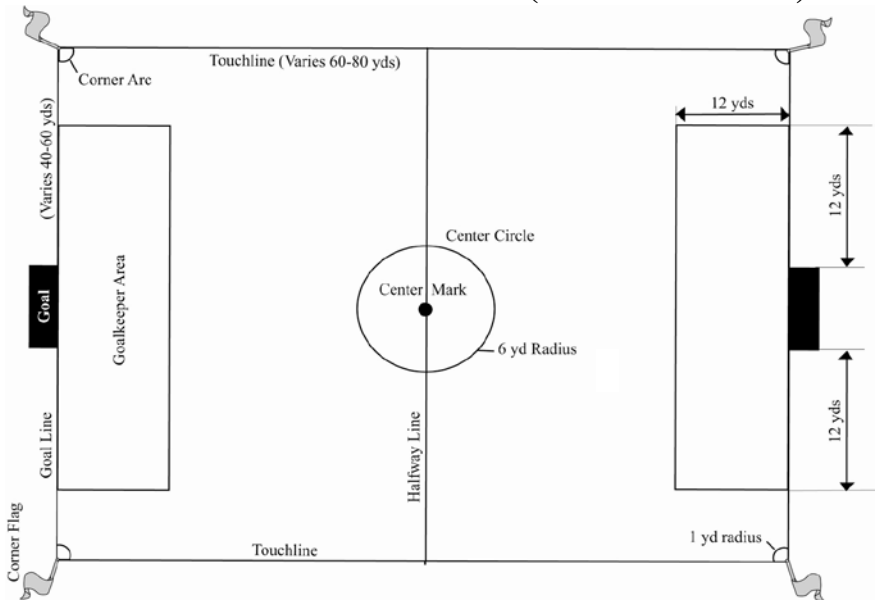
FULL SIDED PLAYING FIELD (11 v 11)



WINGS PLAYING FIELD (SHORT-SIDED)



PASSERS PLAYING FIELD (SHORT-SIDED)



LAW I – FIELD OF PLAY

1. Dimensions

A. The field of play shall be rectangular.

For full-sided (11 v 11) play:

Length – minimum 80 yards, maximum 130 yards,

Width – minimum 50 yards; maximum 100 yards.

B. Recommended field sizes are as follows:

		<u>Full-Sided (11 v 11)</u>	<u>Short-Sided</u>
(1) Passers:	(U8)	80 x 60 yards	60 x 40 yards
(2) Wings:	(U10)	90 x 60 yards	80 x 50 yards
(3) Strikers:	(U12)	100 x 60 yards	90 x 60 yards
(4) Kickers:	(U14)	110 x 65 yards	100 x 60 yards
(5) Minors:	(U16)	110 x 70 yards	100 x 60 yards
(6) Seniors:	(U19)	110 x 70 yards	100 x 60 yards

C. The longer lines shall be called touch lines.

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 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 **1/2-inch to 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 yard outside of the touch lines.

C. The Halfway-Line and Center Circle

(1) A halfway-line shall be marked joining the midpoint of each touch line.

(2) From the midpoint of the halfway-line, a circle shall be marked with an appropriate radius:

(a) Passers (U8) - six (6) yards.

(b) Wings (U10) - eight (8) yards.

(c) Strikers (U-12) thru Seniors (U-19) - ten (10) yards.

3. The Goal Area

The goal area is marked by lines perpendicular to the goal line six yards from the inner side of each goal post, six yards into the field, and joined by a line parallel to the goal line.

4. The Corner Arc

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

5. **The Penalty Area**

A. **Strikers (U-12) thru Seniors (U-19)**

- (1) The Penalty Area 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 made twelve (12) yards from the goal line, opposite the center of the goal.
- (3) From the center of the Penalty Mark, the Penalty Arc having a radius of ten (10) yards shall be marked outside the Penalty Area.

B. **Short-Sided Wings (U-10)**

- (1) The Penalty Area is marked by lines perpendicular to the goal line fourteen (14) 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 made ten (10) yards from the goal line, opposite the center of the goal.
- (3) From the center of the Penalty Mark, the Penalty Arc having a radius of eight (8) yards shall be marked outside the Penalty Area.

C. **Short-Sided Passers (U-8)**

- (1) There is no Penalty Area for Passers.
- (2) On a full-size field the lines used to mark the Penalty Area are only used for determining when a ball is in play in accordance with Laws XIII and XVI.

6. **The Goalkeeper Area – Short-Sided Passers (U-8) Only**

- (1) On a Passers field a Goalkeeper Area shall be marked by lines perpendicular to the goal line twelve (12) 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) On a full-size field the lines used to mark the Penalty Area shall be considered as the Goalkeeper Area for Passers.

7. **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 Strikers (U-12) thru Seniors (U-19)** 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 Short-Sided Wings (U-10)** the uprights may be eighteen (18) to twenty-four (24) feet apart (inside measurement), joined by a crossbar seven (7) to eight (8) feet from the ground (to the lower edge), if goalkeepers are to be used, or about six (6) feet wide by four (4) feet high if goalkeepers are not used.
- (3) **For Short-Sided Passers (U-8)** the uprights may be twelve (12) to twenty-four (24) feet apart (inside measurement), joined by a crossbar six (6) to eight (8) feet from the ground (to the lower edge), if goalkeepers are to be used, or about six (6) feet wide by four (4) feet high if goalkeepers are not used.

- 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.

NOTES:

- 1) The goal line should be the same width as the depth 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. Games may continue with the approval of both coaches. The referee's judgment will determine whether any particular shot 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 (11 v 11) games and all related equipment shall be as shown on the preceding diagram (page 8).
- 7) Except as provided for Passers (U-8) and Wings (U-10) game fields and for approved Pre-School and Short-Sided game fields, the penalty-areas, goal-areas, and ten yard circles may not be reduced in size on smaller fields, nor is the goal size to be reduced from the 8 foot high by 24 foot wide inside measurements.
- 8) Passers (U-8) and Wings (U-10) divisions may opt to play their matches on full-sized fields and goals.
- 9) If the Referee determines the field to be unsafe for play, the game shall be abandoned.

Age	Goal (Inside Dimensions)	
	Height	Width
Strikers (U-12) thru Seniors (U-19)	8 ft	24 ft
Wings (U-10) w/Goalkeeper	7-8 ft	18-24 ft
Wings (U10) w/o Goalkeeper	4 ft	6 ft
Passers (U8) w/Goalkeeper	6-8 ft	12-24 ft
Passers (U8) w/o Goalkeeper	4 ft	6 ft

LAW II – THE BALL

1. The ball shall be spherical.
2. The following will use:

<u>AGE</u>	<u>SIZE</u>
A. Passers (U-8)	3
B. Wings (U-10)	4
C. Strikers (U-12)	4
D. Kickers (U-14)	5
E. Minors (U-16)	5
F. Seniors (U-19)	5

3. The ball will not be changed during the game without the approval of the referee(s).
4. If the ball bursts or becomes deflated during the course of the game, the game shall be stopped. Play is to be restarted in accordance with LAW VIII-7.

LAW III – PLAYERS AND SUBSTITUTIONS

1. **Full-sided games (11 v 11)** will be played by two teams each consisting of:
 - A. not more than eleven (11) players, and
 - B. not fewer than seven (7) players,
 - C. one of whom shall be the Goalkeeper.
2. **Short-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 5 (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 four (4) players
 - (3) with or without a Goalkeeper (Only as stipulated by League rules)
 - E. 8 v 8 games
 - (1) not more than eight (8) players
 - (2) not fewer than five (5) players
 - (3) with or without a Goalkeeper (Only as stipulated by League rules)
 - F. 9 v 9 games
 - (1) not more than nine (9) players
 - (2) not fewer than six (6) players
 - (3) with or without a Goalkeeper (Only as stipulated by League rules)
 - 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
 - H. Short-sided Passers (U-8) games may be either 4 v 4 thru 8 v 8.
 - I. Short-sided Wings (U-10) games may be either 6 v 6 thru 9 v 9.
 - J. Short-sided Strikers (U-12) thru Seniors (U-19) games may be either 8 v 8 thru 10 v 10.
3. 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.

4. The following substitutions may only be made with the permission of the referee:
 - A. Both teams may substitute any number of players:
 - (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 a 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, the opposing team may also substitute any number of players.
 - C. A substitute becomes a player upon entering the field of play after having been acknowledged by the Referee.
5. Any substitute entering the field of play without the permission of the referee, or any substitute who interferes with play whether upon entering or leaving the field of play shall be subject to punishment for illegal substitution.
 - A. If the infraction is noted while the ball is in play, the referee shall stop play. Play is to be restarted with an Indirect Free Kick against the offending team at the location where the ball was when play was stopped.
 - B. Whether or not the ball is in play, the substitute(s) shall be cautioned.
6. During the progress of the game, the referees must be notified specifically before the Goalkeeper is changed (except when change is made between periods).
7. Any player on the field changing places with the goalkeeper without the permission of the referee while the ball is in play, shall be subject to punishment for improper change.
 - A. Play is not stopped.
 - B. At the next stoppage of play, both players will be cautioned.
8. A player ejected (red-carded) after the game starts may not be replaced.

NOTES:

- 1) If a member of a team is ejected (red-carded) before the game begins, the team does not have to play “shorthanded”.
- 2) A player joining or rejoining his team that has fewer than eleven players on the field after the start of the match is in effect playing “shorthanded”. To enter the game that player shall first draw the attention of the referee from the touch line, and may then enter or re-enter the field only with the permission of the referee. The signal from the referee shall be made by a definite gesture, which makes the player understand that he may come into the field of play. It is not necessary to wait until the game is stopped (this does not apply with respect to an infringement of Law IV), but the referee is the sole judge of the moment in which he gives his signal of acknowledgment to enter the game.

LAW IV – PLAYER’S EQUIPMENT

1. Prior to any game the referee shall inspect the players’ equipment and prevent any player whose equipment does not conform to the requirements of this Law from playing until such time as it does comply.
2. A player shall not wear anything that is dangerous to another player or to oneself.
3. The basic compulsory equipment of a player shall consist of a shirt, shorts, socks, shin-guards and shoes.
4. Uniform Shirts
 - A. All players on a team must wear shirts of the same color.
 - B. The goalkeeper must wear a color different than that of either team and the referee.
 - C. It is the responsibility of the home team to change to a different color if the two teams are wearing the same color.
 - D. Numbers on shirts are required, and must be different for each player. However, when a team must wear alternate shirts, because of a color conflict, such shirts need not be numbered.
 - E. For an unresolved color conflict, the referees may permit the game to proceed.
5. Shin-guards, which must be covered entirely by socks, shall be made of a suitable material (rubber, plastic, polyurethane or similar substance) and shall afford a reasonable degree of protection.
6. Footwear
 - A. Shoes that meet the following criteria are considered to be legal:
 - (1) shoes that are made by well-known manufacturers and designated as soccer footwear;
 - (2) gym shoes;
 - (3) any type of shoe having any number of cleats (rubber, plastic or metal) that have no sharp edges.
 - B. Shoes shall be properly tied (or otherwise appropriately fastened).
7. 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 so-called 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 may determine other equipment to be illegal or dangerous.
- 2) All items of jewelry are normally considered dangerous; 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 flap loosely during play.
- 3) Nevertheless, the items listed in 7-A are to be considered illegal equipment (except as 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.

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 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) contact lenses;
- (7) soft gloves;
- (8) warm-up suits, hooded sweatshirts, sweat pants and similar soft apparel – but only if worn under the player's uniform.

8. **PUNISHMENT:** For any infringement of Law IV:

- 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 do so, if correction on the field is 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, who shall determine if that the player's equipment is in order.
- C. The player shall only re-enter the game at a moment when the ball has ceased to be in play, and then only with the referee's permission.

LAW V – REFEREES

1. It is the SAYArea’s responsibility to decide the system of refereeing to be used within the SAYArea.
2. At least one referee shall be assigned to officiate at each game.
3. The authority and the exercise of the powers granted to referees by the Laws of the Game commence as soon as they enter the field of play.
 - A. The power of penalizing shall extend to offenses committed when play has been temporarily suspended, or when the ball is out of play.
 - B. The referee’s decision on points of fact shall be final.
4. 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 timekeeper.
 - D. Have the authority to stop the game for any violation of the Laws and to suspend or terminate the game if weather conditions or actions of spectators or players indicate that a stoppage is necessary. Such stoppage and the reasons therefore should be reported to the league administrator.
 - (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 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, and
 - (b) Play shall not be resumed prior to 30-minutes after the last sighting of lightning or the last sound of thunder heard.
 - E. Caution (and show a yellow card) to any player guilty of misconduct or any cautionable offense; and eject (first show a yellow card and then show a red card) to any player who persists in misconduct.
 - F. Allow no one other than the active players and Assistant Referees to enter the field without permission.
 - G. Stop the game if a player is injured, but not during a drive on goal unless the injury appears to be serious. (The nearest official is obliged to quickly check the condition of the injured player). The referee need only have reason to believe that a player is seriously injured to stop the game, even if there is a drive on goal.
 - H. The referee will insure that any player with visible blood or bleeding leaves the field of play. (See “Communicable Disease Procedure” details on page 2).
 - I. Eject (and show a red card) to any player who is guilty of a send-off offense. Any ejection should be reported promptly to the league administrator.
 - J. Signal for the restart of the game after any stoppage.

- (1) A free kick may be taken as soon as the ball is properly placed, without a whistle. However, the referee may delay such a “quick” free kick at his discretion, but upon which the restart must be with a whistle.
 - (2) A signal with the whistle
 - (a) may or may not be given after a substitution,
 - (b) shall be given after an extended time out, or for the taking of a penalty kick or for the taking of a kick-off.
- K. Restart the game in accordance with LAW VIII-7:
- (1) after an injury (no foul having been committed); or
 - (2) after unresolved referee decisions (such as when the referee blows the whistle by mistake); or
 - (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; or
 - (4) when the referee is uncertain which team last touched the ball prior to it going over the touch line 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) In Passers (U-8) and Wings (U-10) matches, it is recommended that all infractions be briefly explained by the referee to the offending player.
- 2) A referee may reverse a decision as long as play has not been restarted.
- 3) 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.
- 4) Games should be played with as little interference as possible. It is the duty of the referees to penalize only deliberate breaches of the Law. 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.
- 5) Games may not be forfeited by referees. Conditions indicating a possible forfeit must be reported to the District Representative for a decision.
- 6) If a player or players, either on the same team or 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.
- 7) If two players from opposing teams simultaneously commit two violations, each of which calls for the same type of free kick (DIRECT or INDIRECT), 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 appropriately, in accordance with LAW VIII-7.
- 8) During the course of the game, all coaches may coach their players from the touch-line, subject to the following:

- a) Coaching shall be limited to verbal communication with the players of the coach's team by the coaches of that 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) All coaches must remain on the side of the field where the team's substitutes are situated, and
 - (1) if both teams are on the same side, between the half-way line and the 18 yard-line;
 - (2) if the teams are on opposite sides, between the 18 yard-lines.
 - e) **PUNISHMENT:** For violation of LAW V, NOTE 8:
 - (1) The offending coach shall be cautioned and shown a yellow card.
 - (2) The offending coach shall be ejected from the playing field and shown a red card upon receiving a second caution.
 - (3) The offending coach shall be ejected from the playing field and shown a red card upon exhibiting any excessive unruly behavior.
- 9) Guidelines for Referee Uniforms can be found in Appendix A.

LAW VI – ASSISTANT REFEREES

1. If only one referee is available to officiate a game, the referee may appoint two “club” linesmen to assist only by indicating 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 substitution 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 shall 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, the referee shall dispense with his services and arrange for a substitute (or club linesman) to be appointed, and the matter shall then be reported to the competent authority.

LAW VII – 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 at 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:

A. Passers	(U-8)	10-minute quarters or 20-minute halves
B. Wings	(U-10)	12-minute quarters or 24-minute halves
C. Strikers	(U-12)	15-minute quarters or 30-minute halves
D. Kickers	(U-14)	15-minute quarters or 30-minute halves
E. Minors	(U-16)	20-minute quarters or 40-minute halves
F. Seniors	(U-19)	20-minute quarters or 40-minute halves
3. Intervals between the 1st and 2nd, and 3rd and 4th quarters will be one (1) minute. The half time interval will be five (5) minutes.
4. Allowances shall be made within each period for time lost through injury or other cause, the amount of which shall be added at the end of the period at the discretion of the referee. This time may not be added to a different period.
5. Time shall be extended to permit the taking of a penalty kick at the end of a period, which was awarded before time ran out. Time may not be extended for the taking of other free kicks.
6. Play ends exactly at the instant that time (which includes added time) runs out, regardless of the position or motion of the ball at that time.
7. If a game has been stopped for any reason, and it cannot be restarted:
 - A. If less than one-half has been played, it must be rescheduled in its entirety; however,
 - B. If at least one-half has been played, it shall be considered an official game.

LAW VIII – THE START AND RESTART OF PLAY

1. Prior to the game, choice of ends shall be decided by the toss of a coin. The team winning the toss will decide which goal it will attack during the first period. The other team will take the kick-off to start the game.
2. Upon the referee's whistle, the game is started or restarted by a player taking a kick from the center mark. Until the ball is kicked, the players:
 - A. of each team must be entirely in their team's half of the field, and
 - B. the players of the opposing team must be outside the center circle.
3. On a kick-off, the ball is in play when it is kicked **in any direction and clearly moves.**
4. The kicker may not play the ball again until it has been touched by another player.
 - A. **PUNISHMENT:** For playing the ball twice in succession, an INDIRECT free kick (IFK) is awarded to the opposing team at the point where it was touched the second time.
5. A goal may be scored DIRECT (first touch) from a kick-off.
6. After a goal has been scored, the game is restarted with a kick-off by the team scored against.
7. 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, except as follows:
 - A. If the ball was in play within a goal area and not in possession of the goalkeeper when the stoppage occurred, it shall be dropped on that part of the goal area line which runs parallel to the goal line at the point nearest to where the ball was when play was stopped.
 - B. If the ball was in clear possession of the goalkeeper or in clear control of one of the teams when the stoppage occurred, play will be restarted with an indirect free kick (IFK) taken by the team in control or in possession of the ball at the place where it was when the stoppage occurred, and in accordance with the overriding conditions of LAW XIII.
8. A dropped ball shall be in play when it makes contact with the ground.
 - A. If a player touches the ball before it makes contact with the ground, the referee shall drop the ball again.
 - B. 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.
 - C. 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. **The ball must be touched by at least two different players in order for a goal to be awarded.**
 - D. 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.

LAW IX – BALL IN AND OUT OF PLAY

1. The ball is out of play when the whole of the ball completely passes over the entire goal line or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.
2. The ball is in play at all other times, including:
 - A. If it rebounds onto the field from a goal post, cross bar, or corner flag.
 - B. If it strikes the referee or assistant referee without leaving the field of play.
 - C. If there is an apparent violation, but no signal has been given by the referee.

LAW X – 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. 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 may not be allowed if the whole of the ball has not crossed the entire goal-line.
- 2) If the ball is stopped by an “outside agent” (i.e. dog, spectator), play shall be stopped.
 - a) The game shall be restarted with a dropped ball in accordance with LAW VIII-7, where the ball came into contact with the interference.
 - b) A goal may be allowed if the ball touches an outside agent, but continues on into the goal and the interference does not prevent a defender from being able to play the ball.
 - c) A goal may not be allowed if the ball touches an outside agent and never enters the goal.
 - d) The referee or assistant referees are not considered “outside agents”.
- 3) If the ball is stopped by substitute or a team official, play shall be stopped.
 - a) The game shall be restarted direct free kick (DFK) or a penalty kick (PK) depending upon where the interference occurred.
 - b) A goal may be allowed if the ball touches a substitute or team official, but continues on into the goal and the interference does not prevent a defender from being able to play the ball.
 - c) A goal may not be allowed if the ball touches a substitute or team official and never enters the goal.
- 4) The referee may not award a goal unless in a position to observe and be certain that the ball has completely crossed the goal-line, or an assistant referee is in such a position and signals that fact to the referee.

LAW XI – OFFSIDE

1. A player is in an offside position if the player is:
 - A. nearer the opponents goal line than the ball, ... **and** ...
 - B. in the opponents half of the field, ... **and** ...
 - C. closer to the opponents goal line than at least two opponents.

NOTE: A player who is even with the second last opponent or with the last two opponents is not in an offside position.
2. The offside offense may only be called against a player who is in an offside position at the moment the ball is last touched or played by a teammate. Offside shall be declared if that player 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.
3. 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
 - a goal kick,
 - a corner kick, or
 - a throw-in.
4. **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 XIII.
 - 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, e.g. the player touches the ball or interferes with an opponent. This includes if the offense occurs in the player's own half of the field.

NOTES:

- 1) Offside position shall be judged at the moment when the ball was last played or touched by a teammate; offside offense occurs where the player in question receives the ball.
- 2) A player, who is not in an offside position at the moment when the ball is last played or touched by a teammate, does not therefore become offside if he moves forward ahead of the ball or past the next to last defender during the flight of the ball.
- 3) The offside rule shall not apply to any Passer (U-8) division games.

LAW XII – FOULS AND MISCONDUCT

1. **Direct Free Kick (DFK):**

- A. A direct free kick (DFK) is awarded to the opposing team if a player commits any of the following six offenses in a manner considered by the referee to be careless, reckless, or involving disproportionate force:
 - (1) kicks or attempts to kick:
 - (a) an opponent, or
 - (b) the ball while in the possession of the goal keeper;
 - (2) trips or attempts to trip an opponent; or
 - (3) jumps at an opponent; or
 - (4) charges an opponent; or
 - (5) strikes or attempts to strike an opponent; including a goalkeeper throwing the ball vigorously at an opponent, or pushing an opponent with the ball while still holding it;
 - (6) pushes an opponent.
- B. A direct free kick (DFK) is also awarded to the opposing team if a player commits any of the following four (4) offenses:
 - (1) 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, or
 - (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.
 - (2) holds an opponent; or
 - (3) spits at an opponent; or
 - (4) handles the ball deliberately, i.e. carries, strikes or propels the ball with hand or arm (this does not apply to the goalkeeper within his own penalty area),
- C. The direct free kick (DFK) shall be taken by the opposing team from the place where the offense occurred, unless the offense is committed by an attacking player in his opponents' goal area, in which case the DFK shall be taken from any point within the goal area.
- D. In the Passers (U-8) division, all of the foregoing fouls shall result in an indirect free kick (IFK).

2. **Penalty Kick:**

- A. Should a player of the defending team commit one of the above DFK offenses within their own penalty area, he shall be penalized by a penalty kick.
- B. A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time an offense within the penalty area is committed.
- C. In the Passers (U-8) division there are no penalty kicks.

3. **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 XIII:

A. **DANGEROUS PLAY:** Playing in a manner that could result in injury to any other player or to oneself. “Dangerous Play” is a judgment call. The following are examples only and are not exclusive:

- (1) 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.
- (2) Using a double kick (scissors, bicycle or hitch kick) within playing distance of another player (teammate or opponent).
- (3) Lowering the head to the level of the waist or lower in an attempt to head the ball in the presence of another player.
- (4) Playing or attempting to play the ball while lying on the ground within playing distance of another player.

B. **HEADING THE BALL RESTRICTIONS:** If a player in a Pre-School (U-6) through Strikers (U-12) game **deliberately** strikes the ball with any portion of their head, an indirect free kick (IFK) is to be awarded to the opposing team from the spot of the infraction. Such a deliberate act is considered the same as a dangerous play offense.

- (1) If a player does not deliberately play or attempt to play the ball, then no offense has occurred and play should continue.
- (2) A player shall **not** be cautioned nor sent-off for persistent infringement, as a result of a heading infraction.
- (3) A player shall **not** be cautioned nor sent-off for denying an obvious goal scoring opportunity, as a result of a heading infraction.

C. **SLIDE TACKLING FROM THE REAR 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 FAIRLY:** (i.e. with the shoulder to the shoulder of an opposing player, when each player has at least one foot on the ground) when the ball is not within playing distance of the players concerned.

E. **OBSTRUCTION:** When not playing the ball, intentionally interposing the body so as to impede an opponent’s movement.

F. **FOULS AGAINST GOALKEEPER:** Charging a goalkeeper:

- (1) while the ball is in goalkeeper-possession ... **or** ...
- (2) in the goal area – whether or not the ball is in goalkeeper-possession.

G. **IMPROPER CLEARING OF THE BALL BY THE GOALKEEPER:** The following rules shall apply to goalkeepers when clearing the ball:

- (1) Goalkeepers may run or walk with the ball and take any number of steps while inside the penalty area, as long as there is no excessive delay in clearing the ball.

The following rules (2) (a), (b) and (c) do not apply in any way to Passers (U-8) and Wings (U-10).

- (2) Strikers, Kickers, Minors and Seniors goalkeepers (U-12 through U-19)
 - (a) The goalkeeper, from the moment he or she takes full control of the ball with his hands, may take no more six (6) seconds while holding, bouncing or throwing the ball in the air and catching it again without releasing it into play.
 - (b) The goalkeeper, having released the ball into play may not touch the ball again with his hands unless it has been touched or played
 - i. by a player of the opposing team (either inside or outside) of the penalty area, or
 - ii. subject to provision (c) noted below, by another player of the goalkeeper's team outside of the penalty area.
 - (c) On any occasion when a player deliberately kicks the ball, or throws the ball on a throw-in to his own goalkeeper:
 - i. the goalkeeper is not permitted to touch it with his hands.
 - ii. If, however, the goalkeeper does touch the ball with hands, he (or she) shall be penalized by the award of an indirect free kick (IFK) to be taken by the opposing team from the place where the offense occurred, and in accordance with the overriding conditions of LAW XIII.

NOTES:

- 1) "Possession" by the goalkeeper is having control, even if only with one hand. One hand includes any part of the arm from the fingertips to the shoulder. Holding the ball with both hands, trapping the ball between one hand and any surface (e.g. the ground, a goalpost, the goalkeeper's body), or holding the ball in an outstretched open palm is considered to be in the goalkeeper's possession.
- 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 MUST 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 him from putting the ball into play, the referee shall award an indirect free kick (IFK).
- 4) If a player places his body between the ball and an opponent without touching it in an endeavor not to have it played by an opponent, he impedes (i.e shields the ball) but does not violate LAW XII-3.D as long as the ball remains within playing distance, and therefore may be fair-charged while playing the ball.
- 5) Deliberate parrying of the ball by a goalkeeper shall not be considered as goalkeeper-possession and, as such, the goalkeeper is free to subsequently pick-up the ball without being subject to penalty.

4. **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 or substitute shows dissent ~~is shown~~ by words or action with any decision of the referee.
 - (4) If a player or substitute engages in unsporting behavior. For example: an attempt to prevent a throw-in from being taken, or to prevent a goalkeeper from clearing the ball, or use of inappropriate language or gestures.
 - (5) If a player fails to respect the required distance when play is restarted, or otherwise delays the restart of play.
- B. The referee need not stop the game to administer a caution; the advantage clause may be invoked. The caution will be administered as soon as play stops.
- C. If the referee stops the game to administer a caution, the game shall be restarted by an indirect free kick (IFK) taken by a player of the opposing team from the place where the ball was when the referee stopped the game, subject to the overriding conditions of Law XIII.
- D. A cautioned player may remain in the game or be replaced at the discretion of the coach. If replaced, the cautioned player may return at the team's next substitution opportunity.

NOTES:

- 1) If a player leans on the shoulders of another player of his own team in order to head the ball the player shall be cautioned for unsporting behavior.
- 2) If a player positions his arms to impede an opponent and steps from one side to the other, moving his arms up and down to delay his opponent, forcing him to change course, but does not make "bodily contact" the player shall be cautioned for unsporting behavior.
- 3) If a goalkeeper intentionally lies on the ball longer than is necessary, the goalkeeper shall be cautioned for unsporting behavior.

5. **Send-off – Red Card:**

- A. A player or substitute will be ejected from the game for:
- (1) violent conduct;
 - (2) serious foul play, including:
 - (a) deliberately handling the ball, thereby denying his opponents a goal, or an obvious goal-scoring opportunity, (other than the goalkeeper within his own penalty-area) and
 - (b) impeding an opponent who is moving toward his opponent's goal with an obvious goal-scoring opportunity, by committing any offense punishable by a free kick (or a penalty kick), and thereby denies the attacking team an obvious goal-scoring opportunity.

NOTE: *Application of provisions (2)(a) &(2)(b) above may be inappropriate for Passers (U-8) and Wings (U-10).*

- (3) The use of offensive, insulting or abusive language.
- (4) An offense requiring a second caution.

- B. If the game is stopped to eject the player, no other Law having been violated, an indirect free kick (IFK) shall be awarded to the opposing team from the point of the offense, subject to the overriding conditions of Law XIII.

NOTES:

- 1) While caution and ejection rules also apply to substitutes and coaches, it is recommended that play not be stopped merely to administer such caution or ejection. If play is stopped merely to administer such caution or ejection, play is to be restarted appropriately in accordance with LAW VIII-7.
- 2) Any player or substitute, whether he is within or outside the field of play, whose conduct is unsporting or violent, whether or not it is directed towards an opponent, teammate, the referee, an assistant referee or other person, or who uses offensive, insulting or abusive language, shall be dealt with according to the nature of the offense committed.
- 3) If, when a referee is about to caution a player or substitute, and before he has done so, the player commits another offense that merits a caution, the player shall be ejected.

LAW XIII – FREE KICK

1. There are two types of free kicks:
 - A. **DIRECT (DFK)**: from which a goal can be scored without being touched by another player, of either team, against the opposing team only.
 - B. **INDIRECT (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 Passers (U-8) division all free kicks will be indirect free kicks (IFK).
2. When a free kick is being taken by the kicking team **outside their own Penalty Area** (or in the Passers (U-8) division outside the Goalkeeper Area),
 - A. The ball may be kicked in any direction;
 - B. Players of the opposing team:
 - (1) **Should be** at least the following distance (in all directions) from the ball until it has been kicked:
 - (a) Passers (U-8) - six (6) yards
 - (b) Wings (U-10) - eight (8) yards
 - (c) Strikers (U-12) thru Seniors (U-19) - ten (10) yards
 - (2) If requested by either the kicker or referee (in which case a second whistle should be used to restart play), **must be** at least the following distance from the ball until it has been kicked:
 - (a) Passers (U-8) - six (6) yards
 - (b) Wings (U-10) - eight (8) yards
 - (c) Strikers (U-12) thru Seniors (U-19) - ten (10) yards
 - C. The defending players may stand on the goal-line and between the goal posts (only) in the case where an indirect free kick (IFK) is being taken on or outside the opponent's Goal Area, but within less than the following distance from the opponent's goal:
 - (1) Wings (U-10) - eight (8) yards
 - (2) Strikers (U-12) thru Seniors (U-19) - ten (10) yards.
3. When a free kick is being taken by the kicking team from **inside its own Penalty Area** (or in the Passers (U-8) division the Goalkeeper Area),
 - A. all of the opposing players shall remain outside the Area until the ball has been kicked and travels outside of the Area **and** be at least the following distance from the ball until it has been kicked:
 - (1) Passers (U-8) - six (6) yards
 - (2) Wings (U-10) - eight (8) yards
 - (3) Strikers (U-12) thru Seniors (U-19) - ten (10) yards
 - B. The ball shall be in play when the whole of the ball has left the Area into the field of play.
 - (1) If the ball is not kicked beyond the Area, the kick shall be retaken, or
 - (2) If the ball is touched by any player (including the kicker) before it leaves the Area, the kick shall be retaken.

4. In the Wings (U-10) division and older, any free kick awarded to a defending team **inside its own Goal Area** shall be taken from a point anywhere within the Goal Area in which the offense occurred.
 - A. In the Passers (U-8) division:
 - (1) for games being played on a Passer-sized game field, any free kick awarded to a defending team **inside its own Goalkeeper Area** shall be taken from a point anywhere within the Goalkeeper Area in which the offense occurred.
 - (2) for games being played on a full-sized field, with full-sized field markings, any free kick awarded to a defending team **inside its own Goal Area (or from a point located in front of the Goal Area within twelve (12) yards from the goal-line)** shall be taken from a spot located anywhere within the Goal Area or directly in front of the Goal Area within twelve (12) yards from the goal-line.
6. On all free kicks:
 - A. The ball is in play when it is kicked and moves, except as noted in Section 3-B above.
 - B. The ball must be stationary when the free kick is taken.
7. If players of the opposing side encroach within the distance noted in Sections 2-B and/or 3-A above, the referee may delay the taking of the free kick until the required distance is met. Encroachment should be considered as unsporting behavior.
8. Any indirect free kick (IFK) awarded to the attacking team within its 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.
9. Once the ball is in play, the kicker may not play the ball again until it has been touched by another player.
 - A. **PUNISHMENT:** For playing the ball twice in succession, an indirect free kick (IFK) is awarded to the opposing team at the point where it was touched the second time.

NOTES:

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

LAW XIV – PENALTY KICK

1. There shall be no penalty kicks in the Passers (U-8) division.
2. A penalty kick shall be taken from the penalty-mark.
3. 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,
 - C. outside the penalty arc, and
 - D. farther from the goal line than the penalty mark.
4. The goalkeeper (who may be changed with another player on the field for the taking of the penalty kick):
 - A. must remain on the goal-line, between the goal-posts, and may move along the goal-line prior to the kick, but shall not come off the goal-line until the ball has been kicked, and
 - B. is permitted to move the body or arms – but not in an unsporting attempt to distract the kicker.
5. The ball:
 - A. must be kicked in a forward direction,
 - B. is in play immediately after it has been kicked and moves, and
 - C. may not be touched a second time by the kicker until touched by another player.
6. A goal may be scored **DIRECT** (first touch) from a penalty kick.
7. When a penalty kick is being taken a goal shall not be nullified if, before passing between the posts and under the crossbar the ball touches either or both goal-posts, or the crossbar, or the goalkeeper, or any combination of these, providing that no other violation has occurred.
8. **PUNISHMENT:**
 - A. For any **violation** of this Law by the **defending team:**
 - (1) If a goal is scored, the goal is allowed; but
 - (2) If a goal is not scored, the penalty kick **MUST BE** retaken.
 - B. For any **violation** of the Law by the **attacking team:**
 - (1) If a goal is scored, the goal is disallowed and the penalty kick **MUST BE** retaken; but
 - (2) If a goal is not scored, play is 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**, the kick is retaken.
 - D. If the kicker is guilty of playing the ball twice in succession an indirect free kick (IFK) is awarded to the opposing team to be taken from the place where the infringement (second-touch) occurred, unless the offense is committed in the opponent's goal-area, in which case the free kick shall be taken from a point anywhere within the goal-area, and in accordance with the overriding conditions of LAW XIII.

NOTES:

- 1) When the referee has awarded a penalty kick, he shall not signal for it to be taken until all the players have taken up position in accordance with the law.
- 2) If, after the kick has been taken, the ball:
 - a) is stopped in its course towards the goal, by an outside agent, the kick shall be retaken.
 - b) rebounds into play from the goalkeeper, the crossbar or goal post, and is then stopped in its course by an outside agent, the referee shall stop play and restart it 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 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, or within ten (10) yards of the penalty-mark (eight (8) yards for Wings (U-10)), 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 unsporting behavior.
 - (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 penalty mark.
 - d) **A teammate of the player taking the kick** encroaches into the penalty-area or within ten (10) yards of the penalty-mark (eight (8) yards for Wings (U-10)), 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 infraction, or in the case of an infraction by the goalkeeper anywhere within the goal area.
 - e) **The goalkeeper** moves off the goal line, **and a teammate of the kicker** encroaches into the penalty area, or within ten (10) yards of the penalty-mark mark (eight (8) yards for Wings (U-10)), or ahead of the ball. The penalty kick shall be retaken.
 - f) **A player(s) of each team** encroaches into the penalty area, or within ten (10) yards of the penalty-mark mark (eight (8) yards for Wings (U-10)), or ahead of the ball. The penalty kick shall be retaken.

The following is a summary of the stated provisions

RESULT OF PENALTY KICK	NO VIOLATION	VIOLATION ATTACKING TEAM ONLY	VIOLATION DEFENSE ONLY	VIOLATION BY BOTH
Enters Goal	Goal	Re-kick	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

9. EXTENDED TIME PENALTY KICKS:

- A. When a period is extended to allow a penalty kick to be taken or retaken, the extension shall last until the moment that the penalty kick has been completed, i.e. until the referee has decided whether or not a goal is scored, and the period shall end immediately after the referee has made his decision. After the player taking the penalty kick has put the ball into play, no player other than the defending goalkeeper may play or touch the ball.
- B. On a penalty kick taken after time has expired, the kicker may not play the ball a second time.
- C. When a penalty kick is being taken in extended time:
 - (1) The provisions of all of the foregoing paragraphs, except NOTE 2-B shall apply in the usual way, and
 - (2) In the circumstances described in NOTE 2-B, the ball remains alive until it's momentum is spent, it goes out of bounds, or is retouched by the kicker, even if the ball has rebounded from the goalkeeper, the crossbar or the goal post in the process.

LAW XV – THROW-IN

1. When the whole of the ball has passed over the entire touch-line, either on the ground or in the air, it shall be put in play by a throw-in in any direction at the point where it crossed the line, by a player of the team opposite to that of the player who touched it last.
2. The thrower,
 - A. At the moment of delivering the ball, must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line and part of each foot shall be in contact with the ground, and
 - B. Shall use both hands, and
 - C. Shall deliver the ball from behind and over his or her head.
3. All opposing players must remain at least two (2) yards from the thrower until the ball is in play.
4. 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 touch-line) after having been released by the thrower, but the thrower shall not again play the ball until it has been touched by another player.
5. A goal may not be scored directly from a throw-in.
6. The Offside Law does not apply at the taking of a throw-in.
7. **PUNISHMENT:**
 - A. For an improper throw-in, the restart shall be a throw-in by the other team. The same shall be true if the throw-in is not taken at the point where the ball went out of play.
 - B. For touching the ball a second time, an indirect free kick (IFK) shall be taken by the opposing team at the point of the offense.

NOTES:

- 1) 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 or played by another player, a simultaneous foul has been committed, i.e. a second touch of the ball (IFK) and handling (DFK). The referee shall award a DFK.
- 2) 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.
- 3) If the ball does not enter the field or hits the ground before entering the field, the throw-in is to be retaken.
- 4) In a Passers (U-8) 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 XVI – GOAL KICK

1. When the ball passes completely over the defending team's goal-line, 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, and
 - B. from a point anywhere within the goal area
Exception: In the Passers (U-8) division the kick shall be taken from anywhere within the defined Goalkeeper Area on a Passer's field (or from anywhere in front of the goal area and within twelve (12) yards from the goal line on a full sized field with full sized markings.)
2. The Offside Law does not apply at the taking of a goal kick.
3. The ball shall be in play when the whole of the ball has left the entire Penalty Area (or in the Passers (U-8) division the Goalkeeper Area) into the field of play.
 - A. If the ball is not kicked beyond the Area, the goal kick shall be retaken, or
 - B. If the ball is touched by any player (including the kicker) before it leaves the Area, the goal kick shall be retaken.
4. If a player taking a goal kick touches the ball after it has left the Penalty Area, but before it is touched by another player, an indirect free kick (IFK) shall be awarded to the opposing team. The IFK will be taken from the place where the second touch occurred.
5. A goal may be scored DIRECT (first touch) from a goal-kick, but only against the opposing team.
6. Players of the opposing team shall remain outside the Penalty Area (or in the Passers (U-8) division the Goalkeeper Area), until the ball has left the Area.

LAW XVII – CORNER KICK

1. When the ball passes completely over the defending team's entire goal-line, 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 on or within the Corner Arc.
3. The properly positioned corner-flag may not be moved by a player for the taking of the corner kick.
4. The Offside Law does not apply at the taking of a corner kick.
5. The ball is in play when it is kicked and moves.
6. A goal may be scored DIRECT (first touch) from a corner kick.
7. Defending players must remain the distance noted below from the Corner Arc until the ball has been kicked and moves.
 - A. Passers (U-8) - six (6) yards
 - B. Wings (U-10) - eight (8) yards
 - C. Strikers (U-12) thru Seniors (U-19) - ten (10) yards
8. If the player taking the corner kick touches the ball a second time before it has been touched by another player an indirect free kick (IFK) shall be awarded to the opposing team at the point of the offense. The IFK 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.

Basic Uniform

1. Shoes
 - A. Predominantly black.
2. Socks
 - A. Knee length, black with 3 white stripes or solid black.
 - B. Any sock provided by the local SAY Area/District.
3. Shorts/Pants
 - A. Solid black.
 - B. Any shorts/pants provided by the local SAY Area/District.
4. Shirt/Jersey (short or long sleeves)
 - A. Any referee shirt approved and/or provided by the local SAY Area/District.
 - B. Any referee shirt approved and worn by USSF, High School or Collegiate officials.
 - C. The shirts/jersey of all officials in a game shall be of matching color.

Referee Badge

1. Any designated SAY Referee badge earned by the official.
2. Any designated local SAY Area/District Referee badge provided to the official.
3. No Referee badge need be worn (USSF or NFHS badge should not be worn during a SAY match)

Other Acceptable Apparel

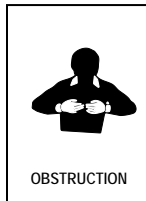
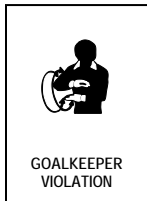
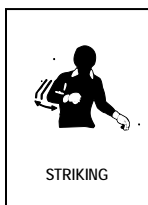
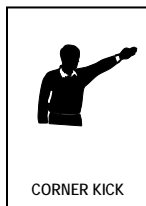
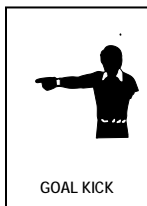
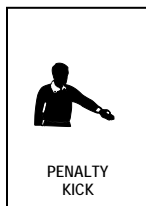
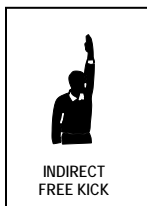
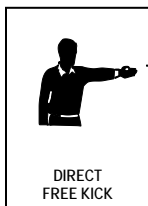
1. Hat (or visor) with bill
 - A. Solid black, no logo (preferred)
 - B. Black with SAY logo
 - C. Any hat provided by local SAY Area/District
2. Eyeglasses
 - Tinted glasses - Only as medically prescribed
3. Wristwatch
4. Wedding ring

Unacceptable Apparel

1. Sunglasses (except as noted above)
2. Any visible jewelry
3. Ankle socks

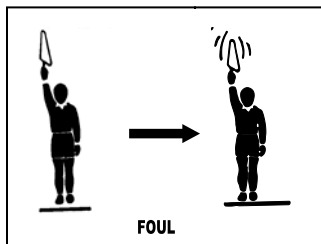
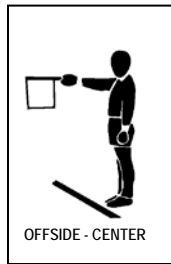
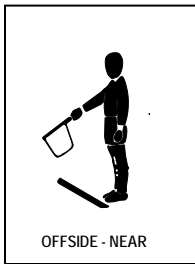
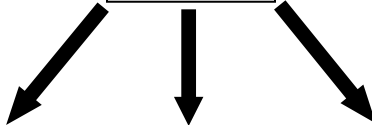
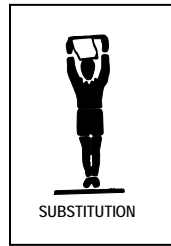
APPENDIX B

SAY REFEREE SIGNALS



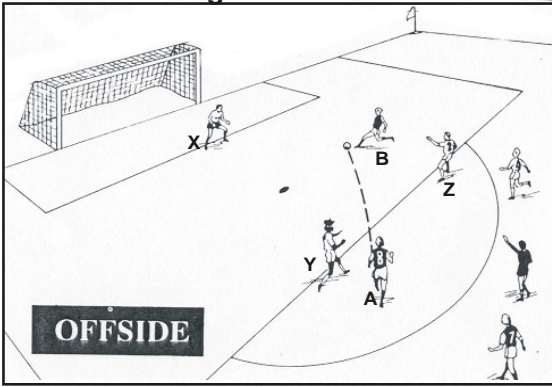
APPENDIX C

SAY ASSISTANT REFEREE SIGNALS



APPENDIX D – OFFSIDE DIAGRAMS

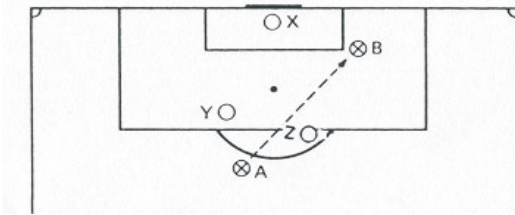
OFF-SIDE - Diagram 1



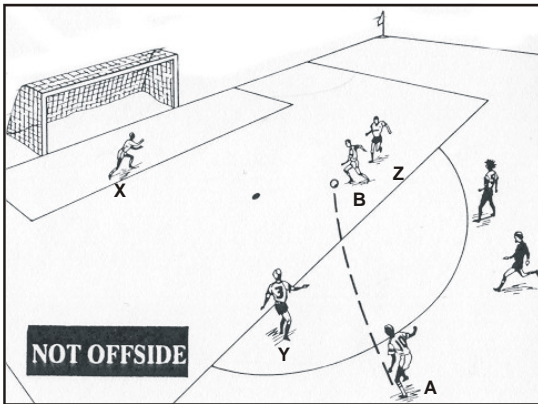
Pass to a Team-Mate

A passes the ball to team-mate **B**.

B is off-side because he is in front of **A** and is nearer to his opponents' goal-line than at least two opponents at the moment the ball was played by **A**.



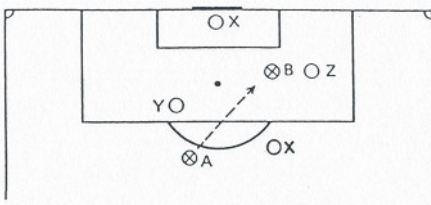
OFF-SIDE - Diagram 2



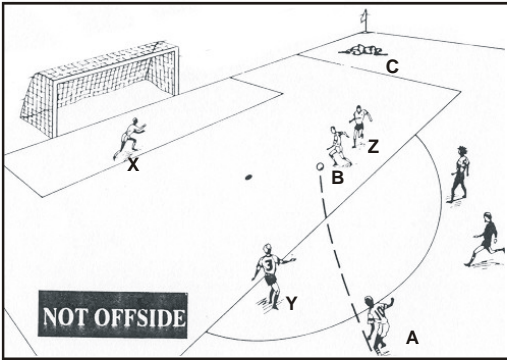
Pass to a Team-Mate

A plays the ball forward to team-mate **B**, who is even with the second last defender.

B is not off-side since, at the moment the ball was played **A**, he was not nearer to his opponents' goal-line than at least two opponents.



OFF-SIDE - Diagram 3

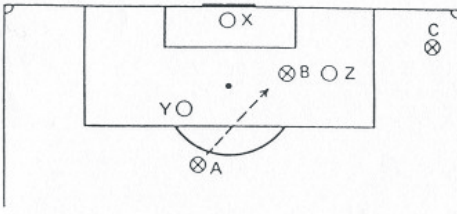


Pass to a Team-Mate

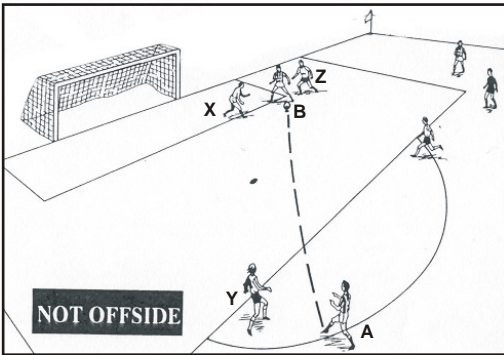
A plays the ball forward to team-mate **B**, who is even with the second last defender.

B is not off-side since, at the moment the ball was played by **A**, he was not nearer his opponents' goal-line that at least two of his opponents.

Team-mate **C**, lying injured outside the penalty area, is in an off-side position but would not be penalized since he is not involved in active play.



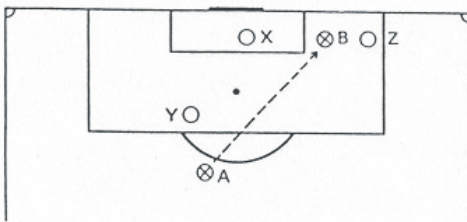
OFF-SIDE - Diagram 4



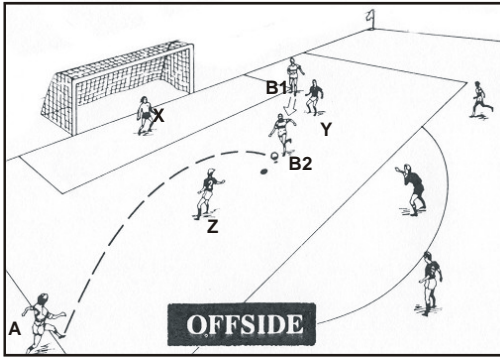
Pass to a Team-Mate

A plays the ball to team-mate **B**, who is even with the last two defender.

B is not off-side since, at the moment the ball was played by **A**, he was not nearer his opponents' goal-line that at least two of his opponents.



OFF-SIDE - Diagram 5

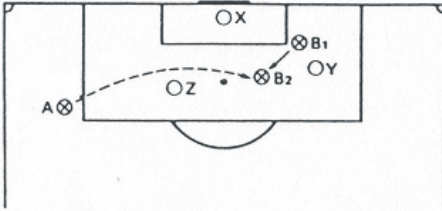


Pass to a Team-Mate

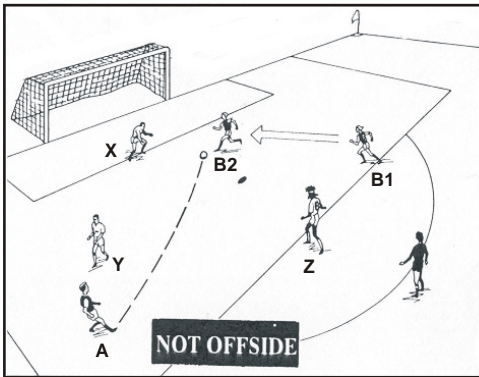
A crosses the ball forward from outside the penalty area.

Team-mate **B** then runs from position 1 and collects the ball as it lands at position 2.

B is off-side since, at the moment the ball was played by **A**, he was nearer to his opponents goal-line than at least two of his opponents and gained an advantage by being in active play.



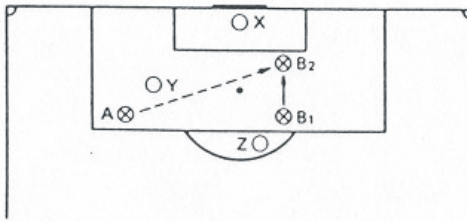
OFF-SIDE - Diagram 6



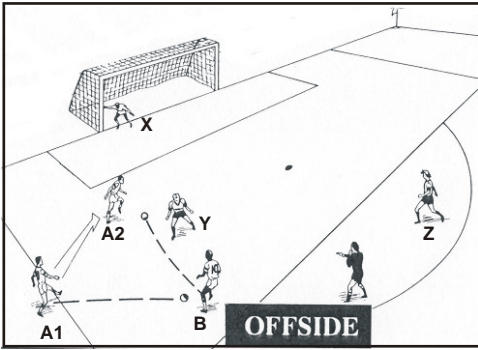
Pass to a Team-Mate

A passes the ball to team-mate **B**, who runs from position 1 to position 2 to play it.

B is not off-side because at the moment the ball was played by **A**, he was not in an off-side position since he was not in front of the ball and was not nearer to opponents' goal-line than at least two of his opponents.



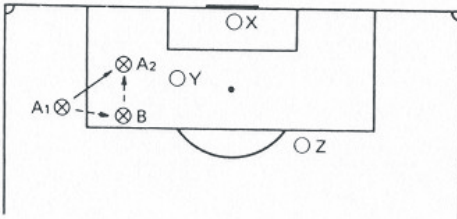
OFF-SIDE - Diagram 7



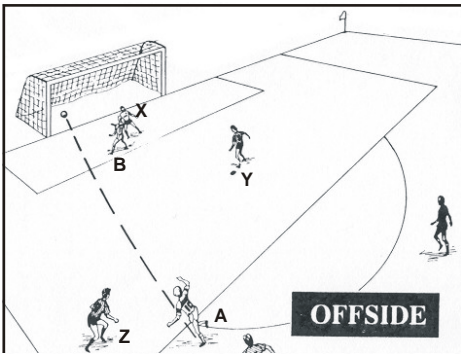
Inter-Passing with a Team-Mate

A plays the ball to team-mate **B** from position 1 and runs forward to receive the return pass. **B** then plays the ball to **A** who is now in position 2.

A is off-side since at the moment the ball was played forward to him by **B**, he was nearer his opponents' goal-line than at least two of his opponents and gained an advantage by being in active play.



OFF-SIDE - Diagram 8

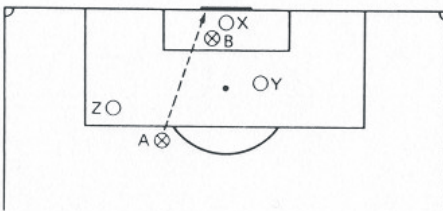


Interfering with an Opponent

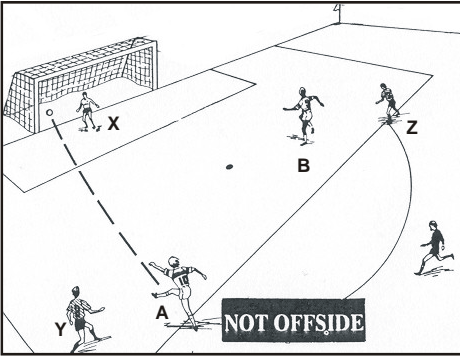
A shoots for goal and the ball enters the net.

Team-mate **B** is standing in front of the goalkeeper.

The goal would not be allowed since **B**, who is in an off-side position, is involved in active play and is interfering with an opponent.



OFF-SIDE - Diagram 9



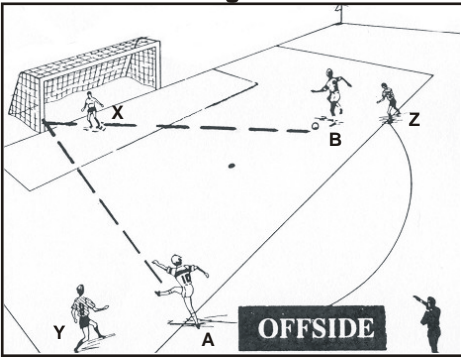
Shot at Goal

A shoots for goal and scores.

Although team-mate **B** is in an off-side position, he is not involved in active play and the goal would be allowed.



OFF-SIDE - Diagram 10



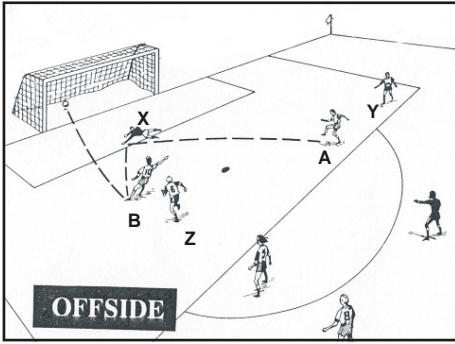
Ball Rebounding from Goal Posts or Crossbar

A shoots for goal and the ball rebounds from the post to team-mate **B**, who kicks the ball into the goal.

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



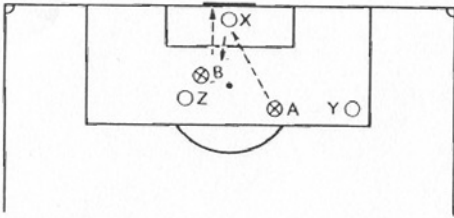
OFF-SIDE - Diagram 11



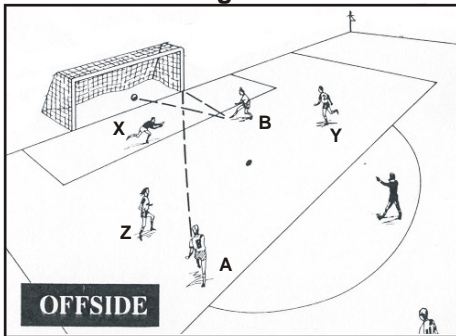
Shot Rebounds from Goalkeeper

A shoots the ball at goal and the ball rebounds from the goalkeeper to team-mate **B**.

The goal is disallowed. Since **B**, who was in an offside position, when the ball was last played by **A** was in active play and gained an advantage by being in that position.



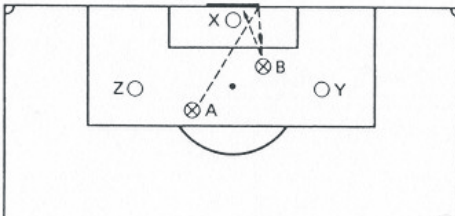
OFF-SIDE - Diagram 12



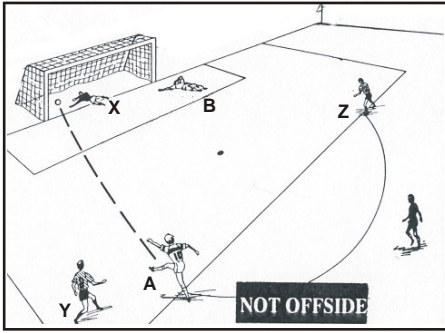
Ball Rebounding from Goal Posts or Crossbar

A shoots for goal and the ball rebounds from the post to team-mate **B** who kicks the ball into the goal.

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



OFF-SIDE - Diagram 13

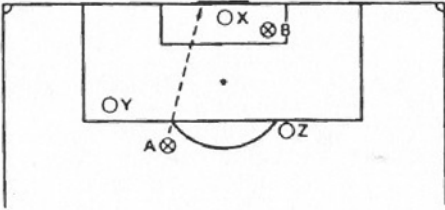


Not Interfering with an Opponent

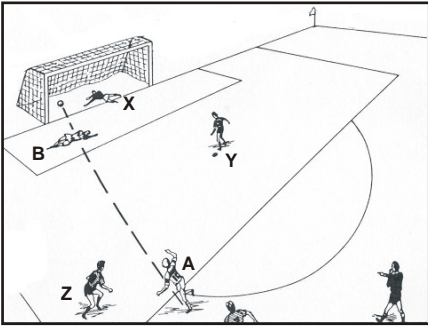
A shoots for goal and scores.

Although team-mate B is lying injured in an offside position, he is not involved in active play.

The goal would be allowed.



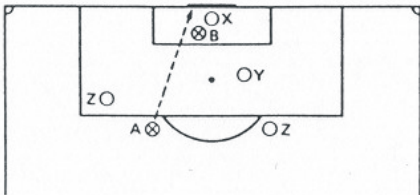
OFF-SIDE - Diagram 14



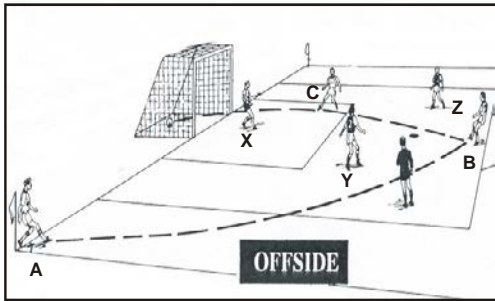
Interfering with an Opponent

A shoots for goal and the ball enters the goal.

Team-mate B is who lying injured in the goal area and in the path of the ball, would be penalized for offside. By his presence, however accidental, he is involved in the active play and is interfering with an opponent.



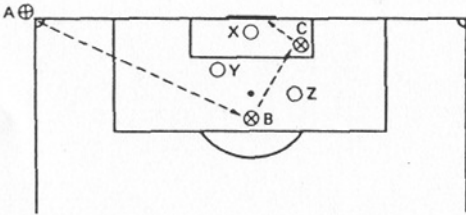
OFF-SIDE - Diagram 15



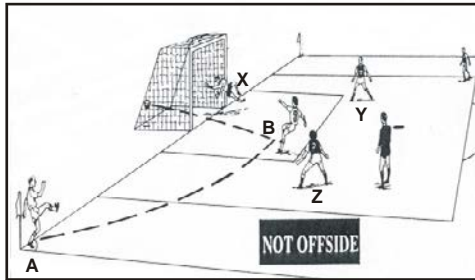
Corner Kick

A takes a corner kick and the ball goes to team-mate **B**.

Then **B** shoots for goal and the ball is touched by team-mate **C** and enters the goal. The goal is not allowed, since **C** was in front of the ball and there were not at least two opponents between him and the goal-line when it was last played by team-mate **B**.



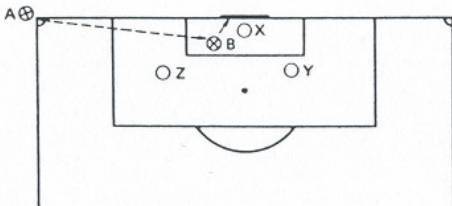
OFF-SIDE - Diagram 16



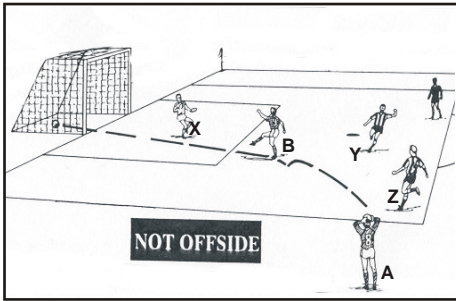
Corner Kick

A takes a corner kick and the ball goes to team-mate **B**, who shoots for goal and score.

Although **B** has only one opponent between him and the goal-line, the goal is allowed since a player cannot be off-side if he receives the ball direct from a corner kick.



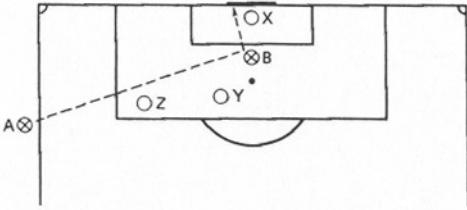
OFF-SIDE - Diagram 17



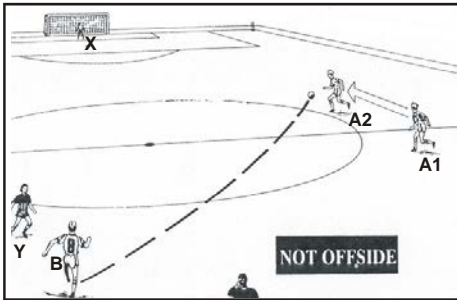
Throw-in

A throws the ball to team-mate **B** who shoots and scores. The goal is allowed.

Although **B** is in front of the ball and there is only one opponent between him and the goal-line, he is not off-side because a player cannot be off-side if he receives the ball direct from a throw-in.



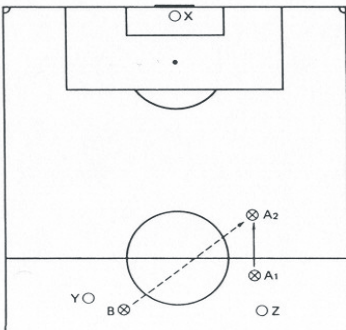
OFF-SIDE - Diagram 18



Pass to a Team-Mate

B plays the ball ahead of team-mate **A** who is in his own half of the field at position **A1** at the time of the pass. **A** then runs forward to position **A2** to collect the ball.

Although there are not at least two opponents nearer their own goal-line at the moment when **B** played the ball, **A** is not off-side since a player cannot be off-side when in his own half of the field of play.



APPENDIX E - PRE-SCHOOL PROGRAMS

Many SAYAreas have extended their services by offering soccer to three, four and five year olds. 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. However, for those who would like some help, the following are some guidelines, derived from successful programs.

The Field:

The field should be about fifty (50) yards long and thirty (30) yards wide. Some fields are set up with grids, (Diagram A). One player from each team is confined to each 10 x 25 yards segment. This is supposed to discourage the bunching, which always occurs with beginners.

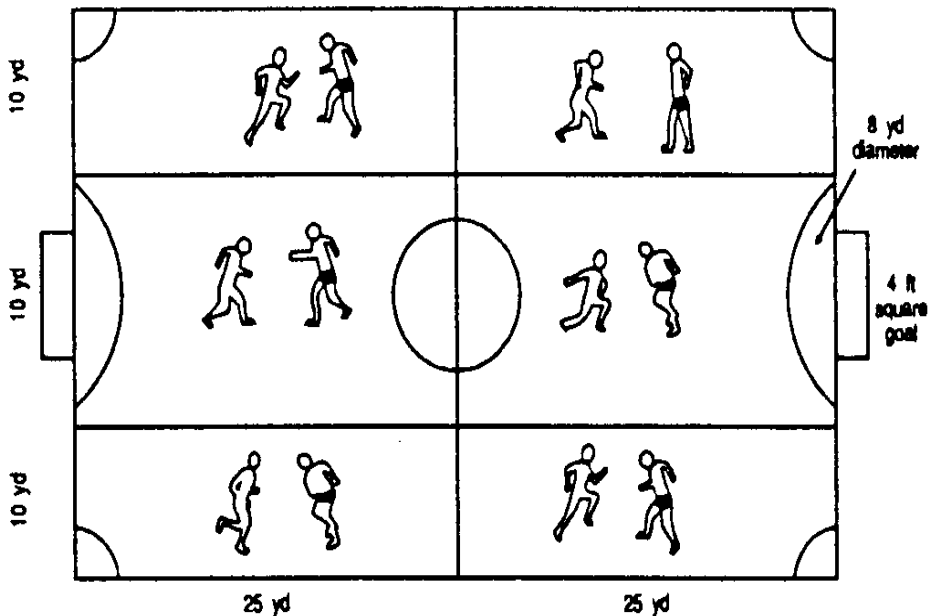


Diagram A

Others use a somewhat standard field, reduced in size

(Diagram B and C).

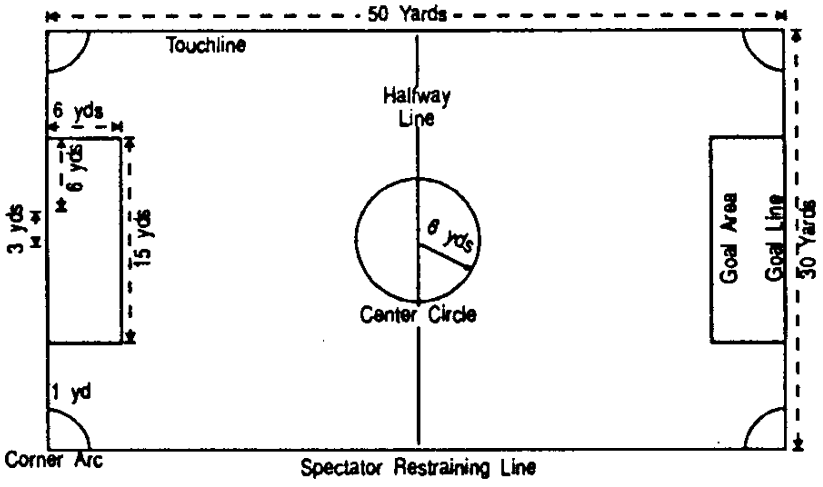


Diagram B

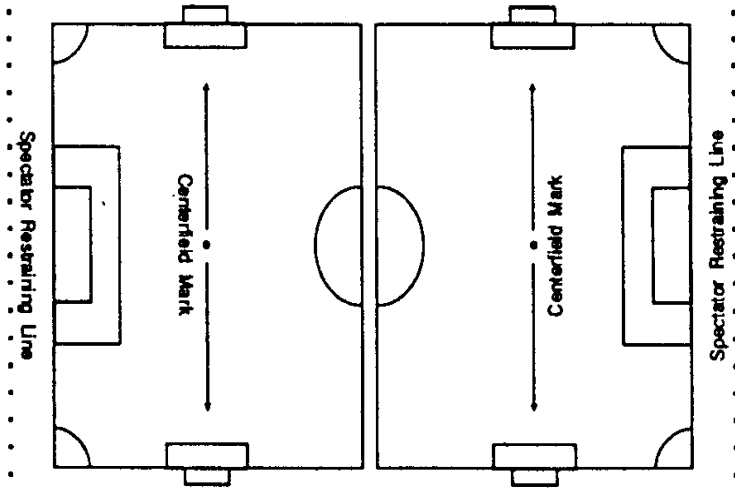


Diagram C

PRE-SCHOOL GUIDELINES

The Ball:

A number 3 ball should be used.

The Players:

In the scrimmage games, there should be from three (3) to six (6) players on each team (the same number on each team), with up to four (4) substitutes. Some programs use no goalkeeper, with very small (4 ft. x 4 ft.) goals. Some do provide for goalkeepers, and use larger goals, i.e., 6 feet high by 12 feet across. Goalkeepers should be changed for each quarter.

Equipment:

There should be different colored shirts so that members of each team can be identified. Soft footwear with no cleats is recommended, as are shinguards.

Referee:

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

Duration of Game:

There will be four (4) quarters, eight (8) minutes each in duration.

Restarts:

For a ball over the touch line, Indirect Free Kick (IFK) from one yard inside the touch line. For a ball over the goal line: Corner Kick from the corner of the field, and Goal Kick from an appropriate point, according to the field configuration used.

Offside:

The offside rule should not apply in these games.

Fouls and Misconduct:

All fouls should result in Indirect Free Kicks (IFK), after the nature of the foul has been explained to the player. There will be no cautions, ejections or Penalty Kicks.

Free Kicks:

All free kicks will be indirect.

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Restarts - When Play is Stopped

Restart	Situation	From Where	By Whom	Position of Opposing Players	How?	Penalty for Improper Restart	Can a Goal be Scored Directly?	Can a Player be Declared Offside?
Kick-Off (Law 8)	Start of Game	Center Mark	Determined by coin toss	Anywhere on their half of the field and outside the Center Circle	Ball is kicked and moves forward	Kick is retaken	Yes	Does not apply
	Start of Quarter		Other Team					
Direct Free Kick (Law 13)	Major Foul committed on the field, but not by a defender in own Penalty Area	Anywhere within Goal Area	Any player of the opposing team	At least 10-yards from the ball (and outside the opponent's Penalty Area)	Ball is kicked and moves in any direction (and leaves the defender's own Penalty Area into play)	Kick is retaken	Yes	Yes
		At spot on field where the offense occurred						
Indirect Free Kick (Law 13)	Major Foul, Misconduct, Offside or certain Technical Offenses are committed	On the Goal Area line	Any player of the opposing team	At least 10-yards from the ball (unless on the Goal Area line)	Ball is kicked and moves in any direction (and leaves the defender's own Penalty Area into play)	Kick is retaken	No	Yes
		Anywhere within Goal Area		At least 10-yards from the ball (and outside the opponent's Penalty Area)				
		At spot on field where the offense occurred						
Penalty Kick (Law 14)	Major Foul is committed by a defender in own Penalty Area	Penalty Mark	Any player of the opposing team	Outside the Penalty Arc and behind the Penalty Mark	Ball is kicked and moves forward	Kick is retaken	Yes	Does not apply
Drop Ball (Law 8)	Any temporary stoppage of the game by the Referee	On the Goal Area line	The Referee	All players may be anywhere on the field of play	As soon as the ball hits the ground	Drop ball is retaken	Only after ball hits ground and is in play	No. Player receives ball directly from the referee
		Location of ball when play was stopped						

RESTARTS - BALL OUT OF PLAY

Situations	Ball Last Touched By	Play Resumes With	From Where	By Whom	Position of Opposing Players	How?	Penalty for Improper Restart
Whole ball passes over a touch-line	Any Player	Throw-in (Law 15)	Where the ball passed over the touch-line	Player of opposing team	Anywhere on the field of play and at least 2-yards away from thrower	Ball thrown into play in any direction	Throw-in taken by player of opposing team
Whole ball passes over the goal-line, but not into the goal	Players on the attacking team	Goal Kick (Law 16)	Any point within the Goal Area	Player of defending team	Outside the Penalty Area until the ball has completely left the Penalty Area	Ball kicked into play beyond the Penalty Area	Goal Kick is retaken
Whole ball passes over the goal-line, but not into the goal	Players on the defending team	Corner Kick (Law 17)	The nearest Corner Arc	Player of attacking team	At least 10-yards from the ball, until the ball is kicked	Ball kicked into play	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 awarded to the opposing team.

FOUL RESTARTS

	OFFENSE	WHERE	RESTART LOCATION	PENALTY
MAJOR FOULS	When any player, in a manner considered to be careless, reckless, or involving excessive force <ul style="list-style-type: none"> - Kicks or attempts to kick an opponent - Strikes or attempts to strike an opponent - Trips or attempts to trip an opponent - Jumps at an opponent - Pushes an opponent - Charges an opponent 	Within that player's own Penalty Area	From the Penalty Mark	Penalty Kick
	When any player <ul style="list-style-type: none"> - Holds an opponent - Spits at an opponent - Attempting to tackle the ball makes contact with an opponent before making contact with the ball - Slide tackles from the rear and makes contact with the ball or an opponent 	In the opponent's Goal Area	From any point within that Goal Area	
	When any player (except the goalkeeper) deliberately handles the ball	Anywhere else on the field	At the place where the offense occurred	
MINOR FOULS	When any player <ul style="list-style-type: none"> - Plays in a dangerous manner - Impedes the progress of an opponent when not playing the ball - Prevents the opponent's goalkeeper from releasing the ball from his/her hands - Fair charges an opponent when the ball is not within playing distance - Fair charges the opponent's goalkeeper - Slides tackles an opponent from the rear, but makes no contact with either the player or the ball - Commits any other offense for which play is stopped specifically to caution or dismiss that player 	In the opponent's Goal Area	From any point within that Goal Area	Indirect Free Kick
	<ul style="list-style-type: none"> - Fair charges an opponent when the ball is not within playing distance - Fair charges the opponent's goalkeeper - Slides tackles an opponent from the rear, but makes no contact with either the player or the ball 	Within that player's own Goal Area	At the nearest point on that Goal Area line	
	<ul style="list-style-type: none"> - Commits any other offense for which play is stopped specifically to caution or dismiss that player 	Anywhere else on the field	At the place where the offense occurred	
MINOR FOULS	When the goalkeeper in possession of the ball <ul style="list-style-type: none"> - Takes more than 6 seconds to release the ball back into play - Illegally re-touches the ball with his/her hand(s) - Touches the ball with his/her hand(s) from a deliberate kick by a teammate - Touches the ball with his/her hand(s) from a throw-in by a teammate 	Anywhere within that Gk's own Goal Area	At the nearest point on that Goal Area line	Indirect Free Kick
	<ul style="list-style-type: none"> - Touches the ball with his/her hand(s) from a deliberate kick by a teammate - Touches the ball with his/her hand(s) from a throw-in by a teammate 	Anywhere else within that Gk's own Penalty Area	At the place where the offense occurred	