

**LAW I: Field of Play (See field diagram in law book)**

Distance from goal line: top of GA= 6 yds, Penalty mark= 12 yds, top PA= 18 yds

Radius of center circle= 10 yds and Radius of Corner arc= 1 yds

Corner flag minimum height= 5 ft

Check goal posts for **security and safety**

**LAW II; The Ball (Size 5)—Look for official logo**

Circumference = 27 to 28 inches

Air Pressure = 8.5 to 15.6 psi (pounds per square inch)

Ball needs to be **spherical/round** in shape and free of **cuts and tears** to be safe

Restart with **dropped ball** if ball becomes defective while in play

**LAW III: Number of Players (per team)**

Maximum of 11 and minimum of 7 players on the field at one time

Substitution: When? **any stoppage** (youth rules are more limited-their TI, GK, after score, injury)

AR Signal? **flag horizontal over head** Who administers? **referee**

**LAW IV: Player's Equipment**

Minimum: **Shirt, Shorts, Shin guards, Socks, Shoes**

Checking for Safety: **players wear nothing dangerous** (ear ring, any bracelet, necklace, hard-bill cap)

**LAW V: Referees (SP<sub>2</sub>A<sub>2</sub>CE<sub>2</sub> TR)**

SEE = **SAFETY + EQUALITY + ENJOYMENT**

Powers (Discretionary): **Stops for infringements, interference, injury; Allows continuation if minor injury or advantage; Takes action to give cards to players or warnings/removal of non-players**

Duties (Mandatory): **Punish most severe of 2 offences; Provides report including misconduct; Acts as timekeeper + on AR advice; Controls match with AR; Enforce 17 Laws; Ensures ball ok, equipment ok, no unauthorized people, bleeding=off; Takes action of cards to players, talk/remove non-players; Restarts all play for reason stopped**

Every touch of the ball results in a **new play to be evaluated**

Can Over-rule Asst Ref? **yes (hopefully not often)** Reverse Decision? **yes before proper restart**

Advantage Clause: **refrain from punishing offended team, bring back if advantage not materialized**

Double Infringement at Same Time: **punish the more severe foul**

**"IF IN THE OPINIION OF THE REFEREE"**

Uniform and Equipment: **Ref + AR match, 5<sup>th</sup> color, need: whistle, watch, coin, cards, pen, paper**

Pregame/Communication: **review before game for good communications (FROST OMS)**

Diagonal System of Control: **position giving REFEREE – PLAY – AR line of view and close to play**

**LAW VI: Assistant Referee (POEMS)**

Duties of Neutral Assistant Referee: **Passed ball over boundary line; Off-side; Entitled to decide who takes restart; Misconduct not seen by ref; Substitution**

Duties of Club Linesman: **ONLY signal ball out (touch line and goal line)** Uniform: **same as referee**

Positions and Signals: **normally EWNTTLD, OTB, WICTTGL; signal are minimal, correct, sharp**

**LAW VII: Duration of the Game**

Length of EQUAL half = 45 minutes

Length of half time = 15 minutes (maximum)

ADD TIME for **subs, iInjury, time wasting and any other cause delaying game**

Game EXTENDED for: **ONLY for taking of PK awarded before the end of the game**

**LAW VIII: Start of Play**

Kick Off: When **start of period + after goal**, Position: **center mark**, Procedure: **ball stationary, whistle**

Drop Ball: When **injury + odd stoppage**, Position: **where ball was**, Procedure: **drop ball on ground**

**LAW IX: Ball IN and OUT of Play**

When IN play? **after proper restart**

When OUT of Play: **ball leaves field of play** or referee blows whistle to stop play

Signal and Position for Ref/AR: TI= **up 45°**, CK= **up 45° to corner/down 45°**, and GK= **st. out to PK mark**

**LAW X: Method of Scoring**

How? **Ball over goal line, under X-bar, between goal posts, no infractions** Restart after scoring? **KO**

**LAW XI: Offside (not Offsides)**

Offside Position: Relative to ball: **player ahead of ball**

Which Half of Field? **attacking half** (halfway line belongs to attacking half of field)

Nearer Goal Line than? **2<sup>nd</sup> to last defender and ball**

PLAYER POSITION ALONE IS NOT OFFSIDE

Parts of body for considering offside: **all except hands/arms** (torso/head/legs/feet)

Involvement in Area of Active Play at Time of Pass from **team-mate**:

1. **Interfering with play** (affecting play in any way by going toward ball)
2. **Interfering with opponent**
3. **Gaining advantage by being OS position**

NOT offside if receiving ball from: **TI, CK, or GK**

If in Doubt: **No Flag!**

AR's Position: **EWNTTLD, OTB, WICTTGL**

AR Signals: **straight up** then **up 45°** or **straight out or down 45°**; Restart = **IFK** at location of OS attacker

Timing—Offside judged at time of **pass or last touch by team-mate**

**LAW XII: FOULS AND MISCONDUCT (Separate issues)****FOULS:**

Requirement for FOUL (BOA): 1. Ball **in play** 2. On **field**, 3. Against **an opposing player** (1 of 11)

Ten serious fouls resulting in **DFK** kick. (**KTJ CPS THSH**):

- |  |  |
|--|--|
| 1. <b>Kicks or attempting to kick opponent</b> | 6. <b>Strikes or attempts to strike opponent</b>   |
| 2. <b>Trips or attempts to trip opponent</b>   | 7. <b>Tackles an opponent before touching ball</b> |
| 3. <b>Jumps at opponent</b>                    | 8. <b>Holds opponent</b>                           |
| 4. <b>Charges opponent unfairly</b>            | 9. <b>Spits at opponent</b>                        |
| 5. <b>Pushes an opponent</b>                   | 10. <b>Handles the ball (except keeper in PA)</b>  |

Any of the above 10 serious fouls committed by Defender in their PA results in: **PK**

Eight Technical fouls resulting in an **IFK** kick (4 by player, 4 by keeper):

- PLAYER: 1. **Dangerous play** 2. **Impedes opponent** 3. **Prevents keeper distribution** 4. **Anything else**  
 KEEPER: 5. **6 seconds** 6. **Double handling** 7. **Throw-in handling** 8. **Pass-back handling**

Also award IFK for any other offense when play stopped for **caution or dismiss of player**.

**MISCONDUCT:** (7 REASONS FOR CAUTIONS AND 7 REASONS FOR EJECTIONS)**CAUTIONS (YELLOW CARD)**

1. **Fails to respect required distance** (10yd)
2. **Enters field w/o permission**
3. **Dissent**
4. **Delay restart of play**
5. **Deliberately leaves field w/o permission**
6. **Unsporting behavior**
7. **Persistent infringement**

**EJECTIONS (RED CARD)**

1. **Serious Foul Play (SFP)**
2. **Spits at anyone**
3. **Second caution** (make sure 2<sup>nd</sup> card is not minor)
4. **Denies OGSO by handling**
5. **Denies OGSO by free kick offense (DFK/IFK)**
6. **Offensive, insulting, abusive language**
7. **Violent Conduct (VC)**

ESCILLATION: **Trifling**=Nothing, **Careless**=Foul, **Reckless**=Caution, **Excessive Force**=Ejection

**LAW XIII: Free Kick**Types: **DFK** and **IFK**How Taken and when is ball in play? **stationary ball, Def @ 10yds, kick and move=ball in play****LAW XIV: Penalty Kick**When: **attacker DFK in defenders PA** Ref/AR Signals: **point to PK mark (12 yds out)**Position of: Keeper: **both feet on goal line**, Kicker: **identified and behind the ball**Other Players: **rest outside PA and arc + behind ball**, Referee: **left of ball**, AR: **GL + PA line (rt)**Duties of Ref: **whistle, kick, encroachment** and AR: **goal judge and often keeper movement**How to restart if PK taken improperly: **Penalize infracting team (see below)**

Who infringed Law 14?	What was the outcome of the kick?	
	Ball goes into goal	Ball does not go into goal
Attacker (including the kicker)	<b>RETAKE PENALTY KICK</b>	<b>INDIRECT FREE KICK (from location of infringement)</b>
Defender (including the goalkeeper)	<b>GOAL (KICK-OFF)</b>	<b>RETAKE PENALTY KICK</b>
Both attacker and defender	<b>RETAKE PENALTY KICK</b>	<b>RETAKE PENALTY KICK</b>

**LAW XV: The THROW-IN**When: **ball completely over touch line**Ref/AR Signals: **up 45° toward thrower's goal**Correct Procedure for restart: **2 hands from behind and over the head, both feet on ground on/behind TL**Ball in play when: **part of ball crosses touch line** Score Directly? **no**Correct hand placement: **use 2 hands**Ref/AR Position: **near landing zone/2<sup>nd</sup> last defender**Position of thrower: **within 1 yd from ball out**Position of opponent: **2 yds away, not interfering****LAW XVI: The GOAL KICK**When: **ball over goal line last touch by attacker** Ref/AR Signals: **Point to goal area**Correct Procedure for restart: **ball in GA and single kick out of PA into field of play**Ball in play when: **single kick out of PA into field of play** Score Directly? **yes**Correct ball placement: **stationary anywhere in GA** Ref/AR Position: **in landing zone/2<sup>nd</sup> last def or 18 yd**Position of players for kickers team? **anywhere** for opponents? **out or moving out of PA, no interference****LAW XVII: The CORNER KICK**When: **ball over end line last touch by defender** Ref/AR Signals: **up 45° to corner/down 45°**Correct Procedure for restart: **kick ball from corner arc area**Ball in play when: **ball kicked and moves** Score Directly? **yes**Correct ball placement: **stationary on or inside arc** Ref/AR Position: **near landing zone/GL behind kicker**Move flags out of way? **No, but be sure safe**Encroachment? **Yes, keep defenders 10 yds away****LAW XVIII: COMMON SENSE LAW (SPIRIT OF THE GAME)**WEB SITES: [www.ussoccer.com/referees/](http://www.ussoccer.com/referees/)