

NBAA Soccer Handbook

2011 Revision 1

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Guiding Principals

The referee must keep the following responsibilities in the front of his or her mind at all times.

Safety is #1

The referee's first, and most important, responsibility is the safety of the participants. This includes everyone involved; players, coaches, fans, and the referees themselves. Any condition or situation that the referee deems unsafe will need to be addressed before play can be started or continued.

Fair Play

The referee's second responsibility is to insure fair play. The Laws of the Game provide a very good set of rules for ensuring the game is played fairly, but they can't cover everything for every situation. Even in the professional game a referee is expected to use judgment when allowing the game to extend past the predetermined time limit to allow for injury stoppage or blatant time wasting. In the youth game the fields are smaller, and sometimes don't even have all of the markings specified in the Laws of the Game. There are times where the referee will have to consider this when making a decision. The referee may also decide to refuse a substitution request if, for example, there's not enough time left in the half or game.

Rule Enforcement

The third responsibility of the referee is to enforce the Laws of the Game as specified by FIFA and adopted for youth play by the WIAA and the NBAA as defined in this handbook. The referees **MUST** call **EVERYTHING** he or she **SEES**, and **CANNOT** call **ANYTHING** they **DO NOT SEE**.

Soccer Education

As experts on the Laws of the Game, referees should help the players and the coaches understand the game of soccer as time permits. The referee is not required to explain every call made during the course of a game, but if a player or coach respectfully asks a question, the referee may take a small amount of game time to explain. If an explanation is going to take too long the referee may ask the player or coach to hold the question until half time or the end of the game.

At the younger levels (Tots - kindergarten, and Minis 1st and 2nd grades) the more help a referee can provide the better.

Game Day Procedures

First shift referees are responsible for picking up the Referee Field Box from the Concession Stand, and taking it to the appropriate field. The referees should check their field box for the following:

- Enough game score sheets for the entire day
- Working pens
- Working stop watches
- Working radio

Last shift referees are responsible for returning the Referee Field Box to the Concession Stand at the end of the day.

Pre-game

The referee will obtain team number from both coaches for recording on the game sheet. These game sheets must be filled out correctly (one percent of the referees bonus will be based on ALL game sheets being filled-out completely and correctly.)

First week only: obtain team roster from coaches

Inspection

The referee will call both teams out to midfield five minutes prior to the scheduled game time. All players will be visually inspected for proper game attire as specified in Law 4 - The Players Equipment. Any player not properly attired will be asked to correct the situation before they are allowed to play in the game.

- Shirt tucked in
- NBAA issued shorts
- NBAA issued socks
- Shin Guards are mandatory, and must be worn UNDER socks
- Spikes (not required)
- Verify no metal spikes
- Shoes laces tied
- Goal Keeper in different color shirt (Exception – tots, there is no Goal Keeper)
- SET THE TONE FIRST WEEK

Coin-toss

The referee will then ask for a captain from each team (coaches pick the captains) to participate in the coin toss as specified in Law 8 - The Start and Restart of Play. Bring a coin or use odd/even (or one/two) with your fingers behind your back.

Game Ball

The referee selects a game ball from one of the NBAA balls supplied to the coaches. See Law 2 - The Ball.

The referee will then ask the teams to line-up for the opening kick-off. **All games must start on time.**

Post Game

Monitoring

After the game is over the referee will monitor the "high-five line" to help ensure good sportsmanship is displayed by everyone.

Game Sheets

The referee must get the game's winning coach to sign the game sheet. In the case of a tie, either coach signature is acceptable.

All Game Sheets must be turned in at the concession stand.

Laws of the Game

Law 1 - The Field of Play

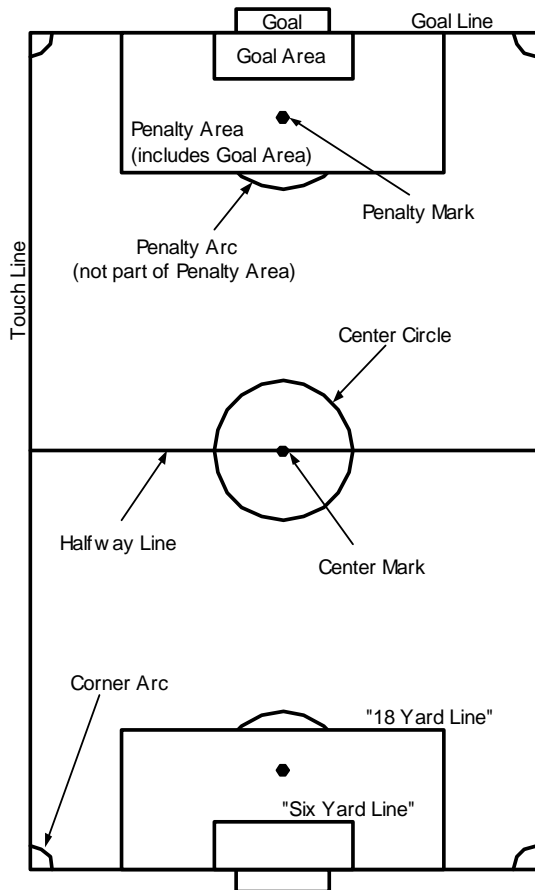
All games will be played at Malone Park (South West corner by the tennis courts) on fields provided by the City of New Berlin. The NBAA Soccer coordinators will help the referees with evaluating safe playing conditions.

No coaches are allowed on the field at any level during the game, except for injury.

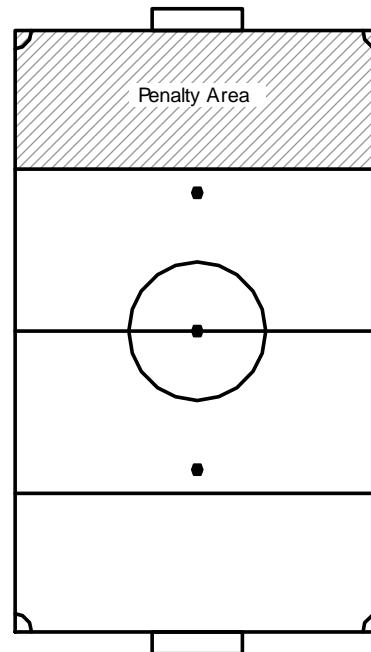
No coaches or spectators are allowed behind the goal lines. Brief picture taking, however, will be permitted. Referees must enforce this rule!

Both teams will share one side of the field and spectators will be on the opposite side. Coaches may only coach from their half and side of the field.

Field Markings



Majors, Juniors and Minors Fields



Minis and Tots Fields

Field Usage

Field usage will be as follows:

Field #	Division
1	Majors (6th, 7th and 8th grades)
2	Juniors (4th and 5th grades)
3	Minors (3rd grade)
4	Tots (kindergarten co-ed)
5	Girls & Boys Minis (1st and 2nd grade)
6	Boys Minis (1st and 2nd grade)

Law 2 - The Ball

Referees must obtain a properly inflated game ball from one of the coaches before each game, and return the ball to the coach after the game. The game ball should be an official NBAA supplied ball. If the ball is under inflated use the pump in the Referee Field box to inflate it properly. NBAA Soccer uses two different size soccer balls as follows:

Division	Size #
Majors (6th, 7th and 8th grades)	5
Juniors (4th and 5th grades)	5
Minors (3rd grade)	5
Minis (1st and 2nd grade)	3
Tots (kindergarten)	3

Law 3 - The Number of Players

NBAA Soccer games will be played with the following number of players on the field at any one time. A team may legally play the game with up to 3 less players than the maximum.

Division	# of Players	Minimum #
Majors (6th, 7th and 8th grades)	11	8
Juniors (4th and 5th grades)	9	6
Minors (3rd grade)	8	5
Minis (1st and 2nd grade)	6	3
Tots (kindergarten)	4	1

There is no goal keeper in the Tots Division. A player may be positioned directly in front of the goal, but no player may touch the ball with their hands while the ball is in play. (Even during a penalty kick there is no goal keeper in the Tots Division. The penalty kick will be taken at an open goal.)

Substitutes

Players may be substituted, with the referee's permission only,

- on any team's Throw-in
- at any Corner or Goal Kick
- after any goal
- during any injured player stoppage of play

Note: Any player injured bad enough to stop play must be removed from the field of play, and will not be allowed to return until the next point in the game where a legal substitution may be made. (The referee may choose to allow the injured player to remain on the field in situations where; first, the player is capable of playing without further injuring him or herself, and second where doing so makes the match more fair. For example a team with no substitutes available.)

Law 4 - The Players Equipment

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry). Earrings may **NOT** be tapped, they **MUST** be removed.

No jewelry of any kind is allowed. ALL jewelry, including starter earrings, must be removed prior to participating in the game.

The only exception to the no jewelry rule is made for medical ID bracelets and necklaces, and religious necklaces, all of which must be TAPED DOWN COMPLETELY TO PLAY.

Any headwear worn must be of a ***functional nature***, used for warmth or to keep the hair back. Decorative headwear (bandanas, baseball caps, etc) is not allowed.

The use of face paint and/or spray on hair paint is not allowed. The offending player may participate as soon as the paint is removed.

Basic Equipment

The basic compulsory equipment of a player comprises the following separate items:

- the jersey, shorts and socks provided by the NBAA
- if undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt.
- shorts – if sweatpants are worn, they must be of the same main color as the shorts (black)
- footwear (if worn, cleats must be plastic or rubber)

Shin Guards

- are covered entirely by the stockings
- are made of rubber, plastic or a similar suitable material
- provide a reasonable degree of protection

Colors

- If the uniforms of opposing teams are the same color, the referees will get a set of different colored pennies from the concession stand
- Each goalkeeper must wear colors that distinguish him from the other players
- No player, other than the goalkeeper, may wear anything that distinguishes him or herself from the other players on his or her team

Law 5 - The Referee

The Authority of the Referee

Each match is controlled by two referees who have full authority to enforce the Laws of the Game in connection with the match to which they have been appointed.

The referees' most important responsibility is the safety of the players. Second to safety, the referees are to ensure the match is played fairly.

Powers and Duties

The Referees:

- enforces the Laws of the Game
- control the match
- ensure that any ball used meets the requirements of Law 2
- ensure that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or abandons the match, at their discretion, for any infringements of the Laws
- stops, suspends or abandons the match because of outside interference of any kind
- stops the match if, in their opinion, a player is seriously injured and ensures that he or she is removed from the field of play. An injured player may only return to the field of play after the match has restarted.
- **allows play to continue until the ball is out of play if a player is, in their opinion, only slightly injured**
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from a referee, who must be satisfied that the bleeding has stopped.
- **allows play to continue when the team committing an offence would benefit from enforcement (this is called the "Advantage" rule) and penalizes the original offence if the anticipated advantage does not ensue within a reasonable amount of time**
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. They are not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its immediate surrounds
- ensures that no unauthorized persons enter the field of play
- indicates the restart of the match after it has been stopped

- provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match

Decisions of the Referees

The decisions of the referees regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

A referee may only change a decision upon realizing that it is incorrect or, at his or her discretion, on the advice of the other referee(s), provided that he has not restarted play or terminated the match.

Law 6 - The Assistant Referees

NBAA Soccer does not use Assistant Referees.

Law 7 - The Duration of the Match

All matches shall be played in two equal length halves as follows:

Division	Minutes
Majors (6th, 7th and 8th grades)	30
Juniors (4th and 5th grades)	30
Minors (3rd grade)	30
Minis (1st and 2nd grade)	25
Tots (kindergarten)	20

There shall be a 5 minute break between the first and second halves.

Law 8 - The Start and Restart of Play

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

The team that wins the toss takes the kick-off to start the second half of the match.

In the second half of the match, the teams change ends and attack the opposite goals.

Kick-off

A kick-off is a way of starting or restarting play:

- at the start of the match
- after a goal has been scored
- at the start of the second half of the match
- at the start of each period of extra time, where applicable

A goal may be scored directly from the kick-off.

Procedure

- all players must be in their own half of the field of play
- the opponents of the team taking the kick-off are at least 10 yards from the ball until it is in play (outside of the Center Circle)
- the ball must be stationary on the centre mark
- the referee gives a signal
- the ball is in play when it is kicked and moves forward
- the kicker must not touch the ball again until it has touched another player

After a team scores a goal, the kick-off is taken by the other team.

Infringements and Sanctions

If the player taking the kick-off touches the ball again before it has touched another player:

- an indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of Free Kick)

In the event of any other infringement of the kick-off procedure:

- the kick-off is retaken

Dropped Ball

If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game, the match is restarted with a dropped ball.

Procedure

The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

Infringements and Sanctions

The ball is dropped again:

- if it is touched by a player before it makes contact with the ground
- if the ball leaves the field of play after it makes contact with the ground, without a player touching it

Law 9 - The Ball in and Out of Play

Ball Out of Play

The ball is out of play when:

- it has wholly crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee

Ball In Play

The ball is in play at all other times, including when:

- it rebounds off a goalpost or crossbar and remains in the field of play
- it rebounds off either the referee or an assistant referee when they are on the field of play

Law 10 - The Method of Scoring

Goal Scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Law 11 - Offside

The Offside law will be enforced at all times, in all situations, in the Majors, Juniors and Minors divisions. It will be enforced in the Minis division if, in the opinion of the referee a clear advantage is obtained by the offender, or the offender is knowingly trying to obtain an advantage. The Offside law will not be enforced in the Tots division.

Offside Position

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

- he is nearer to his opponents' goal line than both the ball and the second-last opponent

A player is not in an offside position if:

- he is in his own half of the field of play or
- he is level with the second-last opponent or
- he is level with the last two opponents
- the ball is between him and his opponents' goal line

Offence

A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

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

No Offence

There is no offside offence if a player receives the ball **directly** from:

- a goal kick
- a throw-in
- a corner kick

Infringements and Sanctions

In the event of an offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick).

Law 12 - Fouls and Misconduct

There are two types of fouls and misconduct:

- Penal Fouls
- Non-Penal Fouls

Penal Fouls

In all cases except one, penal fouls are committed against a person (sometimes referred to as "ing" fouls):

- **Kicking**, or attempting to kick an opponent
- **Tripping**, or attempting to trip an opponent
- **Jumping** at an opponent
- **Charging** an opponent
- **Striking**, or attempting to strike an opponent
- **Pushing** an opponent
- **Tackling** an opponent
- **Holding** an opponent
- **Spitting** at an opponent

The one penal foul which is not committed against a person is:

- A "Hand Ball." This occurs when a player handles the ball deliberately (except for the goalkeeper within his own penalty area).

Penal fouls are penalized by a Direct Free Kick (see Law 13 - Free Kicks). Or a Penalty Kick if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play (see Law 14 - Penalty Kicks).

Non-Penal Fouls

Non- penal fouls are committed against the laws of the game:

For example if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- controls the ball with his hands for more than six seconds before releasing it from his possession
- touches the ball again with his hands after he has released it from his possession and before it has touched another player

- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate

Or if, in the opinion of the referee, a player:

- plays in a dangerous manner ("dangerous play")
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or send off a player

NBAA Soccer does not allow slide tackles in the Tots (Kindergarten) and Minis (1st and 2nd grades) divisions. The referee should warn each offender, and tell them to "stay on their feet" before calling a foul. The restart for a slide tackle foul in the Tots and Minis divisions will be an indirect free kick (unless, in the opinion of the referee, the play was excessively rough, in that case it will be penalized with a direct free kick as defined above).

Hint: The "dangerous play" foul is a way for the referee to make a call without being specific if he sees something that doesn't look safe, but doesn't infringe on any specific laws of the game.

Law 13 - Free Kicks

Types of Free Kick

There are two types of free kicks:

- Direct
- Indirect

The Direct Free Kick

Ball Enters the Goal

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal:

- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Procedure

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker must not touch the ball again until it has touched another player.

Position of Free Kick

Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

- all opponents must be at least 10 yards from the ball
- all opponents must remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly out of the penalty area
- a free kick awarded in the goal area may be taken from any point inside that area

Indirect free kick to the attacking team:

- all opponents must be at least 10 yards from the ball until it is in play, unless they are on their own goal line between the goalposts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred

Free Kick Outside the Penalty Area

- all opponents must be at least 10 yards from the ball until it is in play
- the ball is in play when it is kicked and moves
- the free kick is taken from the place where the infringement occurred or from the position of the ball when the infringement occurred (according to the infringement)

Infringements and Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly out of the penalty area:

- the kick is retaken

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Law 14 - The Penalty Kick

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball:

- must be placed on the penalty mark

Majors, Juniors and Minors: About half way between the top of the Goal Area and the Penalty Area.

Minis and Tots: At the top of the Penalty Area.

The player taking the penalty kick:

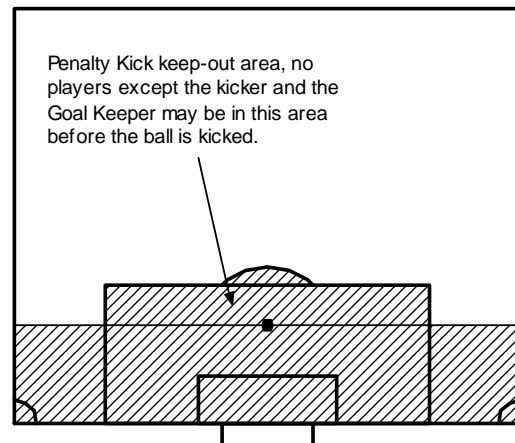
- must be properly identified

The defending goalkeeper:

- must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker must be located:

- inside the field of play
- outside the penalty area
- behind the penalty mark
- at least 10 yards from the penalty mark (outside of the penalty arch)



Procedure

- After the players have taken positions in accordance with this Law, the referee signals for the penalty kick to be taken
- The player taking the penalty kick must kick the ball forward
- He must not play the ball again until it has touched another player
- The ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if the whole of the ball passes over the goal line, between the goalposts and under the crossbar. The ball may touch either or both of the goalposts and/or the crossbar and/or the goalkeeper, and still be considered a goal. The referee decides when a penalty kick has been completed.

Infringements and Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:

the player taking the penalty kick, or a team-mate of the player taking the kick, infringes the Laws of the Game:

- the referee allows the kick to be taken
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team, from the place where the infringement occurred

the goalkeeper, or a team-mate of the goalkeeper, infringes the Laws of the Game:

- the referee allows the kick to be taken
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

a player of both the defending team and the attacking team infringe the Laws of the Game:

- the kick is retaken

Hint: Sanctions should never penalize the team not committing the infraction/infringement.

If, after the penalty kick has been taken:

the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

the ball is touched by an outside agent as it moves forward:

- the kick is retaken

the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

- the referee stops play

- play is restarted with a dropped ball at the place where it touched the outside agent, unless it touched the outside agent inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped

Law 15 - The Throw-in

A throw-in is a method of restarting play.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a throw-in.

Procedure

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- holds the ball with both hands
- delivers the ball from behind and over his head
- delivers the ball from the point where it left the field of play

All opponents must stand no less than 2 yards from the point at which the throw-in is taken.

The ball is in play when it enters the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

Infringements and Sanctions

If, after the ball is in play, the thrower touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area

If an opponent unfairly distracts or impedes the thrower:

- he is cautioned for unsporting behavior

For any other infringement of this Law:

- the throw-in is taken by a player of the opposing team
- players in the Tots and Minis divisions will be given a second chance to throw the ball in correctly (the referee should give the player a little instruction prior to the second throw-in)

Law 16 - The Goal Kick

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the **attacking team**, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a goal kick, but only against the opposing team.

Procedure

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents remain outside the penalty area until the ball is in play
- The kicker must not play the ball again until it has touched another player
- The ball is in play when it is kicked directly out of the penalty area

Infringements and Sanctions

If the ball is not kicked directly out of the penalty area from a goal kick:

- the kick is retaken

For a Goal Kick taken by a player other than the goalkeeper:

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

For a Goal Kick taken by the goalkeeper:

If, after the ball is in play, the goalkeeper touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

In the event of any other infringement of this Law:

- the kick is retaken

Law 17 - The Corner Kick

A corner kick is a method of restarting play.

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the **defending team**, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure

- The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line
- Opponents must remain at least 10 yards from the corner arc until the ball is in play
- The ball must be kicked by a player of the attacking team
- The ball is in play when it is kicked and moves
- The kicker must not play the ball again until it has touched another player

Infringements and Sanctions

If, after the ball is in play, the kicker touches the ball again (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred (see Law 13 – Position of Free Kick)
- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Restart Guidelines

Restart	Taken from Where	Opposing Team Where	Score Direct from Restart	2nd Touch Permitted	Ball in Play When
Kick-off: To start game, second half and any overtime periods, and after a goal.	Center Mark	10 yards from ball, on own side of field	Yes	No	Kicked and moves forward
Throw-in: After ball goes out of play past the <u>touchline</u> when the ball is last touched by an opposing player.	the point where the ball left the field of play	on the field more than 2 yards away	No (Goal Kick)	No	Crosses the Touchline
Indirect Free Kick: After opposing team commits a "non-penal" foul.	point of foul	10 yards from ball ¹	No (Goal Kick)	No	Kicked and moves ²
Direct Free Kick: After opposing team commits a "penal" foul <u>outside</u> their own penalty area.	point of foul	10 yards from ball ¹	Yes	No	Kicked and moves ²
Penalty Kick: After opposing team commits a "penal" foul <u>inside</u> their own penalty area.	Penalty Mark	10 yards from ball and behind the ball	Yes	No	Kicked and moves forward
Goal Kick: After ball goes out of play past the <u>goal line</u> (unless it is a goal) when the ball is last touched by an <u>attacking</u> player.	any point within the Goal Area	outside of penalty area	Yes	No	Kicked out of the Penalty Area
Corner Kick: After ball goes out of play past the <u>goal line</u> (unless it is a goal) when the ball is last touched by an <u>defending</u> player.	inside the Corner Arc nearest to where the ball left the field of play	10 yards from ball	Yes	No	Kicked and moves
Drop Ball: When play is stopped for a reason other than a rule being broken or time running out.	ball location when play was stopped	on the field	Yes	Yes	Hits the ground

Note 1: If free kick is taken within team's own penalty area, opponents are to remain outside the penalty area and at least 10 yards from the ball.

Note 2: If free kick is taken within team's own penalty area, the ball is in play when it leaves the penalty area.