

# **LAW 1**

## **The Field of Play**

- Field must be rectangular
- Minimum 50 yards wide – maximum 100 yards wide
- Minimum 100 yards long – maximum 130 yards long
- Touch-line (side) and goal line not more than 5 inches wide
- Corner flags not less than 5 feet high
- Corner arc – 1 yard radius
- Halfway line circle radius – 10 yards
- Restraining arc radius – 10 yards from penalty-kick mark
- Goal area – 6 yards from each goal post, 6 yards into field of play
- Penalty area – 18 yards from each goal post, 18 yards into field of play
- Penalty kick mark – 12 yards from goal post, 18 yards into field of play
- Penalty kick mark – 12 yards from goal line (1 point)
- Goals – must be white, 8 yards wide inside posts, 8 feet tall
- Lines belong to area they enclose

### **G.I.S.A. INTERPRETATION**

Division 4 – regulation field, 112 yards long, 60 yards wide, regulation goal

Division 3 – regulation field, 110 yards long, 50 yards wide, regulation goal

Division 2 – 80% sized. 80 yards long, 40 yards wide, 6 yards wide by 6 feet goal, standard penalty kick mark and restraining arc, standard halfway circle, and standard corner arc

#### ***What Referee Should Know/Do***

- Before a game starts, the referee/crew should quickly walk the field looking for any dangerous conditions/items on the field (such as bottles, rocks, holes, broken goal posts, mud). If any objects are on the field, remove if possible. If a ground/field condition exists which cannot be easily repaired, consult the coaches if necessary, about whether the game should be played.
- Check to make sure the nets are anchored down.
- Penalty kick mark is 36 feet in front of center of goal, all divisions.
- If mark is not visible (and needed in a game for penalty kick), referee should walk off 36 feet, directly in front of center of goal. Note: on full size fields (division 3 and 4), the mark is exactly half way between the small goal area and the large penalty area.

NOTE: the referee has final say as to whether the field conditions make the game unsafe to play (coaches may be consulted if referee is uncertain, or would like another opinion). If the field supervisor has reviewed the field after the most recent rainstorm and determined that the field is playable, referees should consider the field playable unless they feel that conditions have changed significantly since last review.

## **LAW 2**

### **The Ball**

- Spherical
- No rough edges
- 27 – 28 inches circumference
- Weight 14 – 16 ounces
- Pressure 9 – 16 phi

### **G.I.S.A. INTERPRETATION**

Division 3 and 4 use regulation (size 5) ball

Division 1 and 2 use size 4 balls

Soccer balls can be purchased in three sizes, 3, 4, and 5.

#### ***What Referee's should know/do***

Game ball should be supplied by “home” team (if you don't know which team is home, simply ask either coach for a game ball). Ball should be leather/simulated leather (not rubber or vinyl). Ball should be very firm.

## LAW 3

### Number of Players

- **Div 1. teams may play with a maximum of 8 players on the field at any time (including the goalie) and a minimum of 6 players**
- Two teams of 11 players – minimum of 7
- Any player may change places with the goalkeeper, provided:
  - Referee is informed before the change
  - Only at a stoppage of play
- Substitutions:
  - **Beginning of each half-either team**
  - **After a goal is scored-either team**
  - **After an injury time-out-either team**
  - **Prior to a goal kick-either team**
  - **Prior to own throw-in**
  - **Prior to own corner kick**
  - **Defensive team may substitute on other team throw-in and corner kick if offensive team is substituting**
  - On own throw-in
  - After goal—either team
  - After injury—either team
  - Half time
  - Prior to goal kick—either team
- Substitutions as follows:
  - Referee must be informed
  - ~~Sub enters at halfway line after player being replaced has left field & referee signals sub to enter~~
  - **Substitutes in Div 2, 3, and 4, players must be at the halfway line flag waiting for the proper substitution situation and will enter the game upon the referee signal. If the player enters the game illegally, the referee will stop the game and disallow the substitution until the proper time.**

### **G.I.S.A. INTERPRETATION**

All players' play in every game (regardless of practices attended), and substitutions are encouraged (and unlimited). Substitutions (or player shift, including goalie) at beginning of quarter do not need to inform referee. Player substitutions during play, by above rules (players may enter from any point along sideline). Should attempt to inform referee.

If teams are short players, teams must play within one player of even sides (i.e. if one team has only eight players, the other team can play a maximum of nine at a time). If short team coach (coaches agree) elects to let other team play with more than one player advantage, referee should not challenge decision.

If teams are short of players (less than seven), and coaches agree to play, referees should not challenge the decision, and will referee a “scrimmage”.

Division’s 2, 3, and 4, maximum 11 players on the field at one time, no exceptions (Note: coaches do not have authority to change this rule).

Division 2, 3 and 4 play full field, start on own half.

## LAW 4

### Players Equipment

- Compulsory equipment:
  - Jersey or shirt
  - Shorts
  - Stockings
  - Shin guards
  - Footwear (no toe cleat)
- A player shall not wear anything, which is dangerous to another player or himself.
- Shin guards must be made of approved materials
- Shin guards must be covered entirely by the stockings
- Goalkeeper shall wear colors, which distinguish him/her from other players (either team) and from referee
- Shirts tucked in at beginning of game

### G.I.S.A. INTERPRETATION

Dangerous items including rings, necklaces, bracelets (hard), earrings, and hard barrettes will not be allowed.

Long pants, including sweatpants and jeans, are allowed. Shorts or pants should be dark in color, black preferred (print or patterns are permissible).

Shin guards must have hard front surfaces. Must be completely covered, either by stocking, or by pants.

Shoes must be worn. Spikes (rubber/plastic) are optional, but no toe cleats allowed (center front of foot). (Soccer shoes have cleats down the side, not in the center).

If any player enters the field with a cast, it must be fully padded/wrapped and soft to the touch. Ask the players coach if doctor and parents have approved child to play (must have doctor's approval). Take coaches and/or parents verbal word for approval.

#### ***What Referee Should Know/Do.***

- Referees must wear Referee Jersey that was supplied from the board. The league will supply one referee shirt.
- Pants/shorts should be dark color; black preferred, blue (including good condition jeans) and other dark colors are acceptable.
- ~~Referees must have whistle~~ **Referees must have a metal coaching whistle** and some method of keeping time. Stop watch will be provided from GISA (wrist watch is acceptable).
- A coin.

Once the field has been reviewed, referee/crew should wait off the field, on the team side of field but away from teams, until ready to check player equipment. Approximately 5 minutes before game time, line players and check footwear, shin guards, and earrings, etc. Ask the home team coach for a game ball (see Law 2). After checking equipment and getting a game ball, start the game.

Approximately one-two minutes before game time, referee should walk/run to the center of the field and call for captains. At mid-field, show the coin to each team, and ask one player from home team (if you don't know who is home team, simply pick one player from one team), ask him/her to call heads or tails. Flip the coin after choice is made. Ask the team that wins the toss if they would like to kick or receive. After they pick, ask the coin toss losing team which goal they would like to defend. Record which team kicks, opposite team will kick in next half. Teams will switch ends of the field at half-time.

## **LAW 5**

### **Referees**

- Purpose
  - Safe play
  - Enforce the laws
  - Record of game
  - Discretionary power to stop or suspend or terminate game
  - Players have right to 5 minute intervals at half time
  - Referee is part of playing field
  - Referee can reverse decision before ball is put into play
  - Signal recommencement
  - Report on particulars of game

### **G.I.S.A. INTERPRETATION**

Referee calls the game. A foul or handball exists only when the referee calls it. A ball near the line is in play until the referee (or linesman) indicates out of bounds (unless blatantly obvious). Referee will blow whistle for on-field fouls or stoppage of play. For ball out of play, referee or linesman will verbally announce ball possession (loud enough for players to hear) and point/motion direction of team possession for coaches and spectators.

## **LAW 6**

### **Assistant Referee (Linesman)**

- Indicates
  - When ball is out of play
  - Which side is entitled to corner-kick, goal-kick, or throw-in
  - When substitution is desired
  - Any other duties referee assigns
  - Assistant referee should cover sideline from half to goal line.

### **G.I.S.A. INTERPRETATION**

Assistant referee/Linesmen may not be present in all games

If a linesman sees an obvious foul that the referee is not in position to see, he/she should call the foul. If the referee is in position to make the call and does not call the foul, the linesmen should not make the call (should not over-rule the referee).

Referee may ask opinion as to whether or not a goal was scored.

## LAW 7

### Duration of the Game

- 2 equal periods of play
- Under 6           As Modified
- At referee discretion – allowance made in either period for all lost time through substitutions, injured players shall be added. Amount of time is at the referee's discretion.
- Time shall be extended to permit a penalty-kick being taken at or after expiration of normal time.
- 5 minutes a halftime
- If match is stopped before completion – replay entire game

### **G.I.S.A. INTERPRETATION**

|                            |                                                                                                         |
|----------------------------|---------------------------------------------------------------------------------------------------------|
| Division 1 (5 & 6 years)   | 10 minute running quarters, 3 minutes after 1 <sup>st</sup> and 3 <sup>rd</sup> quarter, 5 minutes half |
| Division 2 (7 & 8 years)   | 20 minute running half 5 minutes after half                                                             |
| Division 3 (9 & 10 years)  | 30 minute running halves, 10 minutes after half                                                         |
| Division 4 (11 & 12 years) | <del>45 minute running halves, 10 minutes after half</del>                                              |
| <b><u>Div 4</u></b>        | <b><u>40 minute running halves, 10 minutes after half</u></b>                                           |

Games canceled for weather, or other reason, before or early in game should be made up. Coaches schedule game time/date/field with the field supervisor. Inform division V.P. of time/place is arranged, and V.P. will schedule a referee. Games can only be canceled by the referee (at the field, at game time), or by the field supervisor. Games canceled late in the contest are simply cut short, no make-up. (At the discretion of the coaches, extra games can be scheduled).

## **LAW 8**

### **Start of Play**

- Coin toss decides kick-off and choice of ends
- Place-kick at center of field
- Non-kicking team outside center circle
- Ball must travel circumference of ball (approx. 3 ft.), and into opponents half of field, to be in play
- Kicker cannot play ball twice – must be played by another player
- Ball kicked twice by same player (on initial kick-off), Indirect Free Kick by opposite team.
- Goal cannot be scored on a kick-off (no goal, goal kick opposite team)
- Players change ends of field at half time
- During a drop ball - players shall not play the ball until it has touched the ground

### **G.I.S.A. INTERPRETATION**

- Kicking team may have players in circle
- Receiving team must be outside of circle until ball is played (first touch). On a kick-off, they do not have to wait for ball to cross out of circle.
- Players from both teams must wait (on their own side of the half-way line) until ball is first played.
- When first played, the ball must travel forward of the halfway line. (After being first played forward, kicking team may play the ball rearward.)

If the first kick is played backward, or does not travel three feet, allow the same team to kick again (Division 2 and 3 only; Division 4, indirect kick by opposite team, at mid-field). The referee keeping time will blow whistle to start play. Players must wait for the whistle to make the kick.

After an injury time-out, the ball will belong to the team that had possession of the ball when the referee blew the whistle (unless the injury is the result of a foul), at the point where the ball was when the whistle blew. If there was no clear possession, a drop ball will result. Having an injured player does not automatically get the ball back.

## **LAW 9**

### **Ball In and Out of Play**

- Ball is out of play when:
  - It has crossed completely across the goal line or touch-line (side), whether on the ground or in the air
  - When the referee has stopped play.
  - Ball is in play at all other times, including:
    - Ball rebounds from goal post, cross bar, or corner flag
    - Ball hits referee or linesman while on the field of play (linesmen should generally be off field of play)
    - Ball resting or rolling on line

### **G.I.S.A. INTERPRETATION**

- A ball near the line should be considered in bounds until the linesman/referee indicates “out-of-bounds”.
- There is no whistle for a ball out of bounds- The linesman will call the team color of possession “loud enough for players (within approx. 20 feet)”, and point in the direction of possession with hands (flag if provided) so that coaches and spectators can see. If the ball is near the corner, and they’re in question of side throw-in or corner kick, linesman and/or referee will call verbally and indicate by motion for coaches.

#### ***What Referee Should Know/Do***

- To make an out of bounds call, a linesman should be looking down the line (standing slightly out of bounds) within 15 feet of the ball. If linesman is more than 15 feet away, he/she is out of position.
- If the ball is played into the offensive end of the field, and there is potential offside call, the linesman should move into position to make the offside call (see Law 11).

If the ball is near the line in bounds, and players hesitate, the referee and/or linesman should indicate verbally for player’s nearby to hear, that the ball is “in play. Live ball.”

If the ball is near the line, and linesman/referee is uncertain of in/out of bounds, consider the ball in play.

If linesman is out of position, the referee should attempt to get close enough to make the offside/out of bounds call. If this situation occurs the referee is the field crew boss, and should request the linemen hustle into position more quickly.

## **LAW 10**

### **Method of Scoring**

- Goal is scored when the ball has entirely crossed the goal line, between the goal posts and under the cross bar, provided it has not been thrown, carried, or intentionally propelled by hand or arm.

### **G.I.S.A. Interpretation**

Ball must be put into goal with foot, leg, head, or other body part, not the hands or arms. If the goalie catches the ball in front of the goal line, then steps back into the goal (ball across the line), it is a goal.

## **LAW 11**

### **Offside**

Player is in an offside position if all of the following:

- Attacking half of the field
- Player is ahead of the ball (closer to goal line, not goal)
- Ahead of the second to last defender (goalie counts as one defender). If goalie comes out of the goal, there must still be two defenders.

Offside position is not penalized unless player is interfering with play or with an opponent, or seeking to gain an advantage by being in offside position.

Player is offside when all of the following occur at the same time:

- Offside position when ball is played forward by a teammate
- Player participates in the play, which generally means the player receives a pass, but may also include:
  - A defender plays the offside player (is drawn away from the ball/play).
  - The offside player is near enough to the goalie to distract the goalie,
  - A pass is attempted to be played to the offside player (if pass attempted to an offside player is intercepted and played up-field by the opposite team, allow the play to continue).

Penalty for offside is Indirect Free Kick, opposite team.

Offside cannot be called in the initial play (first kick/pass) of the following three-restart situations:

- Side throw in
- Goal kick
- Corner kick

### **G.I.S.A. INTERPRETATION**

Offside is the most often misunderstood rule of the game.

~~Division 2, calls only blatant offside (i.e. Obvious “cherry picking”).~~

**Division 2**, 3 and 4, player in offside position (whether actively paying attention or not) is not considered to be offside if the defense (or goalie) does not guard him/her.

#### ***What Referee/Linesmen Should Know/Do***

- Proper position to call offside is looking across the field, parallel to the goal line, even with the last defensive player.
- Only the initial kick/throw of a start-up play is exempt from offside
- Referee or lineman can call offside (G.I.S.A. unique rule)

## **LAW 12**

### **Fouls and Misconduct**

- Kicks or attempts to kick opponent
- Trips or attempts to trip on opponent
- Jumps at an opponent
- Charges at an opponent from behind – unless the latter is obstructing
- Strikes or attempts to strike, or spits at, an opponent
- Holds opponent
- Handles ball – strikes or propels the ball with hand or arm
- Slide tackles from behind, contact above the knee.

Six technical fouls – indirect free kick

- Dangerous play, or attempting to play the ball while held by goalkeeper
- Charging fairly, i.e. With the shoulder when the ball is not within playing distance, or not trying to play the ball
- Obstructing opponent when not playing the ball
- Charging the goalkeeper except when:
  - Goalkeeper is holding the ball
  - Goalkeeper is obstructing an offensive player
  - Goalkeeper has passed outside the goal-area
- Goalkeeper takes more than 4 steps after he/she takes control of the ball
- Goalkeeper wastes time

Goalkeeper cannot use hands on a ball deliberately played to keeper by a teammate, or to pick up a ball already played with hands and put into play.

Send Off

Serious foul play or violent conduct (includes and attempt punch, or any deliberate elbow or kick)

- Abusive or foul language, or spitting at player
- Persisting in misconduct after receiving caution
- Sabotaging a clear scoring chance (breakaway) by holding or other manner (without realistic chance of playing the ball)
- Coach yelling at an official (referee, linesman, league official, or another coach). Offending coach must leave the field before play continues.

## **G.I.S.A. INTERPRETATION**

Definitions:

- Tackle – take the ball (or attempt to) from an opponent
- Charge – run into, or over, and opponent

- Slide tackle – player leave his/her feet, swing feet sideways at ball –**NOT ALLOWED**
- Arms/hands extended – elbows or hands significantly away from body (includes normal running motions)

Body contact is legal, provided it is not over-aggressive and arms or hands are not extended. Players attempting to play the ball may occasionally miss and contact an opponent, or feet may become tangled and somebody fall. It is only a penalty if, in the referee's opinion, the act was deliberately directed at opposing players (or there was no realistic chance of playing the ball) as compared to legitimately attempting to play the ball.

Some types of handball are not called in younger division:

- Division 2
  - Arms against body in self defense
  - Ball accidentally hits hand, from behind, in normal motion (not reaching for ball) and no advantage gained
  - Goalie hits defensive player with throw or kick; if throw or kick hits offensive player directly in front of goalie, defensive ball, and direct free kick. (Offensive players must give goalie room to get ball into play)
- Division 3
  - Arms against body in self defense
- Division 4
  - Arms against body in self defense on direct kick.

Players cannot deliberately obstruct an opponent unless playing the ball (no screens or picks). Cannot use hands, arms, or elbows to make contact with, or gain position from, an opponent.

Goalkeeper can play entire field, but can use hands only within the penalty area. Goalkeepers are allowed 4 steps after picking up ball (steps backward toward goal do count, so keeper should step forward toward direction of intended play immediately). Opposing players cannot try to block goalkeeper kick/throw at point of release. Goalkeeper can kick (punt) or throw ball (underhand/bowling or overhand/baseball) into play. Goalkeeper can wait for teammates to move forward into pass receiving position, but cannot hold ball indefinitely (to waste time).

Players are allowed to kick the ball while lying on the ground, provided the player on the ground is not in danger of being kicked in the upper body and/or head. If the ball is near the player's head/abdomen and there are other players (either team) attempting to kick/play the ball, stop play as dangerous. If each team had players with a realistic chance to gain possession, drop ball. If only one team had a chance for possession, indirect kick.

### *What Referee Should Know/Do*

- Tripping is not possible if two players are facing each other, both attempting to play the ball
- Charging cannot be called if two players are attempting to play the ball, are facing each other, and are not deliberately attempting to run into/injure another player. A penalty kick for defensive charging should only be called if a player attempting a shot is run into or they injure another player. A penalty kick for defensive charging should only be called if a player attempting a shot is run into/over (very hard) from behind.
- A defensive player attempting to get into position to protect the goal (or position to attack the ball near the goal) cannot be called for charging even if an offensive player is run over, unless from behind or hands/arms are extended. An offensive player has the same rights to position or to attack the ball as the defender. If an improper charge is called (for a defensive player running into an offensive player from behind), it should be an indirect kick.
- Any obstruction by the defense of a break-away (there are no defensive players closer to the goal, other than goalie) from the side or behind will result in a penalty kick. This includes:
  - All contact (with arms, elbows, or hands) behind the offensive players shoulders
  - Trying to kick the ball from behind, around, or through the offensive players legs
  - Hand contact into the back (pushing), or any feet entangled (tripping)

If the obstruction does not stop the breakaway, allow the play to continue (no call). If player is driven to the sides by an obstruction (so that a weak shot results/will result) call the obstruction of breakaway. An obstruction of breakaway call will result in a penalty kick.

- Penalty kick in Division 2 and 3 should be very few and:
  - Hand balls in penalty area (handball must be flagrant, i.e. “Caught and held”, to be called penalty kick). Minor/incidental handballs in penalty area should not be called, unless ball drops to offending player’s advantage. More significant handball calls should result in a direct kick from outside the penalty area.
  - Arms/hands extended blocking/holding opponents as players attempt to position near goal (including grabbing jerseys) result in direct kick from outside penalty area. For severe holding, issue a direct kick.
  - Players obviously defending their body with their hands/arms, no call regardless of where ball lands.

- Referee should always be within approx. 20 – 25 feet of the ball, generally beside and/or slightly behind the play. The referee is watching for contact fouls and handballs (not for out of bounds, unless linesman is out of position)
- Players using hands, extended arms, or elbows to gain position should be verbally warned, calling the players name and/or number, if known. This includes players running with elbows extended and swinging toward other players, even if this is the players “normal running motion”. For elbows swinging, contact is not necessary for warnings. After two warnings, foul should be called (indirect kick for arms blocking, direct kick for holding).
- ~~If goalie takes more than four steps with ball (including steps backward) before releasing ball into play, send the goalie back to the original point of pick up, and start steps over. Note: in Division 2 and 3, the concern is playing Division 1 style (running to penalty area line). If goalie takes 5 or 6 steps, verbally inform goalie of 4 step rule, but allow play to continue.~~
- **Once a goalie picks up the ball and is under control, the goalie has six seconds to release the ball from anywhere inside the penalty area via legal means**
- Goalie cannot use hands on a ball deliberately played to goalie by own team with foot (this includes goalie moving outside penalty area kicking ball back into penalty area), but ball played back with body or head is legal. Goalie cannot pick up ball that has already been picked up, and then back to ground (this includes a ball that goalie picks up, and accidentally drops) until played by another player. Goalie can catch a ball that he/she kicked (i.e. punt goes straight up) if it has not hit the ground, but does not get additional steps. ~~Penalty kick results if goalie improperly picks up ball. Goalie can play the ball in above situation, but not with hands.~~ **In Div 1, 2, and 3, there will be an indirect kick awarded outside the penalty area and a penalty kick awarded in div 4 for improper handling of the ball.**

## **LAW 13**

### **Free Kick**

- Direct
  - Goal can be scored against opponent
  - Opponent players 10 yards minimum from ball
- Indirect
  - Goal cannot be scored
  - Ball must be played by or touched by another player (either team) to score
  - Opponent players 10 yards minimum from ball
- All must be stationary when taking free kick
- Indirect or direct, ball must leave penalty area (if kicked from within by the defending team), if not – retake kick (same team)
- Cannot kick to goalkeeper – if so, retake kick (same team)
- If ball is kicked twice by kicker, indirect free kick (opponent)
- Cannot distract kicker
- Free kick from own penalty area – all opposing players shall be at least 10 yards from the ball and outside the penalty area
- Any free kick awarded to the defending team within its own goal area (i.e. including goal kick), may be taken from any point within the goal area.

### **G.I.S.A. Interpretation**

For any free kick, defending players must be 10 yards away from ball (8 yards in Division 2). Defensive players move around to mark (block) a pass receiver, but cannot distract kicker. Receiving players may be within 10 yards.

#### ***What Referee Should Know/Do***

- For any free kick (including center kick-off at quarter/half and after goals, corner kicks, and direct and indirect kicks after fouls), the team kicking the ball can be any distance from the ball/kicking player. The team receiving the ball must be 10 yards away (8 yards for Division 2). Referees should call by team name/color who must give 10 yards (i.e. “Red team, 10 yards back, white can be anywhere”). As players jockey for position, players from kicking team can move within the 10-yard zone, the opposite team cannot follow. For free kicks after a foul (direct or indirect), either team can be in front of or behind the ball (the 10 yard zone applies in all directions).
- The referee should place the ball as quickly as possible (players may place the ball themselves, as long as they are in the right area, within 1 yard), and then request the opposite team (by color) to give 10 yards. The kicking player does not have to wait for the zone to clear (i.e. if his/her team has a player position advantage, he/she may play the ball as soon as it is on the ground); there is no whistle to start play for a direct, indirect, or corner kick. Referee should not select player to kick, only inform team (i.e. “Red kick”). If no player response, inform the coach of the kicking team (i.e. “Red kick, coach”)

## **LAW 14**

### **Penalty Kick**

- Taken from penalty mark (12 yards from center of goal, all Divisions)
- All players but keeper and kicker out of penalty area and outside restraining arc
- Keeper must be on goal line between goal posts until ball is kicked
- Ball must go forward
- Ball is in play after it travels circumference (approx. 3 feet)
- Infringement by defending team
  - Goal scored – goal counts, caution to offending player
  - Goal not scored – retake penalty kick
- Infringement by attacking team other than kicker
  - Goal scored – goal does not count, retake penalty kick
  - Goal not scored – caution to offending player, Indirect free kick to defending team
- Referee signals when players are in position
- Retake may be taken by another player

### **G.I.S.A. INTERPRETATION**

Players taking penalty kick must wait for referee whistle/signal before kick.

Once ball is kicked, it is a live ball. Players taking the penalty kick cannot play the ball again until played by another player (even if it hits goal post, kicking player cannot play the ball first). If goalie catches the ball, it is like any other shot on goal. If shot misses wide or high, it is a goal kick. If ball hits goal post/cross bar and rebounds into play, or ball does not reach the goal line, it is a live ball. Goalie can move forward to the ball after the kick.

## **LAW 15**

### **Throw-In**

- Whole of ball passes over touch-line
- Throw in to team opposite last contact with ball (kicked or touched)
- Thrower must face the field of play, single fluid motion
- Thrower must have part of each foot on touch-line or on ground outside touch-line at time of ball release
- Thrower shall use both hands and deliver the ball from behind and over the head
- Improper throw (one hand, feet up/or moving, not from behind head), opposing team throw-in from same point
- Ball is in play when it enters the field of play
- Throw-in should be within one yard of point where it left the field of play
- Throw-in played by thrower before played by another player, indirect free kick to opponent
- If thrower throws ball intentionally at opponent – caution for ungentlemanly conduct – send off for violent conduct, direct free kick from point of throw-in.

### **G.I.S.A. INTERPRETATION**

- Division 2, referee discretion on improper throw-in, and I generally allow a second try, with verbal instruction (i.e. “Keep two hands on the ball”)
- Receiving and/or defending players may within 10 yards (no prescribed distance), but players on team opposite the thrower cannot be significantly closer than the nearest throwing/receiving team player (i.e. must be guarding receiving team players, not guarding the thrower/throw in)
- Defending players cannot block or deliberately distract thrower
- Throwing player cannot play ball after throw in until played by another player, same guidelines as improper throw in for replay
- Thrower cannot deliberately throw ball at (or bounce ball off) defensive player
- No referee whistle/signal, player may take throw-in as soon as ready. Players do not have to wait for referee to hand the ball.

#### ***What Referee/Linesmen Should Know/Do***

- When ball goes out of play (side touch lines):
  - If player from team who has throw in retrieves ball, linesman should point to spot for throw in with one hand, point in direction of throw (with arm extended), and verbally call out color of team throwing.
  - Player from team who last played ball (does not have throw in), take ball from player, then verbally call out color and point, as above
  - IF players do not retrieve ball, linesman should quickly retrieve ball and give to player/team who has throw in, then point and call out, as above

- If ball is out of bounds near offensive corner (where coaches cannot see if a corner kick or throw in), referee/linesman should also make throwing motion for coaches to see
- Linesman should stand near line, out of play, behind direction of anticipated throw.
- Get the ball to the throwing team quickly, and throw in may happen as soon as thrower is ready, he/she does not have to wait for any player to position
- If throw in is close to legal (i.e. one toe lifts by 1 -2 inches while dragging), allow play to continue (do not spend much time with the ball out of play).

## **LAW 16**

### **Goal Kick**

- Whole of ball passes over goal line (outside goal posts) when last played by attacking team
- Ball put into play from any point within the goal area
- In play when it leaves the penalty area
- Kicker cannot play twice – indirect free kick to opponent
- Retake kick if it does not leave the penalty-area
- Goal cannot be scored directly from a goal kick

### **G.I.S.A. INTERPRETATION**

- Players on side taking goal kick may be within goal or penalty area, but if starting within penalty area when kick is taken, cannot play ball until it passes outside penalty area
- Players on side opposite kicker must start outside penalty area
- All players waiting to receive/intercept pass must wait outside penalty area until ball crosses penalty area line
  - In Division 2, if player from either team cross line and play ball (first offense for that kick), stop play and retake the kick. If player from either team violate line again, use Division 3 and 4 rules
  - In Division 3 and 4, if player from either team cross the line and play the ball, stop play and Indirect free kick to opposite team
- No referee whistle/signal to start play. Players may proceed as soon as ready. Players (or coaches Division 1) may place ball and proceed (do not have to wait for referee to place ball).
- Division 1, at coaches discretion (for very small/young players), ball may be placed forward of goal area to help goal kick reach the penalty area line.

#### ***What Referees Should Know/Do***

- Referee should place the ball in corner of goal area (small square) quickly, on the side of the field where ball went out of play, move sideways out of penalty area, and then to a position looking down the long (front) penalty area line behind any players that may be standing at the corner or along the side. While moving to position, request players from non-kicking team to be outside the penalty area (call team by color, i.e. “Red team outside the penalty area”)
- Players on kicking team may place the ball themselves, or pick up the ball and move it to another position within goal area.
- No referee whistle for goal kick; as soon as kicking player is ready, he/she may kick the ball. Kicking player/team does not have to wait for defense to get set, or to clear the penalty area. If the goal kick hits/is played by any player (from either

- team) before crossing the penalty area line, use same guidelines as players crossing the line to play the ball
- All players must wait until the ball reaches the line of the penalty area before kicking. The ball may be kicked while it is on the line, but cannot be kicked (not even six inches) before. Referees should have whistle ready on goal kicks in Divisions 2 and 3.
  - In Division 2, allow one warning per goal kick (total, not one per team) for players kicking the ball before it reaches the line. Second violation is an indirect kick, at the point where the ball was played, to the team not in violation of the second offense. In Division 3 and 4, no warnings.
  - In Division 2 if the ball does not reach the penalty area line, re-kick by same team as many times as necessary (not limited to one chance). If ball does not reach penalty area line, and kicking player comes forward to kick the ball again, blow the whistle quickly to stop play before the kick. Even if kicking player does kick the ball a second time before it crosses the line, re-kick by same team
  - If kicking player kicks the ball a second time, outside the penalty area before another player, indirect free kick to opposite team plays it.

## **LAW 17**

### **Corner Kick**

- Whole of ball passes over goal-line (outside of goal posts) when last played by defending team
- Whole of ball placed within the corner quarter arc
- Corner flag/post (or cones) shall not be moved
- A goal may be scored directly from a corner kick
- Opposing players must be a minimum 10 yards from ball/corner
- Ball in play when it has traveled circumference (approx. 3 feet)
- Kicker cannot kick the ball twice (must wait until played by another player, either team), if so indirect free kick opposite team
- Other infringements – retake kick
- No offside on a corner kick (initial play/kick only)

### **G.I.S.A. INTERPRETATION**

- Players on side defending kick must be 10 yards from corner (8 yards for Division 2)
- Players on side kicking corner kick may be with 10 yards and may play ball after initial kick
- No referee whistle/signal, players may kick ball as soon as ready. Players may place ball without waiting for referee. Players may move the ball once placed.

#### ***What Referee/Linesmen Should Know/Do***

- Linesman should place the ball within the one-yard corner arc (players may place the all themselves or move it once placed) quickly. If ground is bad in corner arc, or if space is very limited behind corner, referee or linesman may allow ball placement inboard an addition three feet (approx.). Must be consistent throughout game.
- If players from team opposite kicking team don't quickly move beyond ten yards of the corner, or if during player movement for position to receive the kick, the opposite team re-enters the ten yard zone, call out by color, for team/players to stay back out of ten yard zone (i.e. "Red team, stay back ten yards, white can come inside").
- After the first (corner) kick, off-side does apply (i.e. a player kicks a short pass to a teammate, steps inbounds along the goal line, and receives a pass back.