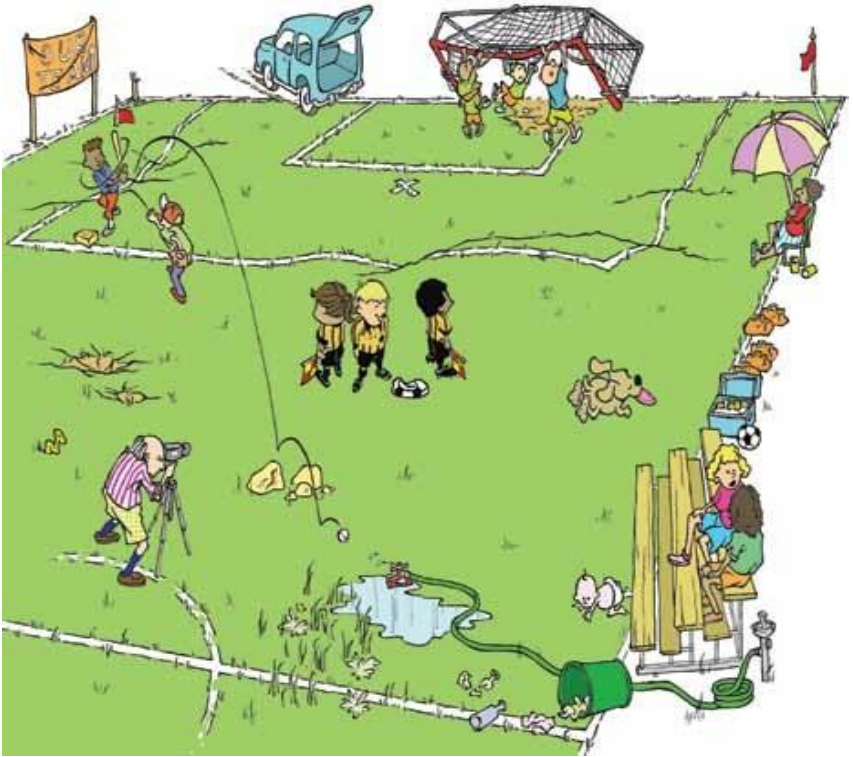


Table of Contents

Law 1	The Field of Play	2
Law 2	The Ball	5
Law 3	The Number of Players	6
Law 4	The Players' Equipment	8
Law 5	The Referee	10
Law 6	The Assistant Referee	12
Law 7	The Duration of the Match	13
Law 8	The Start and Restart of Play	14
Law 9	The Ball In and Out of Play	16
Law 10	The Method of Scoring	17
Law 11	Offside	18
Law 12	Fouls and Misconduct	23
Law 13	Free Kicks	33
Law 14	The Penalty Kick	36
Law 15	The Throw-In	41
Law 16	The Goal Kick	44
Law 17	The Corner Kick	46
	Procedures to Determine the Winner of a Match	48
	Small-Sided Rule Modifications	51

Law 1 The Field of Play

The field must be SAFE (the referee makes this decision). If the field is not safe, the referee will not let the game begin. If the field becomes unsafe, the game must be stopped.

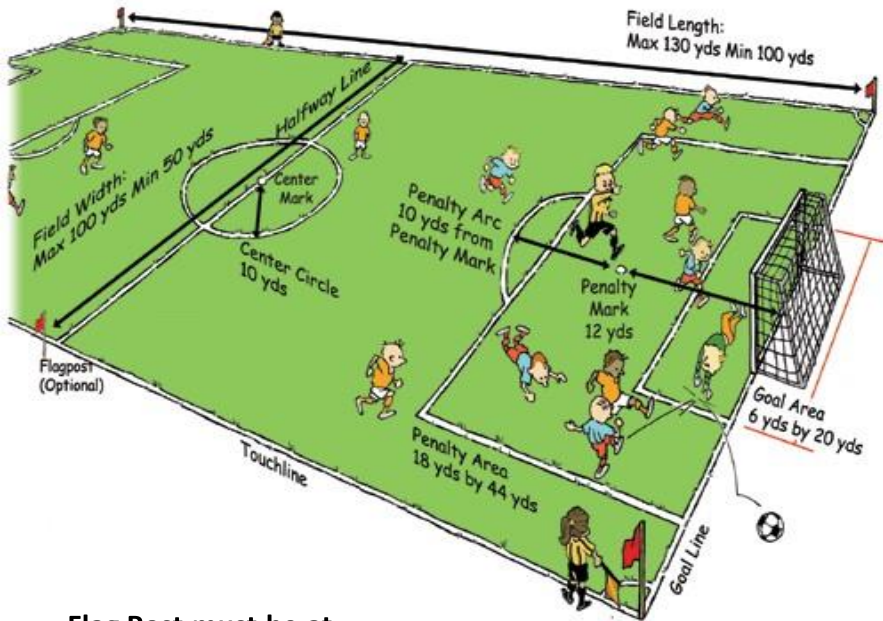


Portable goals must be securely and SAFELY anchored to the ground.



Law 1 The Field of Play (Full-Sided - 11 v 11)

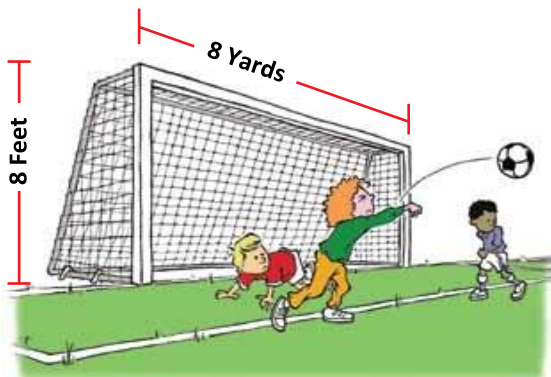
Here are the important parts of the field and the names we use for them:



Flag Post must be at least 5-ft. high.



Corner Arc
1-yard



Goal Measurements (11 v 11)

Law 1 The Field of Play



The length and width of the field and the size of the goal can be different depending on the age of the players. (See Small-Sided Rules.)



Law 2 The Ball

The ball must be **SAFE**. (The referee makes this decision.)



Every ball used in the game must be inspected by the referee.

SIZE OF THE BALL

Depends on the age of the players.



Size 5	Size 4	Size 3
27"-28"	25"-26"	23"-24"



If the ball becomes unsafe or flat during play, the referee must stop the game, get a different ball and restart play with a dropped ball.

Law 3 The Number of Players

Players are those who are allowed to participate in play on the field.

The number of players on a team can be different depending on the age level of the teams. (See small-sided rules.)

For older players, no more than eleven (11) and no fewer than seven (7) for each team can be on the field at a time.



One of the players on each team must be the goalkeeper.



The goalkeeper wears a different colored shirt than any of the other players on either team and the officials.

Substitutes are team members who are not playing on the field but who can replace players. Substitutes must obey the rules just like players.

Law 3 The Number of Players

A substitute can take the place of a player only:

- When play is stopped and
- When the referee says it is OK



Substitution opportunities in youth matches may be different based on local rules. The referee needs to be aware of these rules.

Substitutions can also be made during the halftime break, but the referee needs to be informed.

The substitute must be ready to enter the field at the halfway line when the game is stopped or wait for the next chance.



The substitution is not official until the substitute steps on the field after the referee says it is OK

A player on the field can change places with the goalkeeper only:

- When play is stopped and
- When the referee says it is OK



Coaches and other team officials on the sidelines must behave responsibly. If they don't, the referee can remind them about the law

If the problem continues, the referee can require the coach or team official to leave the area.

Law 4 The Players' Equipment

Player's Uniform

shirt
shorts
socks
shinguards
shoes



Shoes and shinguards must be SAFE.
(The referee makes this decision.)

Shinguards must be worn under the socks and provide adequate protection.



A player cannot wear something that can hurt anyone on the field. (Example: jewelry)



A player on the field who is wearing something dangerous, or whose uniform is not complete, can be instructed to leave the field to correct the problem. The player can return to the field only when the referee agrees that the problem has been corrected.

Law 4 The Players' Equipment

Medical alert jewelry or clothing required by a player's religion may be worn only if

- The referee does not consider it dangerous ... and ...
- It does not give the player an unfair advantage while playing.

Medical alert jewelry can normally be made safe by wrapping it with tape (with the necessary information still showing).



All other requirements about player uniforms (colors, numbers and so forth) are set by local leagues and tournaments. The referee needs to check on this.



Law 5 The Referee

The referee is in charge of the game.



The referee's authority starts when the teams are warming up on the field and continues while play is stopped for any reason and through any tie-breaking procedures.



The referee's authority ends when the game is completely over and the teams have left the field.

The Referee:

-  Enforces the Laws of the Game
-  Keeps the official time of the game
-  Stops play if there is a serious injury
-  Stops play if a player is guilty of a foul or misconduct
-  Prevents anyone from coming onto the field unless the referee says it is OK
-  Requires a player to leave the field if the player is bleeding or has blood on the uniform
-  Makes sure the field, the ball, and player equipment are safe and legal
-  Suspends or terminates a game if needed
-  Provides the official report of the game



Law 5 The Referee

A referee can:

- Require a coach or team official to leave the field if their behavior is not proper (a card is not shown)
- Decide not to stop play even if there is a foul or misconduct if stopping play would help the team that committed the foul or misconduct (this is called “applying the advantage”)
- Decide not to call any foul or misconduct if the referee decides that the action is trifling (not important, does not have a serious effect on play)
- Decide to let play continue if an injury is not serious



- Caution a player or substitute by showing a yellow card
- Send a player or a substitute from the field by showing a red card



- Make decisions using information from an assistant referee

Referee decisions about the facts of the game, including whether a goal was scored, are final. After the referee says a goal is scored, this decision cannot be changed if the game has been restarted.

Law 6 The Assistant Referees

Assistant Referees help the referee by signaling:



When the ball has left the field.

Which team gets the throw-in, goal kick, corner kick.



When a team wants to substitute.



When an attacker is offside

When a foul or misconduct has happened, but the Referee couldn't see it.



Signals by an Assistant Referee are to assist the Referee. The Referee decides how to use this information.

The Referee can ask the Assistant Referee to “help with other things”.... for example, checking that an illegal equipment problem has been corrected.

Club linesmen are volunteers from the sideline who help the referee when there are no assistant referees. Club linesmen help by flagging when the ball leaves the field.

Law 7 The Duration of the Match



The length of a game and halftime break can be different based on the age of the players.

A game has two halves of equal length.



1st half = 2nd half

The half is over when time runs out. However, a penalty kick called before time runs out must be taken even if this requires extra time.



The referee can add time if play has been stopped and it took too long to start again. It is up to the referee to decide exactly how much time should be allowed for any kind of delay.



Law 8 The Start and Restart of Play



A coin toss determines which team is on which end of the field at the start of the game. Usually, the visiting team captain calls heads or tails.

The team that wins the toss chooses the end of the field they will attack. The other team kicks off for the first half.

Teams switch ends of the field for the second half of the game. The team that didn't kick off to start the first half kicks off to start the second half.

A kick-off is the way to start each half of the game and to restart play after a goal is scored.



Kick-off requirements:

- Taken from the center mark
- Each team is in its own half of the field
- Players from the opposing team must be outside the center circle
- Ball is kicked and moves (in any direction)
- Player taking the kick-off may be in the opponent's half of the field

The player who takes the kick-off cannot touch the ball again until the ball has been touched by another player from either team. An Indirect free kick (IFK) is awarded to the opposing team if this happens.

A goal may be scored directly from a kick-off. ("Directly" means that no other player from either team touches or plays the ball.)

Law 8 The Start and Restart of Play

A dropped ball is the way to restart play if play has been stopped for any reason not covered in the Laws.

A dropped ball is in play when it hits the ground. It cannot be played by any player until it has hit the ground. (Otherwise, the ball must be dropped again.)



There is no requirement that any players at all or any certain number of players have to participate in a dropped ball restart.



A dropped ball may not be taken inside either team's goal area.

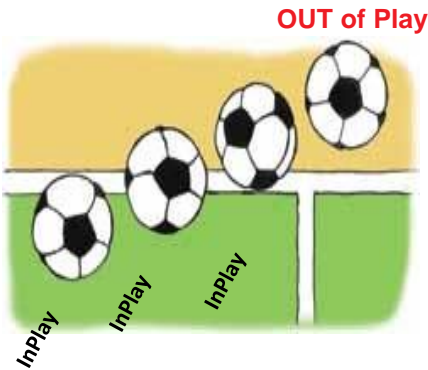
Instead, the ball is dropped on the goal area line closest to where the ball was when play was stopped.

From a dropped ball restart a goal can only be scored after having been touched by at least two players. i.e. a goal cannot be scored directly (one touch).

Law 9 The Ball In and Out of Play

The ball is always in play until:

It completely leaves the field across the goal line
or touch line

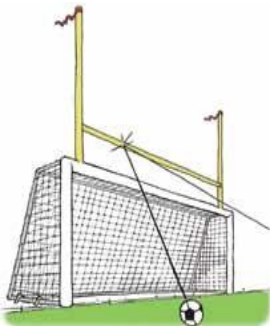


or

The referee
signals for play
to stop.

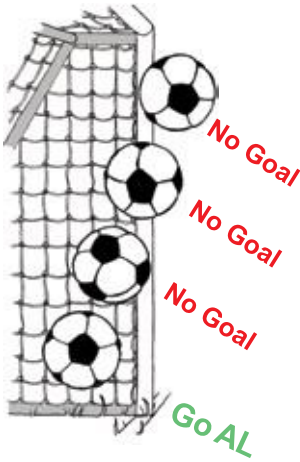


The ball is still in play even
if it hits a flag post, goal
post, crossbar or the
referee.



If there are football-style goal posts
or anything in addition to the two
goal posts and crossbar, the ball
is out-of-play if it hits these other
parts, even if the ball stays on
the field.

Law 10 The Method of Scoring



A goal is scored when the whole ball completely crosses the goal line between the goal posts and under the crossbar.



A goal cannot be counted if it was the result of an offense by the attacking team.



The team with more goals wins the game. If the teams have an equal number of goals or no goals, the game is a tie.

Local rules or tournaments may require that a game must have a winner. In that case, the local rules will also specify how to break the tie.

See page 48 for the “Procedures to Determine the Winner of a Match”, as per the Laws of the Game.

Law 11 Offside

An attacker is in an **offside position** if, when a teammate has the ball, the attacker is



➤ Closer to their opponent's goal line than the ball

and

➤ Closer to their opponent's goal line than the second-to-last opponent

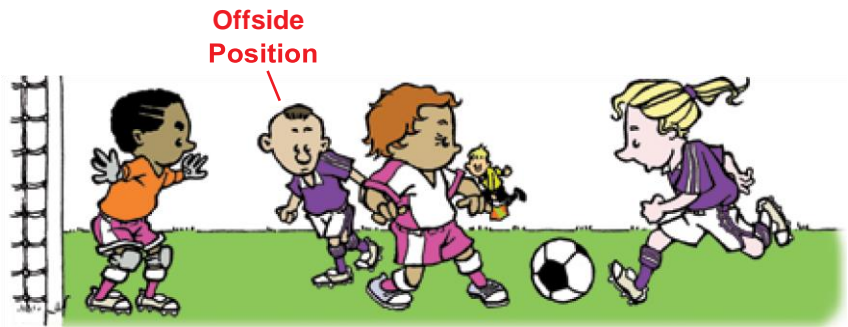
and

➤ In their opponent's half of the field

Offside Position

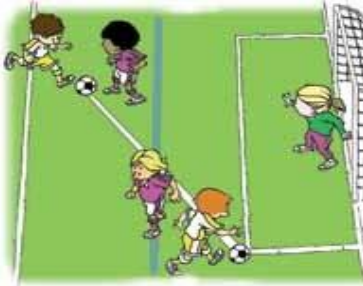


It is not illegal for a player to be in an offside position.



Law 11 Offside

What is **illegal** is when an attacker who is in an offside position becomes actively involved in play by:



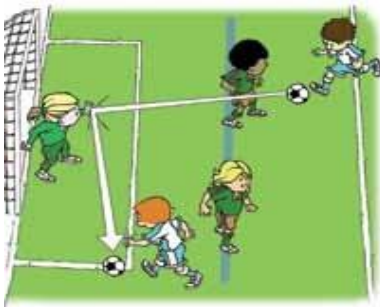
Interfering with Play

Not until the player actually touches the ball after it was last touched by a teammate.



Interfering with an Opponent

Getting in the way of a player on the opposing team, including blocking the movement or the line of sight of the goalkeeper.



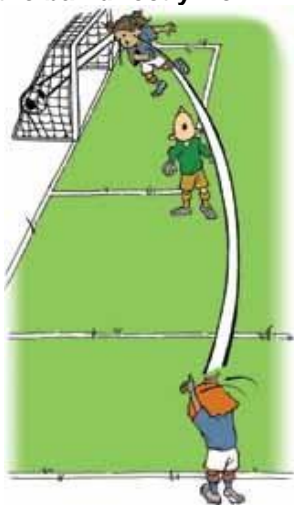
Gaining an Advantage

Touching or running to a ball which has bounced off a goal post or crossbar or that has been deflected by the goalkeeper or another opponent.

When offside offense is called: Indirect free kick (IFK) to the opposing team at the point where the offside player becomes actively involved by committing the offside offense.

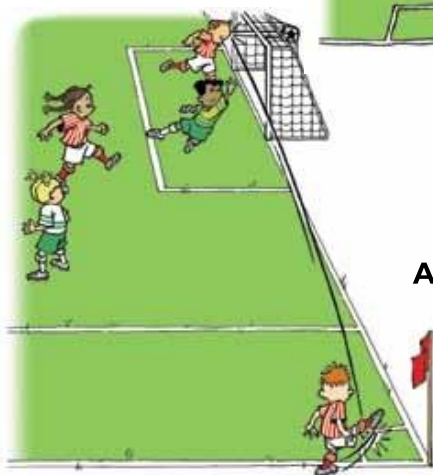
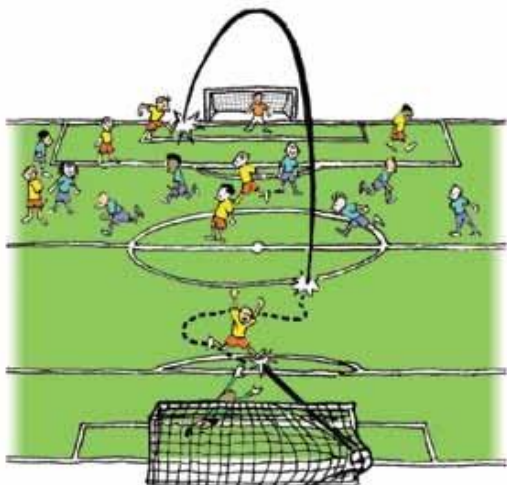
Law 11 Offside

It is **not** an offside violation if a player in an offside position gets the ball directly from:



A throw-in

A goal kick



A corner kick

Law 11 Offside

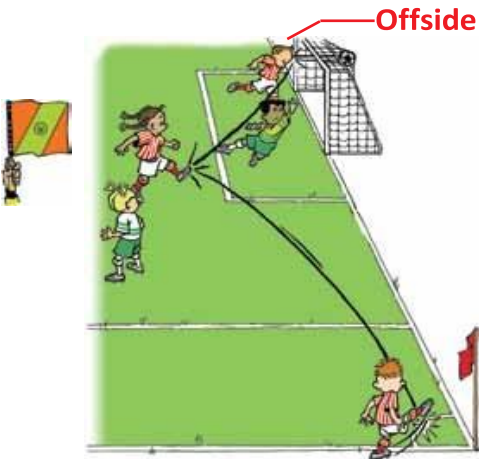


Not Offside at
time when the
ball is passed.



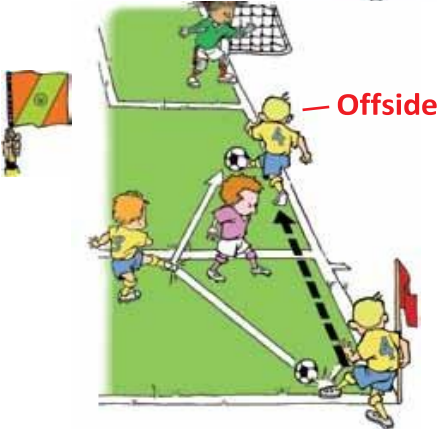
Not Offside

Law 11 Offside



Offside

In each of these plays, an attacking player gets involved from an offside position.



Player is coming back from an offside position.

Law 12 Fouls and Misconduct

OFFENSES (FOULS)

Direct free kicks, indirect free kicks and penalty kicks can only be awarded for offenses committed when the ball is in play.

If an offense involves contact, it is penalized by a direct free kick (DFK) or a penalty kick (PK)



MISCONDUCT

Misconduct can occur in many situations:

- On or off the field
- By a player or by a substitute
- With the ball in-play or not-in-play
- By itself or along with an offense (foul)

Some violations can be both an offense (foul) and misconduct.



Some offenses are punished by restarting play with a direct free kick (DFK) taken from where the offense occurred.

If a direct free kick (DFK) foul is committed by a defender within the defending team's penalty area, the punishment is a penalty kick for the opposing team.

Law 12 Fouls and Misconduct

DIRECT FREE KICK (DFK) OFFENSES

These seven (7) offenses result in a direct free kick (DFK) if the referee decides it was done carelessly, recklessly, or using too much force:



Kicking or attempting to kick an opponent

Tripping or attempting to trip an opponent



Striking or attempting to strike an opponent

Jumping at an opponent



Charging an opponent

Pushing an opponent



Law 12 Fouls and Misconduct

While tackling or challenging for the ball, making contact with an opponent before contacting the ball (this includes tackling an opponent from behind with little or no concern for the safety of the opponent).



The other five (5) direct free kick (DFK) offenses are:



Holding an opponent

Deliberately handling the ball with any part of the hand or arm (Goalkeepers are allowed to handle the ball, if they are within their own penalty area)



Biting or Spitting At anyone

Impeding an opponent with contact



Throwing an object at the ball or hitting the ball with a hand-held object.

Law 12 Fouls and Misconduct

Other offenses are punished by restarting play with an indirect free kick (IFK) at the location where the offense occurred. A goal cannot be scored directly from an indirect free kick (the ball must touch another player first).

Indirect free kick (IFK) offenses by the goalkeeper are:

- Holding the ball with their hands for more than six seconds



- Touches the ball with their hands after releasing it and before it has touched another player (teammate or opponent)



Law 12 Fouls and Misconduct

- Touches the ball with their hands after it has been deliberately kicked to the goalkeeper by a teammate or thrown-in by a teammate to the goalkeeper.



Not OK

A kick with the foot to the goalkeeper

Trickery

This player could also be cautioned for Unsporting Behavior



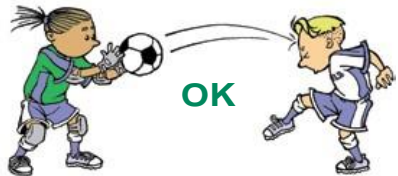
Not OK



Not OK

Throw-in to own goalkeeper

Heading the ball back



OK



Deflection

OK

Law 12 Fouls and Misconduct

The other indirect free kick (IFK) offenses are:



Playing dangerously



**Impeding without Contact -
Getting in the way of an
opponent while not playing the
ball (this used to be called
obstruction)**



**Getting in the way of the
opposing goalkeeper who is
trying to put the ball into play**



Law 12 Fouls and Misconduct

MISCONDUCT

Players who commit misconduct are shown:



a yellow card (caution)

or



a red card (send-off)



A player who gets a red card:

- Must leave the game
- Cannot return to the game
- Cannot be replaced
(The team must play short)

Substitutes on the sideline can be cautioned or sent from the field.

If this happens, the substitute's team does not have to play short.



Law 12 Fouls and Misconduct

6 Misconduct Violations which can be cautioned are:



Unsporting behavior

Dissent

(Showing disagreement with the Referee's or Assistant Referee's decision by words or action)



**Persistent Offenses
(Committing many offenses)**

**Delaying the Restart of Play
(Not starting play quickly enough or preventing the start of play)**



**Failing to respect the required distance
(10-yds.) when opponent is taking a free
kick or corner kick or (2-yds.) for the
taking of a throw-in**

**Player entering, re-entering, or leaving
the field (except as part of normal play)
without permission of the referee.**



Law 12 Fouls and Misconduct

7 Misconduct Violations which can result in a send-off are:

Serious Foul Play

Using violence while committing a direct free kick(DFK) foul and competing for the ball.



Violent Conduct

Any other form of violence against anyone else.



Biting or Spitting
At someone



Denying a goal or an obvious goal-scoring opportunity by handling the ball (except the goalkeeper within their own team's penalty area)



Denying a goal or an obvious goal-scoring opportunity by committing an offense.
(Except when a penalty kick is awarded and the offense was the result of an attempt to play the ball).



Using offensive, insulting, or abusive language and/or gestures

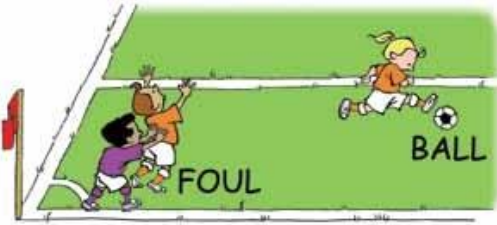


Being cautioned a second time in the same game. (The yellow card is shown for the second caution and then the red card is shown).



Law 12 Fouls and Misconduct

If play is stopped for a free kick offense:



committed by a player
on the field



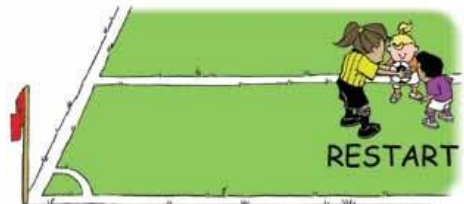
play is restarted with a
free kick for the other
team where the offense
happened.

If play is stopped for misconduct:

committed **off the field** by a
player or a substitute



play is restarted by dropping the
ball where the ball was when
play was stopped.



If play is stopped for misconduct on the field by a player
and there wasn't a foul, the restart is an indirect free kick
(IFK) where the misconduct occurred.

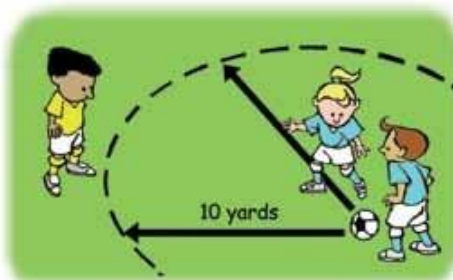
Law 13 Free Kicks



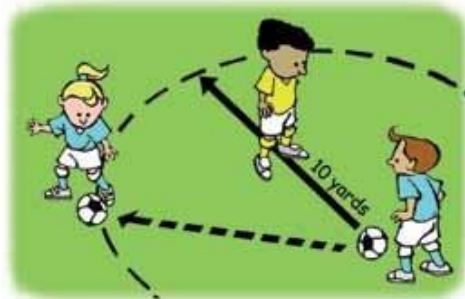
A free kick is a way to start play again after a violation of the Laws, misconduct or a DFK or IFK offense. The free kick takes place where the offense or misconduct happened (see Special Rules #2 and #3 on page 35 for exceptions).

A goal can be scored directly from a direct free kick (DFK), but only against the opponents. (Remember: “directly” means that no other player has touched or played the ball.)

For any free kick, the ball is in play as soon as it is kicked and clearly moves (see Special Rule #1 on page 35 for an exception).



All players from the opposing team must be at least 10-yds. away from where the free kick is being taken. (See Special Rule #4 on page 35 for an exception.)



The kicking team can decide to go ahead and take a kick anyway even if there are opponents closer than 10-yds.

An opponent who gets too close and interferes with or delays the taking of a free kick can be cautioned for misconduct and shown the yellow card.



Law 13 Free Kicks

Not OK



The player taking the free kick cannot touch the ball again unless another player has touched it. An indirect free kick (IFK) is given to the opposing team if this happens.

A goal cannot be scored directly from an indirect free kick (IFK).

The ball must touch at least one other player (on either team) before entering the net for the goal to count.



The referee signals an indirect free kick (IFK) by raising an arm straight overhead. The referee keeps the arm raised until the ball is touched by another player or leaves the field of play.

If the referee forgets to raise an arm straight overhead and a goal is scored directly, the indirect free kick (IFK) must be retaken.



Law 13 Free Kicks



Special Rule #1:

If a free kick is given to the defending team inside their penalty area, the ball is not in play until it leaves the penalty area and into play. All opponents must be outside the penalty area when the kick is taken and remain outside the penalty area until the ball is in play.

Special Rule #2:

If a free kick is given to defenders inside their goal area, the ball can be placed on the ground anywhere in the goal area.

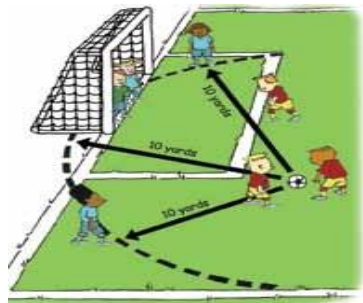


Special Rule #3:

If an indirect free kick (IFK) is given to the attackers inside the defender's goal area, the ball is placed on the goal area line closest to where the foul or misconduct occurred.

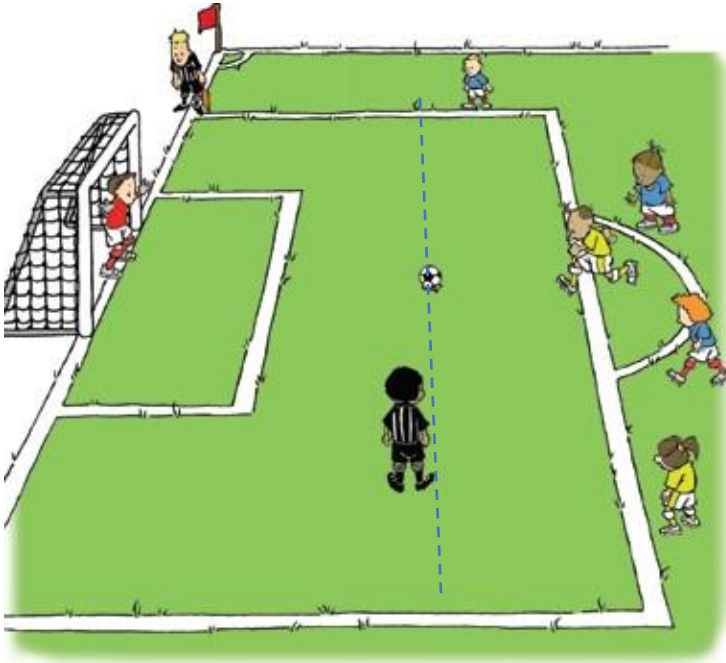
Special Rule #4:

Opponents can be closer than 10-yds. to an indirect free kick (IFK), if they are standing on their own goal line and between the goal posts.



Law 14 The Penalty Kick

A penalty kick is the way to start play again after a defender commits a direct free kick (DFK) offense inside their team's own penalty area.



The referee whistles for the kick to be taken after:

- The ball is placed on the penalty mark
- The opposing goalkeeper is facing the field on the goal line and between the goal posts
- The kicker is identified
- All other players are outside the penalty area and outside the penalty arc and behind the ball

Law 14 The Penalty Kick

The ball must be kicked forward to be in play.

Until the ball is kicked:

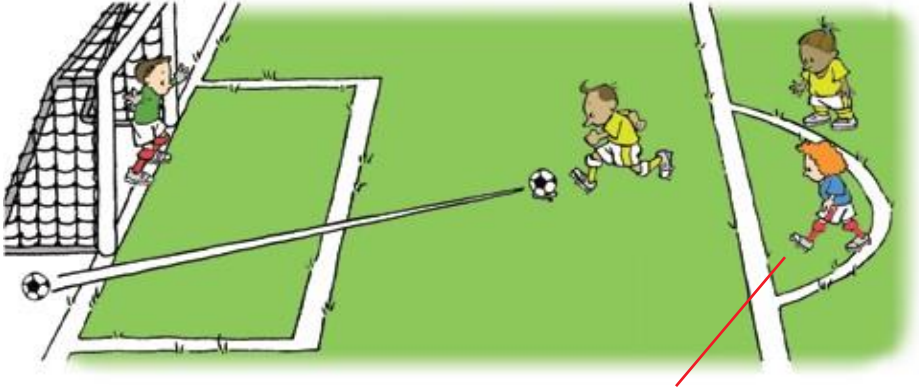
- The goalkeeper cannot move forward (but can move sideways)
- None of the other players (either team) can go into the penalty area or the penalty arc or move ahead of the ball



Law 14 The Penalty Kick

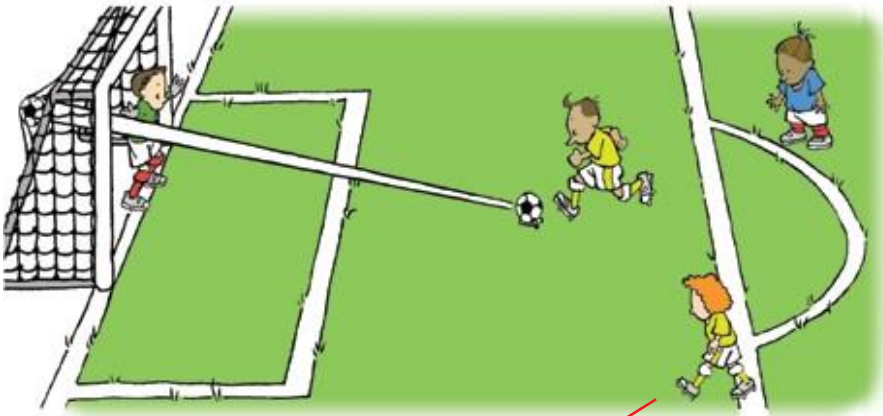
The referee will order the penalty kick retaken if:

- A defender does something wrong and a goal was not scored



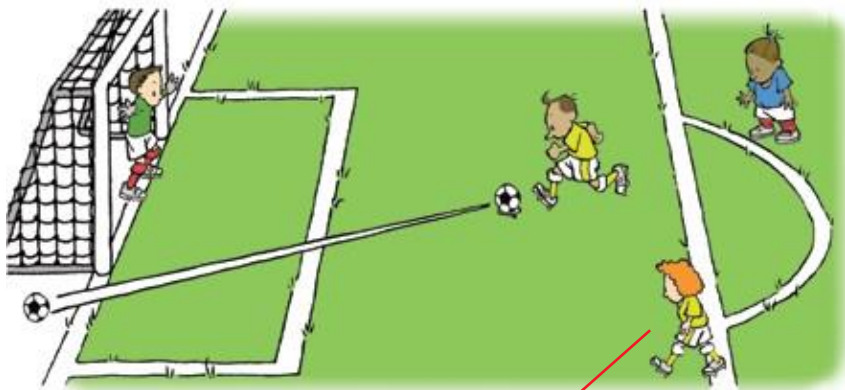
Defender enters Penalty Area before kick is taken ... PK is retaken.

- An attacker does something wrong and a goal was scored



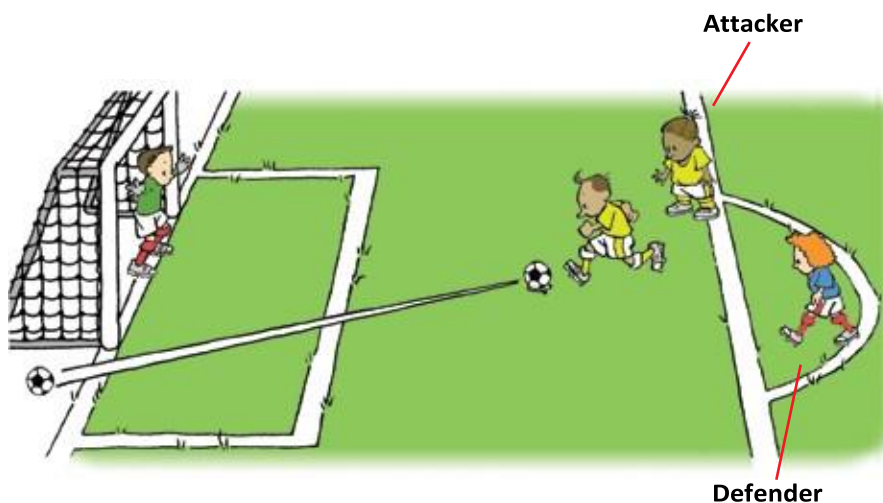
Attacker enters Penalty Area before kick is taken ... PK is retaken

Law 14 The Penalty Kick



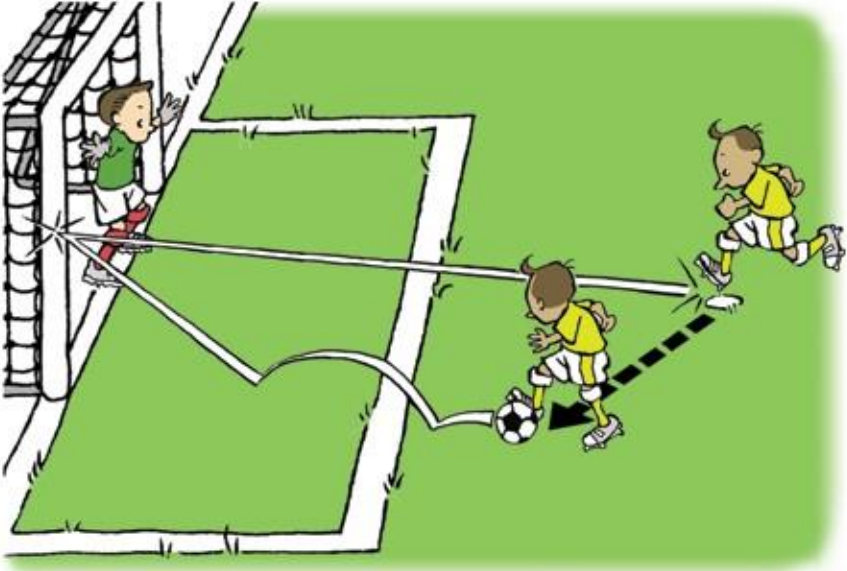
If an attacker enters the Penalty Area before the kick is taken, the restart is an indirect free kick (IFK) for the opposing team at the spot of the encroachment.

- If someone from each team does something wrong, the penalty kick is taken again.



Law 14 The Penalty Kick

A goal can be scored directly from a penalty kick.



The player taking the penalty kick may not touch the ball a second time until another player has touched the ball. If this happens, an indirect free kick (IFK) is given to the opposing team.



If there is a penalty kick in extra time, the half is over when the ball stops moving (the ball can bounce from any or all of the following: the crossbar, a goal post, the ground, and the goalkeeper before going into the net).

Law 15 The Throw-In



A throw-in is the way to restart play when the ball leaves the field by completely crossing over a touch line. The team which did not touch the ball last takes the throw-in.

A throw-in must be taken where the ball left the field (within a yard of this spot).



The thrower stands off the field but a part of either or both feet can be on the field, if at least some part of each foot is on the touch line or off the field.



OK

Both feet off the field and on the ground



OK

Both feet off the field or on the line and part of each foot is on the ground



Not OK

One foot in the field of play



Not OK

One foot off the ground



The ball is thrown over the head using both hands while the feet remain on the ground.

The ball is in play as soon as it is released from the thrower's hands and enters the field.



Law 15 The Throw-In



If the ball does not enter the field or hits the ground before entering the field, the throw-in is retaken.

If the throw-in is not performed correctly, the ball is given to the other team for a throw-in.

The main purpose of the throw-in is to get the ball back into play.



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



If the ball goes directly into the thrower's own goal, play is restarted with a corner kick.

If the ball goes directly into the other team's goal, play is restarted with a goal kick.

Law 15 The Throw-In



The thrower cannot touch the ball again until it has been touched by another player from either team. If this happens, an indirect free kick (IFK) is given to the opposing team.

Opponents must be no closer than 2-yards from the point on the touch line where the throw-in is being taken.

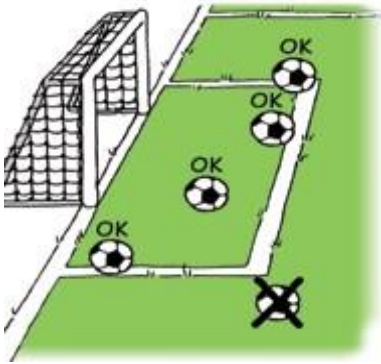
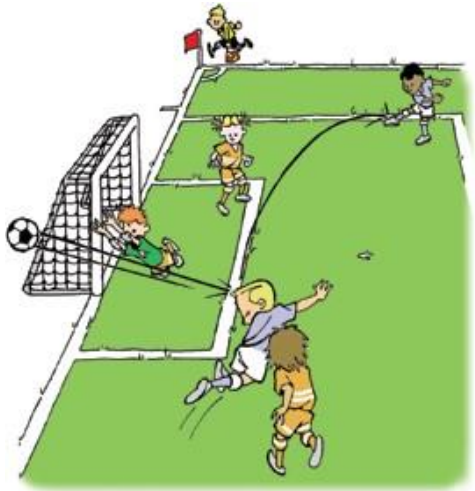


An opponent who distracts the thrower or interferes with the thrower must be cautioned and shown the yellow card for unsportsmanlike behavior.

Examples of this might include an opponent jumping in front of the thrower or waving their hands about to prevent the throw from going in a particular direction.

Law 16 The Goal Kick

A goal kick is the way to start play again when the ball leaves the field across the goal line, last touched by an attacking player.



The ball can be placed anywhere in the goal area

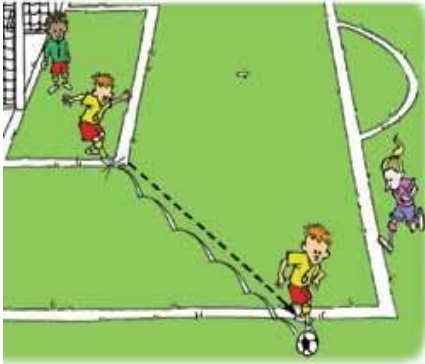


The ball is in play when it leaves the penalty area into the field-of-play.

All opponents must stay outside the penalty area until the ball leaves the penalty area.

No one on either team can touch the ball until it is in play. The goal kick is retaken if any of these requirements are not met.

Law 16 The Goal Kick



The player taking the goal kick may not touch the ball again until another player (either team) has touched the ball.

An indirect free kick (IFK) is given to the opposing team if this happens.



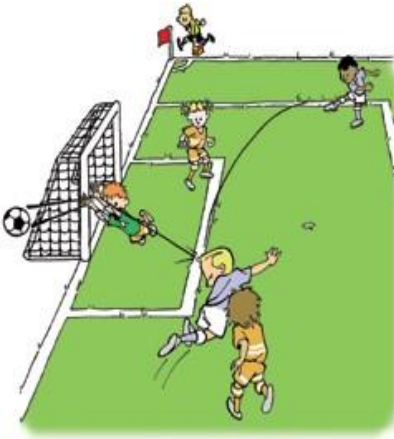
A goal may be scored directly from a goal kick, but only against the other team.



A team cannot score against itself from a goal kick (the goal kick must be retaken).

Not a Goal!

Law 17 The Corner Kick



A corner kick is the way to restart play when the ball leaves the field across the goal line, last touched by a defending player.

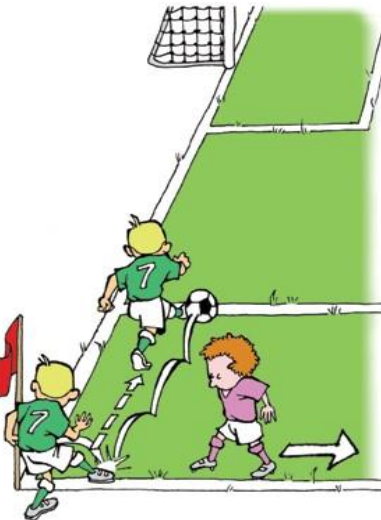
The ball is placed inside the corner arc on the side of the field closer to where the ball left the field.



The ball is in play as soon as it is kicked and clearly moves.

The player taking the corner kick may not touch the ball again until another player has touched the ball. An indirect free kick (IFK) is given to the opposing team if this happens.

All opponents must remain at least 10-yds. away from the corner arc until the ball is in play.



Law 17 The Corner Kick

A goal can be scored directly from a corner kick.



Players are not allowed to move the corner flag to take a corner kick.

Procedures to Determine the Winner of a Match

Although Law 10 says that games can end in a tie, in special cases (for example, in a tournament), the rules might require that a game cannot end in a tie ... in other words, one team must be declared a winner.

The Laws of the Game says there are two ways to break a tie. Either one or both of them can be used. During either procedure, except as may be noted below, all the Laws of the Game continue to apply.



Overtime Periods

Teams can play two additional short periods of time. The length of these overtime periods must be specified in advance. Both periods are played in full whether a team scores a goal or not.

These two overtime periods are played just as though they were a short game. In other words, there is a coin toss to decide who kicks first and which team is at which end of the field. At the end of the first overtime period, the teams switch ends of the field after a suitable rest time (usually just a few minutes).

If the score is still tied at the end of the second overtime period, the game is either over and counted as a tie or the teams may be required to use “Kicks From the Penalty Mark” to decide the winner.

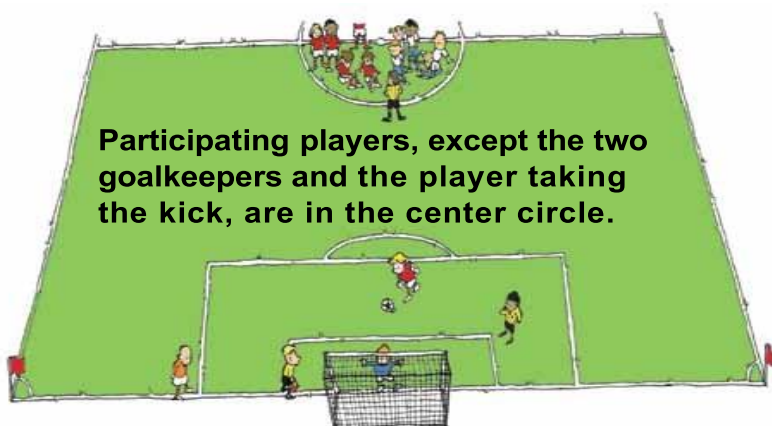
Procedures to Determine the Winner of a Match

Kicks from the Penalty Mark



The team winning a coin toss gets to decide which team will kick first.

Only players on the field when regular (or overtime) play has ended.



The opposing goalkeeper stands on the goal line where it meets the penalty area boundary line.

The referee selects which goal will be used.

For the kicker and the opposing goalkeeper, the Laws are also the same as for a penalty kick. However, once the kick is taken, no one other than the opposing goalkeeper may play the ball.

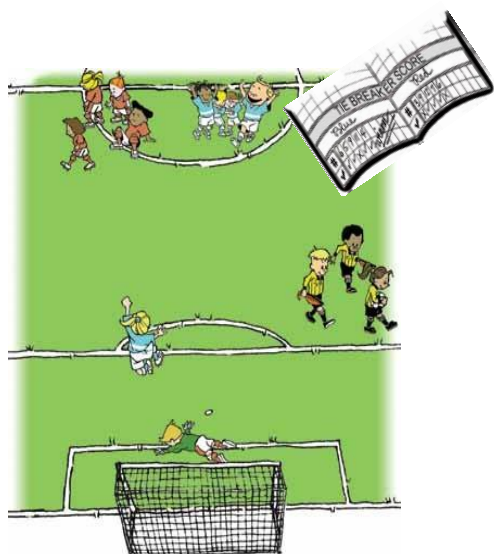
Procedures to Determine the Winner of a Match

Kicks from the Penalty Mark

No player from the same team may take a second kick from the penalty mark until all players on the team (including the goalkeeper) have kicked.

Kicks from the penalty mark are taken by one team and then the other team. An initial group of up to five pairs may decide the match. If, after the fifth pair, one team has scored more goals than the other team, that team wins.

At any time in this first set of five (5) pairs, the taking of kicks is completed if it becomes impossible for one team to equal the number of goals scored by the other team. (For example, after the third pair, one team has scored three goals and the other team none.)

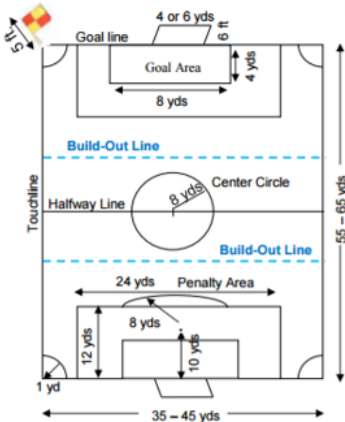


After the fifth pair of kicks, the teams take kicks from the penalty mark one pair at a time. The procedure ends if, after any pair, one team has scored a goal and the other team has not.

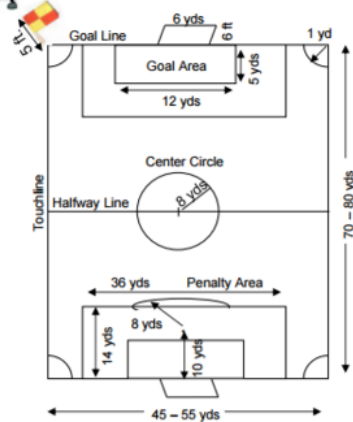
Small-Sided Rule Modifications (9v9 and 7v7)

Law 1 (Field of Play)

9-U & 10-U (7v7)

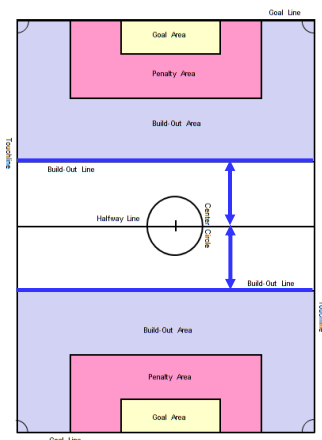


11-U & 12-U (9v9)



**Safety: Goals must be anchored securely to the ground.
Portable goals may only be used if they satisfy this requirement.**

Build-Out Areas (9-U & 10-U – 7v7)



Build-Out Line: Located equidistant between the halfway line and the Penalty Area line.

Build-Out Area: Area on the field between the Build-Out Line and the Goal Line bounded by the two Touchlines.

Law 3 (Number of Players)

Small-Sided Games (Two different levels)

11-U & 12-U: 9 v 9 players, one of whom must be the goalkeeper ...
(minimum of 6 players to continue)



9-U & 10-U: 7 v 7 players one of whom must be the goalkeeper ... (minimum of 5 players to continue)

Laws 8 & 13 (Restarts)



Distance from the Ball (Until ball is in play):

Opponents

9-U & 10-U

11-U & 12-U

Kick-off

8 yds.

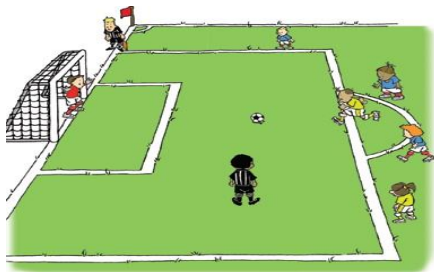
8 yds.

DFK & IFK

8 yds.

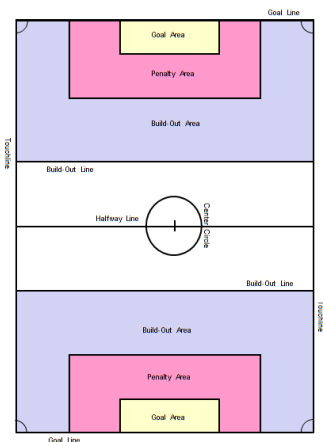
8 yds.

Law 14 (Penalty Kick)



Penalty Spot is **10 yds.**
from the Goal Line in all
small-sided **9-U, 10-U, 11-U,**
& **12-U** games.

RESTARTS – SMALL-SIDED 9-U & 10-U (7 v 7)



The opposing team must **MOVE** and **REMAIN** outside the **Build-Out Area** until the ball is put back into play:

- on all goal kicks ... AND ...
- when the goalkeeper gains possession of the ball with their hands during play.

- ❖ On goal kicks the ball is in play when it leaves the penalty area (as per the *Laws of the Game*).
- ❖ On goalkeeper possession the ball is in play when:
 - 1) the keeper places the ball on the ground
 - ... Or ...
 - 2) the goalkeeper releases the ball by either throwing or rolling it into play.
- Goalkeepers have six (6) seconds to put the ball back in play once the ball is in their possession (*as per the Laws of the Game*). ButThe counting of the time of possession should only begin when all opponents have moved outside the **Build-Out Area**.
- At any time the goalkeeper may put the ball back into play before all opponents have moved outside the **Build-Out Area**. However, if they do, they accept the positioning of the opponents and the consequences of how play resumes.
- Opponents who enter into the **Build-Out Area** before the ball is put back into play are guilty of encroachment.
- If play is stopped for encroachment, it is restarted with an IFK taken at the spot of the encroachment.

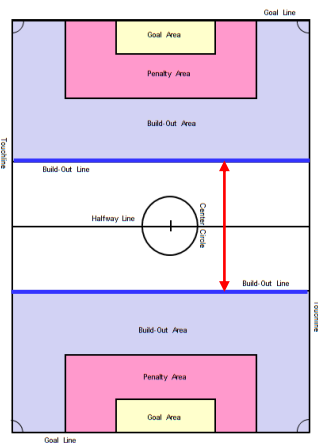
Law 11 (Offside)

Small-Sided Games 11-U & 12-U (9 v 9)



Attacking players are in an offside position only when they are in their opponent's half of the field (same as full-sided 11v11 games)

Small-Sided Games 9-U & 10-U (7 v 7)



Attacking players are in an offside position only when they are in their opponent's **Build-Out Area**.

The **Build-Out-Lines** are used as the offside lines, therefore no offside offense can occur between the two **Build-Out-Lines**. This in effect is an **“offside free zone”**.

Law 12 (Fouls & Misconduct - Small-Sided)

12-U (9v9) - Heading is allowed in games without limitations.

11-U (9v9) - Deliberate Heading is NOT allowed in games. It is an IFK Offense.

9-U & 10-U (7v7) - Deliberate Heading is NOT allowed in games. It is an IFK Offense.

9-U & 10-U (7V7)

- Goalkeepers are not allowed to punt or drop-kick the ball.
- If the goalkeeper punts or drop-kicks the ball, it's an IFK offense at spot of the punt/dropkick (or pull out to goal area line).