FOULS				AND/OR		MISCONDUCT	
WHILE BALL IS IN PLAY				WHEN		ANYTIME - BEFORE/DURING/AFTER	
ON THE FIELD OF PLAY				WHERE		ANYWHERE - FIELD/BENCH/STANDS/PARKING LOT	
BY A PLAYER				WHO		PLAYER or SUBSTITUTE	
DIRECT		INDIRECT		T C		CAUTION	SEND-OFF
REQUIRED (ALL BUT #10) AGAINST AN			MAY, BUT NOT NECESSARILY		"SPIRIT OF THE GAME"		"LOSS OF SELF CONTROL BY PLAYER"
REQUIRED (1 THROUGH 7)			MAY, BUT NOT NECESSARILY		"BRINGING GAME INTO DISREPUTE" "FOUL TO STOP PLAY"		DFNIES A GOAL "FOUL TO INJURE PLAYER"
10 DFK FOULS		IFK FOULS/INFRACTIONS		CAUTIONABLE DEFENSES		SEND-OFF OFFENSES	
1. KICKS/ATTEMPTS TO 2. TRIPS/ATTEMPTS TO TRIP 3. JUMPS AT 4. CHARGES 5. STRIKES/ATTEMPTS TO 6. PUSHES 7. TACKLES 8. HOLDS 9. SPITS AT 10. ILANDLES BALL DELIBERATELY (EXCEPT KEEPER IN OWN PENALTY AREA)		1. PLAYS IN A DANGEROUS MANNER 2. IMPEDES THE PROGRESS OF AN OPPONENT 3. PREVENTS THE KEEPER FROM RELEASING BALL FROM HANDS 4. IF PLAY IS STOPPED TO CAUTION OR SEND OFF A PLAYER FOR AN OFFENSE NOT OTHERWISE MENTIONED IN LAW 12. 5. GOALKEEPER IN OWN PEN. AREA: - TAKES MORE THAN 6 SEC TO RELEASE BALL FROM HANDS 6 REGAINS HAND CONTROL PRIOR TO TOUCH BY ANOTHER PLAYER 7 TOUCHES BALL WITH HANDS WHEN KICKED BY A TEAMMATE 8 TOUCHES BALL WITH HAND FROM THROW-IN BY TEAMMATE		PERMISSION L - LEAVES THE HELD W/O REFEREE'S PERMISSION SUBSTITUTES MAY ONLY BE CAUTIONED FOR UNDERLINED OFFENSES		SFP - SERIOUS FOUL PLAY VC - VIOLENT CONDUCT S - SPITS AT OPPONENT OR ANY ANOTHER PERSON DGH - DENIES "OGSO" BY HANDLING THE BALL DGF DENIES "OGSO" TO OPPONENT MOVING TOWARD THE GOAL WITH A FOUL AL - USES OFFENSIVE, INSULT- ING OR ABUSIVE LAN- GUAGE OR GESTURES 2CT - RECEIVES A 2nd CAUTION IN THE SAME MATCH *OGSO=OBVIOUS GOAL-SCORING OPPORTUNITY	
IUDGMENT OF ACTION EYES UNUSUAL ACTIONS UNISUAL BODY MOVEMENTS TACKLE - AN ATTEMPT TO GAIN POSSESSION OF BALL WITH FOOT (STANDING/RUNNING/SLIDING) CHARGE - DELIBERATE PHYSICAL CONTACT WITH OPPONENT		"TECHNICAL" IFK'S 2nd TOUCH ON ANY RESTART (EXCEPT DROPPED BALL) OFFSIDE VIOLATION OF LAW 14 (PENALTY KICK) BY KICKING TEAM AND BALL DOES NOT ENTER THE GOAL		MOST DANGEROUS TIMES COR REFERE ALL OFFICIALS MUST BE ESPECIALLY ALERT AT THESE TIMES! - WHEN BALL IS OUT OF PLAY! - WHEN FOLL OCCURS IN FRONT OF BENCH AREA READING THE GAMU - TRACK ESC FEAM TACTICS - REDGING PLAYERS SKIELS - KEEPING "SCORE" BETWEEN PLAYERS READING THE PLAY - ANTICIPATING ACTION - EXPERTISE! LOGICAL MOVES - STARLING MOVEMENT TOWARD NEXT AREA OF PLAY			