

Clarence Soccer Club House League Laws of the Game
2023 Edition

Table of Contents

1. Introduction and Basic Overview
2. Law 1: Field of Play
3. Law 2: The Ball
4. Law 3: The Players
5. Law 4: The Player's Equipment
6. Law 5: The Referee
7. Law 6: The Match Officials
8. Law 7: The Duration of the Match
9. Law 8: The Start and Restart of Play
10. Law 9: The Ball In and Out of Play
11. Law 10: Determining the Outcome of the Match
12. Law 11: Offside
13. Law 12: Fouls and Misconduct
14. Law 13: Free Kicks
15. Law 14: The Penalty Kick
16. Law 15: The Throw-In
17. Law 16: The Goal Kick
18. Law 17: The Corner Kick
19. Practical Guidelines for Match Officials

## Introduction and Basic Overview

"Football must have Laws which keep the game 'fair' as a crucial foundation of the beauty of the 'beautiful game' is its fairness - this is a vital feature of the 'spirit' of the game. The best matches are those where the referee is rarely needed as the players play with respect for each other, the match officials and the Laws." - IFAB Laws of the Game

This document outlines the Clarence Center House League's modifications to the International Football Association Board's Laws of the Game. These modifications are made to ensure a safe and fair environment for players at all levels may learn the game a soccer, promote healthy habits in our community's children and develop a lifelong love for the sport of soccer. The CSC House League modifications to the Law's are a companion to the IFAB Laws of the Game, as such all IFAB Laws of the Game apply unless indicated by these modifications. Table 1 highlights some of the most common modifications to the Laws.

Table 1: CSC House League Laws of the Game Modification Overview

|  | Division 6 | Division 1 | Division 2 | Division 3 | Division 4 | Division 5 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \# of Players | 11 v 11 | 11 v 11 | 9 v 9 | 8 v 8 | 6 v 6 | 4 v 4 |
| Ball Size | 5 | 5 | 4 | 4 | 4 | 3 |
| Periods | 4 | 4 | 4 | 4 | 4 | 4 |
| Duration | 18 | 18 | 15 | 15 | $12^{\wedge}$ | 10 |
| Heading | Yes | Yes | No | No | No | No |
| Punting | Yes | Yes | Yes | No | No | No |
| Offside | Yes | Yes | Yes | Yes* | No | No |
| Direct Free <br> Kick | Yes | Yes | Yes | Yes | No | No |
| Penalty Kicks | Yes | Yes | Yes | Yes | No | No |

* Offside is called between the Retreat Line and the Goal Line in Division 3.
$\wedge$ © On weekday 10 minutes for Division 4

Referees, coaches and players are expected to abide by and apply the laws of the game with in the 'spirit' of the game to help produce fair and safe matches. Furthermore, everyone must respect match officials and their decisions, remembering and respecting that referees are human and will make mistakes.

## Law 1: Field of Play

The size and dimensions of the field of play increases proportionally from division 4 through Division 1 and 6 . Divisions 3 and 4 have an additional Retreat Lines for training players to fall back when the goalie has the ball or during a Goal Kick. In Division 3, the Retreat Lines also act as a visual indicator to where on the field Offside will be called. Division 4 does not have a penalty marker because there are no Direct Free Kicks or Penalty Kicks, all fouls in Division 4 are Indirect Free Kicks to restart. If a penalty mark is missing from a field where Penalty Kicks are allowed, place the ball $2 / 3$ the distance from the goal to the Penalty Box.


Figure 1: Actual field dimensions are based on Division level. A. Representation of field of play with Retreat Lines. B. Representation of field of play without Retreat lines.

The game ball will be supplied by the home team coach. Check the ball for correct pressure equal to $0.6-1.1$ atmosphere (the ball should yield slightly under firm pressure) and appropriate size for the Division. There should be no tears in the ball or other problems which would make the ball unsafe for play. The referee is solely responsible for returning the game ball to the home team coach at the end of the game. If a ball becomes defective, play is stopped to replace the ball with a Drop Ball for restart.

Table 2: Game Ball Size

|  | Division | Division | Division | Division | Division | Division |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\mathbf{6}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ |
| Ball Size | 5 | 5 | 4 | 4 | 4 | 3 |

## Law 3: The Players

The number of players on the field for each team is dependent on division. (Table 3) If a team cannot field the minimum number of legal players, the game shall not continue and be automatically forfeit. If the coaches wish to allow the players to play for fun, this is encouraged but will not affect standings. If the teams cannot field a full complement of players, the referee should keep teams even. For example, if a Division 2 team has 7 players and their opponent has 9 , play would be 7 v 7 .

Table 3: Number of Players

|  | Division <br> $\mathbf{6}$ | Division <br> $\mathbf{1}$ | Division <br> $\mathbf{2}$ | Division <br> $\mathbf{3}$ | Division <br> $\mathbf{4}$ | Division <br> $\mathbf{5}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Players | 11 v 11 | 11 v 11 | 9 v9 | 8 v 8 | 6 v 6 | $4 \vee 4$ |
| Min \# of <br> Players | Referee <br> discretion | 7 | 6 | 5 | 4 | Coach <br> discretion |

* Values include the goalie.


## Substitutions

1. Both teams are permitted to substitute during any stoppage of play with the permission of the referee.
2. Any player may change places with the goalkeeper during a stoppage in play with the referee's permission.
3. Unlimited substitutions are permitted but Coaches are expected to play all players equal time (as much as possible).

## Call ups

1. Coaches are provided with teams they can call players up from based on jersey colors.
2. Call ups can only be players who are registered with house league. A call up can only play in two games in a single day. Their own game and one additional, or two games if their own team is not playing that day.
3. Coaches can only call up players one division down and cannot call up players from within their division or older divisions.

## Law 4: The Player's Equipment

Players are provided a uniform of the same color and design that should be worn each game. While shorts and socks are provided as part of the uniform, it is permittable for players to wear alternate socks and dark shorts. Each coach is provided a goalie jersey of different color and pattern to indicate the player is the goalie. Soccer cleats are the only permissible cleat allowed. If a player does not have cleats they can wear regular sneakers.

1. Players shall not wear equipment that is dangerous to another player.
a. No metal cleats/spikes allowed.
b. No Jewelry or watches allowed.
c. No casts (fiberglass or plaster) allowed.
2. Each player is to have a unique number. EXCEPT in the case of a call up who may wear the same number as a teammate.
3. Players will not be allowed to play until equipment issues have been corrected
4. If a player needs to make minor adjustments to equipment during the game, they do not have to leave the field of play to make correction. Example: shoe fall off.

EXCEPTION: If a player has a new piercing in the process of healing. They can keep the piercing in IF it is a stud AND they cover it with BandAids. This is only for piercings in the healing process and shall not be extended simply because the wearer has "sensitive ears".

## Law 5: The Referee

Absolutely no abuse of the referee from a player, parent or coach will be tolerated. At anytime a referee is being abused that referee has the right and authority to end the game.

The referee is in COMPLETE charge of the game. He or she is the timekeeper and keeps a record of the contest. The referee is empowered to stop play for injury or other reasons and to restart when ready. He or she may also end the game due to inclement weather, spectator interference, etc. The referee administers penalties and cautions or expels players for misconduct. Whether the referee elects to change the call before restarting play or to enforce his or her original decision, the referee's decisions are FINAL.

1. The referee will conduct a field safety inspection 30 minutes prior to the game start, looking for deficiencies in the playing surface, goals and flag posts. It is the responsibility of the coaches/CSC personnel to address these deficiencies. Play will not be started until the deficiencies are corrected or mitigated.
2. The referee will conduct a safety inspection of player equipment prior to the start of the game. During which any special instructions will be communicated to the teams.
3. The referee will conduct a coin toss prior to the start of the game with team captains.
4. The referee will have coaches sign the final report indicating the score is correct.

Referee Uniform and Equipment: CSC House League will provide qualified referees with a referee jersey. Additionally, several jerseys of different colors will be on hand in the clubhouse for those times the referee jersey matches one or both of the teams. While official referee shorts, socks and black cleats are encouraged, they are not required given the costs. Referees should wear dark shorts/running pants, dark socks and whatever cleats they have. Additionally, referees shall arrive with these five items:

1. Whistle
2. Coin
3. Watch
4. Matchbook with red and yellow cards
5. Pencil/pen

## Referee Signals:



Figure 2: Referee Hand Signals

## United States Soccer Federation Code of Ethics for Referees

1. That I will always maintain the utmost respect for the game of soccer
2. That I will conduct myself honorably at all times and maintain the dignity of my position.
3. That I shall always honor a contractual obligation.
4. That I will endeavor to attend local meetings and clinics so as best to know the laws of the game and their proper interpretation.
5. That I will always strive to achieve maximum teamwork with my fellow referees and linesmen.
6. That I shall be loyal to my fellow referees and linesmen, and never knowingly promote criticism of them.
7. That I shall be in good physical condition so as to be in the right place at the right time.
8. That I will control the players effectively by being courteous and considerate without sacrificing firmness.
9. That I shall do my utmost to assist my fellow officials to better themselves and their work
10. That I shall not make statements about any game except to clarify an interpretation of the Laws of the Game.
11. That I consider it a privilege to be a part of the United States Soccer Federation and I will strive to make my actions reflect credit upon that organization and its affiliates.

## Law 6: The Match Officials

Assistant Referees, commonly called linesmen, assist in calling the match however, the center referee makes all decisions final. Assistant Referees can be utilized at the discretion of the Referee. However, coaches can request an A.R. be used. In either case, it is the coach's responsibility to provide the A.R. Primary responsibilities are:

1. the whole of the ball leaves the field of play and which team is entitled to a corner kick, goal kick or throw-in
2. a player in an offside position may be penalized
3. a substitution is requested
4. at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line; if additional assistant referees have been appointed the assistant referee takes a position in line with the penalty mark


Figure 3: Assistant Referee Signals

## Team Officials

Team officials such as managers and coaches are generally not subject to the caution and sending-off offences. However, the Referee takes action against team officials who fail to conduct themselves in a responsible manner and may, at his or her discretion, expel them from the field of play and its immediate surroundings, award a direct free kick (or penalty) if the sent-off team official interferes with play.

In Clarence House League play, coaches are also responsible for controlling the behavior of their team's spectators. Should a spectator fail to conduct him or herself responsibly, the referee may stop play, inform the coaches of the spectator's misconduct, and direct them to control the spectator's behavior. If the referee must remove the spectator to continue an orderly match, he or she may direct the coaches to assist in advising the spectator of the expulsion. The referee may also end the game due to spectator interference.

## Law 7: Duration of the Match

Matches shall be 4 periods with two-minute breaks between periods and 5 minutes at the half. Additional time can be added for time wasting, injuries etc. However, it will be limited to 1 min per period to ensure matches keep on track. During heat advisories, reduce period time by 3 minutes and no extra time.

Games will be terminated for the following:

1. Lightning and/or thunder. Play can resume 30 minutes after last sighting, if there is not enough time before the next game starts or the sun sets the game will be terminated.
2. Loss of visibility.
3. Inclement severe weather that is not thunder and lightning.

If a game is terminated in the first half, if possible, it will be rescheduled. If it is terminated in the second half the final score will stand.

Table 3: Duration of Play

|  | Division <br> $\mathbf{6}$ | Division <br> $\mathbf{1}$ | Division <br> $\mathbf{2}$ | Division <br> $\mathbf{3}$ | Division <br> $\mathbf{4}$ | Division <br> $\mathbf{5}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| \# of Periods | 4 | 4 | 4 | 4 | 4 | 4 |
| Weekday <br> (min) | 18 | 18 | 15 | 15 | 10 | 10 |
| Weekend <br> (min) | 18 | 18 | 15 | 15 | 12 | 10 |

## Law 8: The Start and Restart of Play

## Coin Toss:

The coin toss will be conducted prior to the beginning of the game with captains identified by the coaches. The away team will call the toss.

1. Winner chooses end to defend.
2. Loser gets the ball first.

## Start of the Game:

The referee will give the signal to start the game. The ball must be kicked from a stationary position at the center point of the field with all players of the kicking time on their side of the field. All opposing players must remain outside of the center circle until the ball is kicked.

1. The ball may be kicked in any direction at kick-off. As a modified rule, the player taking the kickoff may be positioned immediately on the opponent's side of the field if kicking the ball backwards.
2. A goal CAN be scored directly from a kickoff.
3. For any infringement of the law, the kick is retaken.
4. If the starting kicker kicks the ball twice without another player kicking the ball, then an INDIRECT free kick is awarded to the opposing team.

After a goal has been scored, the game shall be restarted in like manner by a player of the team conceding the goal.

After half-time, when restarting the game, ENDS SHALL BE CHANGED, and the kickoff shall be taken by a player of the team opposite to that of the player who started the game. EXCEPT, as a league modified rule, Divisions 1, 2, 3, and 4, or any other games being played with quarters by the consent of the coaches and at the discretion of the Referee, this means that one team will have the kickoff for the first and fourth period: the opposing team will have the kickoff for the second and third periods.

## Drop Ball Procedure

As of 2020, a drop ball is no longer dropped between two players from the opposing teams in a face off. The referee shall choose a team to drop the ball to. Since drop balls are the result of stoppages that not caused by a foul, ball leaving the field of play, or goal; every effort should be made to drop the ball to the team with last possession. If last possession is unknown, drop the ball to the team with the lowest score. If tied, Referee will just pick someone.

1. Referee chooses the player to drop the ball to.
2. All other players remain 10 yards away.
3. Ball must touch the ground prior to being kicked.
4. Kicking player shall not touch the ball until another player does.

Repeat the drop if the player kicks the ball prior to it touching the ground, or if it goes out of play before ANY player touches it.

If the ball goes into the goal prior to touching at least two players, play is restarted with a goal kick or corner kick.

## Law 9: Ball in or Out of play

The ball is OUT of play when it has completely crossed the goal line or touch line, whether on the ground or in the air, or when the game has been stopped by the referee.

The ball is IN at all other times from the start of the match to the finish, including:

- If it rebounds from a goalpost, crossbar or corner flag in the field of play.
- If it rebounds off either the referee or linesmen when they are in the field of play.


## Law 10: Determining the Outcome of the Match

The team with the most goals wins the match. A goal is scored when the ball completely crosses the goal line between the goal post and cross bar of the goal on the ground or in the air.


Figure 4: A goal vs No Goal
Regular Season: In the case of a tie the game ends at the end of period 4 and the tie is reported.
Post Season Play: In the case of a tie a Penalty Kick Shoot-out determines the game.
Shoot-Out Procedure:

1. Players who are on the field at the end of the period are eligible to participate.
2. The goalie on the field must remain in goal.
3. Five players from each teams' eligible players are chosen by the coach.
4. Each player kicks a penalty kick, with each team alternating. Team with the most goals after each player's turn wins the match. If it is still tied, repeat the round until a winner is determined.

## Law 11: Offside (DUN DON DUNNNN!!)

While Offside will not be called in Division 4, a referee can give guidance so that the kids begin the learn what offside is.

An offside offense requires two things, the player to be in an offside position AND the offside layer to be involved in active play.

A player is in an offside position if:

- any part of the head, body or feet is in the opponents' half (excluding the halfway line) and any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent
- Simple explanation, there must be two defenders (goalie is usually one of them) between any attacking player and the goal line.

The hands and arms of all players, including the goalkeepers, are not considered.
An offside offense is committed when:

- A player in an offside position at the moment the ball is touched or played by a teammate resulting in the player in offside position to become involved in the play by:
- Receiving the ball from a pass
- Blocking a defending player access to the ball
- Distracting the defending team or goalie
- Challenging a defender for the ball
- Gaining advantage by playing the ball when it rebounds off the goal post
- Restart is an Indirect Free Kick where the offense occurred

Times when a player can have less than two defenders between them and the opponents goal line and not be considered in offside position:

- When the player is on their own side of the field.
- During a throw-in
- During a goal kick
- During a corner kick


Figure 5: The blue team player is both in offside position AND receives the ball, therefore an offside offense has occurred.

Video explaining offside: https://www.youtube.com/watch?v=kPv7Hm2Z9OY

## Law 12: Fouls and Misconduct

The purpose of fouls and misconduct calls are to ensure a fair and safe environment exists within the spirit of the game.

Remember a few key points:

- Enforcement of fouls is somewhat subjective, and the age and skill level of the players involved should always be considered.
- If, after making a call, the referee realizes a mistake was made, the call can be corrected before play restarts.

IFAB Laws of the game outlines the rules for fouls and misconduct. Below is a summary of the most common fouls seen in House League play but is not all inclusive.

## Fouls - An indirect kick is awarded for:

1. dangerous play (in House League Play, this includes Slide-Tackling)
2. obstructing or impeding an opponent's progress
3. goalkeeper taking more than 6 seconds while controlling the ball with his hands before releasing it
4. goalkeeper handling the ball when passed to him by a teammate (foot pass only)
5. goalkeeper handles the ball after releasing it from his possession.
6. goalkeeper handles ball thrown in by a teammate.
7. Any other offense for which play is stopped for caution or ejection.

Any foul resulting in an indirect kick can also result in a yellow or red card depending on severity, frequency and previous warnings given to individual players in the past.

## Fouls - A direct kick is awarded for:

1. tripping or attempting to trip an opponent
2. kicking or attempting to kick an opponent
3. striking or attempting to strike an opponent
4. charging in a violent or dangerous manner
5. jumping at an opponent
6. tackling an opponent
7. pushing an opponent
8. intentionally handling the ball
9. spitting at an opponent
10. holding an opponent

Any foul resulting in a direct kick can also result in a yellow or red card depending on severity, frequency and previous warnings given to individual players in the past.

## Penalty Kick

A penalty kick is awarded if any foul resulting which would normally result in a direct kick is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play. FOR DIVISION IV: All fouls shall result in an INDIRECT FREE KICK.

## Cautions and Ejections

A player shall be CAUTIONED OR YELLOW-CARDED if he or she commits any of the following offenses:

1. Persistent Infringement on the laws of the game.
2. Unsporting Behavior
3. Dissent by word or action
4. Delaying the restart of play
5. Failure to respect the required distance when play is restarted with a corner kick or free kick or throw-in
6. Entering or Re-entering the field of play without the referee's permission.
7. Deliberately leaving the field of play without the referee's permission.

A player shall be EJECTED OR RED-CARDED from the field of play if, in the opinion of the referee he/she does the following:

1. Receives a 2nd caution (Yellow Card) during the same match. Show the player the second yellow and then show them the red card immediately
2. Player uses foul or abusive language or gestures.
3. Spits at an opponent.
4. Player is guilty of violent conduct or serious foul play.
5. That player, who is other than the goalkeeper, intentionally handles the ball to prevent a goal from being scored.
6. Player commits an intentional foul against an opponent who is moving toward the goal with an obvious opportunity to score.

- Any player or substitute player can receive a yellow or red card.
- A team may not substitute for an ejected or red-carded player and must play short-handed.
- A player may be sent off prior to the start of game play. The team may substitute for that player and need not play short-handed.
- An offense on the fields against substitutes, team officials, match officials, etc., results in a direct free kick.
- A foul off the field as part of play is penalized with a direct free kick on the boundary line at the point nearest to the offense (penalty kick if within the offender's penalty area).
- Suspensions: A player or coach who is red-carded will be suspended from participation in their team's next game. A player who receives a yellow card in two games will be suspended for one game. The coach can appeal the suspension prior to their next game, the final determination will be made by the Referee Manager and House League Director.

Retreat Line Considerations: When the goalie has possession of the ball with their hands, opponents must fall back to the Retreat line. Failure to do so will result in a caution to the player and an indirect free kick. EXCEPT if the goalie does not allow time for the players to fully retreat, at which point play continues

## Handball offense

A handball offense occurs when the following conditions have been met:

1. A player deliberately handles the ball
2. A player accidentally handles the ball and it results in a goal
3. A player accidentally handles the ball and it results in a change of advantage
4. A player accidentally handles the ball and it results in immediate scoring opportunity
5. A player attempts to make their body unnaturally larger

The following are exceptions to the handball rule

1. The player accidentally handles the ball when their arm is in a natural position. Example, running with back to the ball and gets truck from behind in the arm.
2. The ball bounces off the players foot, knee or body into their hand inadvertently
3. The ball hits a player's hand as the player falls to the ground
4. The player's only choice to not handle the ball would result in a player's injury


Figure 6: Area of the arm eligible for a handball offense is in red.

## Headers

Headers are allowed in Divisions 1 \& 6 ONLY.

Division 2-5: No intentional heading of the ball is allowed. Any intentional heading of the ball will result in an Indirect Free Kick awarded to the other team at the spot of the infraction. Unintentional contact of the ball by a player's head is not an infraction and the referee will allow play to carry on. This will be subject to the Referee's best judgment.

## Law 13: Free Kicks

All free kicks are to be taken from the point of the offense except for Penalty Kicks which are to be taken from the penalty marker. All fouls and misconducts resulting in a free kick will be an indirect free kick for Division 4.

## Indirect Free Kick Procedure:

1. The ball is to be kicked from a stationary position.
2. All opponents must be 10 meters from the ball.
3. The ball is in play as soon as it is touched.
4. The kicker cannot touch the ball a second time until it has been touched by another player.

## Offenses and penalties

1. If an indirect free kick enters the opponents goal prior to touching another player the result is a goal kick.
2. If an indirect free kick enters the kickers own goal prior to touching another player the result is a corner kick

## Direct Free Kick Procedure:

1. The ball is to be kicked from a stationary position.
2. All opponents must be 10 meters from the ball.
3. The ball is in play as soon as it is touched.

## Offenses and penalties

1. If a direct free kick enters the kickers own goal prior to touching another player the result is a corner kick.

NOTE: If an Indirect or Direct Free Kick is taken inside penalty box, the opposing team must leave the penalty box or fall behind the retreat line when a retreat line is present.

## Law 14: Penalty Kick

Penalty kicks are applied when a foul worthy of a Direct Free Kick is committed within the penalty box.

## Penalty Kick Procedure:

1. The ball is to be kicked from a stationary position at the penalty mark.
2. All players must be outside of the penalty box
3. The goalie must have at least one foot on the goal line when the ball is kicked into play.
4. The kicker must kick towards the goal, however they can use the back of the foot.
5. The ball is in play when it is kicked and clearly moves.

## Offenses and Penalties

Follow the table for sanctions:

| Penalty Kick Guide |  |  |
| :---: | :---: | :---: |
| Outcome of Kick | Goal | No Goal |
| Goalkeeper infraction <br> impacts Kicker | Goal | Retake with warning |
| Goalkeeper infraction <br> does not impact kicker | Goal | Play continues |
| Kicker infraction | Indirect Free Kick to defending team, caution kicker |  |

## Law 15: The Throw In

When the ball completely leaves the field of play on the ground or in the air over a touchline a throw in will be awarded. A goal cannot be scored directly from a throw-in:

- if the ball enters the opponents' goal - a goal kick is awarded
- if the ball enters the thrower's goal - a corner kick is awarded


## Throw in Procedure

1. Player must face the field.
2. Feet can be on the touchline or behind it, they cannot be over the touchline on the field.
3. Two hand over head throw is to be used with both feet firmly touching the ground throughout the throw.
4. All players must be 2 meters from the thrower.

## Offenses and Penalties

If the throw in is not completed correctly it will be re-thrown by the opposing team. EXCEPT Division 4 and 5 , give those kids one more chance to do it right and then play on.

If a player is not providing space or is distracting the thrower, a caution is to be issued. If the ball has been thrown during this act, an indirect free kick is awarded.

Law 16: Goal Kick
A goal kick is awarded when the ball is placed out of play over the goal line by the attacking team.

## Goal Kick Procedure.

1. Ball must be stationary on the goal box line.
2. The ball is in play once kicked and clearly moves.
3. The ball cannot be touched by the kicker until it has been touched by another player
4. Opponents must be outside of the penalty area when the ball is kicked. New in 2023. Once kicked, the ball does not have to leave the penalty area before being received by the kicking team or touched by the opponent.
5. Fields with a Retreat Line: At Division 3 and 4, opponents must move past retreat line during a goal kick. Once kicked into play they can move to the ball.

## Offenses and Penalties

If a player is not given time by the kicking team to leave the penalty area or get beyond the retreat line, play will continue. If a player is given time but does not move, or renters the restricted area prior to the ball reentering play, the goal kick is retaken.

If the kicker touches the ball prior to another player, an Indirect Kick is awarded.
A team cannot score on themselves from a goal kick unless it touches another player, if they manage to it is a corner kick.

## Law 17: Corner Kick

A corner kick is awarded when the ball is placed out of play over the goal line by the defending team.

## Corner Kick Procedure.

1. Ball must be stationary on within the corner arc.
2. The ball is in play once kicked and clearly moves.
3. The ball cannot be touched by the kicker until it has been touched by another player

## Offenses and Penalties

If the kicker touches the ball prior to another player, an Indirect Kick is awarded.

## Practical Guidelines for Match Officials

- Arrive 30 minutes prior to the game and check in at the club house.
- Conduct your field safety inspection then introduce yourself to the coaches. Speak clearly and confidently to give them a good first impression.
- Conduct your player safety inspection, introduce yourself to the players and set an expectation of fair and safe play.
- Conduct your coin toss, reintroduce yourself to the captains and explain the procedure before flipping the coin.
- Start the game on time.
- At a stoppage clearly understand in your head these questions?
- Why was play stopped?
- What action must be taken as a result of the stoppage?
- How do you restart play?
- Where should play restart?
- Speak clearly and loudly during your calls, use the whistle.
- Be willing to listen to input from coaches and player within reason, but always remember YOU are in charge.
- Do not spend time talking with friends or family on the teams, it can lead to players feeling that you are biased.
- Call the game you see by being in good field position.
- Allow the play to mature, calling a foul to early can take advantage away or even a goal away from the team the foul was committed against.
- Make calls on fouls early in the game to set a tone that misconduct will not be tolerated, it will make you game go much easier.
- USE YOUR CARDS!!! Careless and reckless play leads to injury, if you have a out of control player on the field then act before an injury occurs.
- At the end of the game get your report signed and be sure to turn it in if you hope to be paid.
- HAVE FUN!

