



# Marlton Soccer

## In-Town / Recreational “Simplified” Rules of Soccer

### UNLESS OTHERWISE NOTED FIFA RULES APPLY

#### LAW 1. THE FIELD OF PLAY.

1. **DIMENSIONS** The field of play will be rectangular as designated by Marlton Soccer.
2. **MARKINGS** The field of play shall be marked with distinctive lines, not more than 5 inches in width. The longer line is called the touch-line. The shorter line is called the goal-line. A flag will be on every corner, although flags are not required for play. Practice cones are NOT permitted. A half-way line will be marked on the field. A circle will be marked in the center of the field. The circle will be an approximate radius of 24 ft for U8 and U10 leagues, and 30 ft for U12 – U18 leagues.
3. **THE GOAL AREA** An area will be marked on each end of the field at right angles to the goal line at the appropriate distance for each size field. Each of these spaces enclosed will be called the goal-area. The goal-area will be approximately 4 yards x 14 yards for U8 and U10 leagues, and 6 yards x 20 yards for U12 – U18 leagues.
4. **THE PENALTY AREA** An area will be marked on each end of the field at right angles to the goal line at the appropriate distance for each size field. Each of these spaces enclosed will be called the penalty area. A mark will be made within each penalty area (except U-8 fields) for penalty kicks at approximately halfway between the goal line and the respective “18 yard line”. From the penalty kick mark, an arc of a circle will be marked outside the penalty area. The penalty area will be approximately 12 yards x 30 yards for U8 and U10 leagues, and 18 yards x 44 yards for U12 – U18 leagues.
5. **THE CORNER AREA** From each corner, a quarter circle having a radius of 1 yard shall be marked inside the field.
6. **THE GOALS** The goals will be placed on the center of each goal line and will consist of two upright posts and a crossbar. The goals will be a minimum of 7 ft x 21 ft for U8 and U10 leagues, and 8 ft x 24 ft for U12 – U18 leagues.
7. **ADMINISTRATIVE AREAS** No spectators, coaches or players are permitted behind the end lines while a match is underway. Coaches and players from both teams will each share one side of the field with each team staying on its half of the field between the center and 18 yard lines. All non-coaches (meaning you do not have an MRC Coaches



Card) must remain on the opposite side of the field from the players and coaches while the game is underway. For U-8 leagues only, ONE coach from each team will be permitted on the “spectators” side of the field in order to assist with the positioning of the players.

Only players and coaches are permitted inside the fences at the two turf fields (Memorial #1 and Cherokee High School).

### **LAW 2. THE BALL.**

The ball used will be round and as follows:

<b>LEAGUE</b>	<b>SIZE</b>
U14 & U18	5
U8 – U12	4

### **LAW 3. THE NUMBER OF PLAYERS.**

1. **MAXIMUM PLAYERS.** A match (game) will have the following maximum number of players (including the goalie):

<b>LEAGUE</b>	<b>MAXIMUM PLAYERS</b>
U12, U14, AND U18	11
U8 and U10	9

2. **MINIMUM NUMBER OF PLAYERS.** A match will not be considered valid if there are fewer than the minimum numbers of players on either of the teams. Ejected players cannot be replaced to meet the minimum. The following are the minimum number of players required to play:

<b>LEAGUE</b>	<b>MINIMUM PLAYERS</b>
U12, U14, and U18	7
U8 and U10	6

If one team does not have the minimum number of players 10 minutes after the scheduled start time of the game, the offending team will forfeit the game. However, the coaches may agree to play a “scrimmage” game, utilizing the scheduled field time and scheduled referees. Teams may only use players on the team roster no guest players are permitted.

3. **UNEVEN TEAMS.** Teams may choose to initiate play up to one (1) player up on an opponent that has less than the maximum number of players. However, if the opponent is



short more than one player (but has the minimum number of players), the team must also remove a player(s) so they have no more than a one player advantage. If a team chooses to play the opponent even before the kickoff, they cannot change their mind and add an additional player at a later time.

4. **SUBSTITUTIONS.** Substitutions in the U8 - U10 leagues are permitted during the quarter breaks, at half-time, and as noted below under “Injuries”. In addition, one substitution is permitted each quarter during the stoppages described below, with the permission of the referee. Substitutions in the U12 – U18 leagues may be made freely and without limitations, with the permission of the referee (**including during the last two minutes of the game**). Substitutions in all leagues can be made **ONLY** during:
  - a. All Throw-ins.
  - b. By either team at a goal kick
  - c. By either team during a corner kick, sub player can't take the corner kick.
  - d. By either team following a goal.
  - e. By either team when play is stopped for injury
  - f. By either team at half-time

All substitutions must be made from the **CENTER LINE** of the field on the team’s sideline. Players are to stand ready waiting for the referee to wave them on, if the coach calls for a substitution and the players are not ready waiting at the center line the referee will wave them off.

Substitutions **CANNOT** be made during direct kicks, indirect kicks, penalty kicks or other stoppages for any other reason.

A substitution by one team **DOES NOT** give permission to the other team to substitute. Permission must be given to each team by the referee.

During any stoppage (including penalty kicks and direct/indirect kicks), field players may change places with the goalkeeper, **PROVIDED** the referee is informed before the change is made.

5. **PLAYING TIME.** Coaches in the In-Town Program shall make reasonable efforts to have all U8 through U14 players participate in a minimum of  $\frac{3}{4}$  of playing time during each game. This requirement is waived if the roster size of a team increases in size so as to prohibit players from playing the above noted minimum. All U18 players shall participate in substantially equal playing time.
6. **MERCY RULE.** Once a score reaches a 5 goal differential (e.g. 5 – 0 or 6 - 1), the leading team **MUST** remove one player from the game and play one player down. As the goal differential increases, the leading team **MUST** remove an additional player for each



goal until the minimum number of players is reached. As the trailing team scores, resulting in a decreased differential, the leading team may return players to the field until the number of players at the start of the game is reached.

Goal Differential	U8 and U10 Maximum Players for Leading Team	U12 - U18 Maximum Players for Leading Team
5	8	10
6	7	9
7	6	8
8	6	7

## 7. INJURIES.

- a. **Injuries.** For all leagues, if a player goes down due to injury (and stays down), the referee will stop play and allow coaches, if necessary, to tend to the players injury. However, the **REFEREE(S)** will allow play to continue for a few seconds to see if any advantage plays out. Once advantage is gone, the referee blows whistle to stop play. If the coach is required to enter the field to tend to the injured player then the referee **MUST** require the player to leave the field of play and may be substituted.
- b. **Serious Injuries.** For all leagues, referees will stop play immediately if a player is obviously seriously injured, bleeding, or has sustained a head or chest injury. Referees will stop play and call coaches onto the field immediately regardless of advantage. The injured player **MUST** leave the field of play and may be substituted.
- c. **Return To Play.** The injured player may always be substituted with another player. Any player injured in such a manner that bleeding occurs, the player may not return until the wound is treated and bandaged and bleeding has stopped. A player cannot return to the field if their uniform continues to have remnants of blood. A player removed from the game due to a **HEAD INJURY MAY NOT RETURN TO THE GAME.** A player struck in the chest must be checked by the coach. If there is difficulty breathing, the player may not return to the game.
- d. **Reporting.** If a player is injured during a match and is not able to return to the field of play due to the injury, the coach is required to generate an MRC Incident Report and notify his league coordinator via an email or phone call. In addition the coach shall follow up with the injured player's parent to obtain a status on the player's condition.



- e. **Injury Restart.** If the game was stopped due to an injury during play (e.g. no other stoppage occurred), the game will restart with a drop ball at the location of the ball when play was stopped, but not inside the goal area.

#### **LAW 4. PLAYER'S EQUIPMENT.**

All players will wear a shirt, shorts, socks, shoes, and shin guards. Shin guards shall be worn at practices and at all games. Shin guards must be covered entirely by the socks and under the socks. Each player will wear a uniquely number shirt and will wear the same number throughout the game. Goalkeepers will wear a shirt, which distinguishes him from the other players, not the same color as either team. In cold weather, warm-ups are permitted provided the uniform shirts are worn over the warm-ups. Sweatpants are also permitted in cold weather.

Players may not wear anything that is dangerous to themselves or another player. This includes watches, necklaces, bracelets, earrings, etc. Absolutely **NO JEWELRY** is permitted on the field of play. The following require clarification:

1. **HOODED SWEATSHIRTS.** Hooded sweatshirts are not permitted on the field of play. No exceptions.
2. **FOOTWEAR.** Cleats are highly recommend, but not required. However, if a referee determines that there is potentially dangerous situation due to slipping (e.g. regular sneakers on wet grass); the referee may exclude the player from the field of play. Medal cleats are prohibited.
3. **EARRINGS JEWELRY.** Earrings and Jewelry are not permitted on the field of play. There are no exceptions to this rule. Earrings may not be covered with tape or bandages.
4. **EYEWEAR.** Any child who wears corrective eyeglasses while participating in the Soccer Program shall be required to wear protective eyewear that meets the frames standards of the American Society for Testing and Materials (**ASTM**) **F803** and lens standards of the American National Standards Institute (**ANSI**) **Z87.1** as per New Jersey Law. This law has been amended to include any eyewear, not just corrective lenses.
5. **LACERATION, SPRAINS OR FRACTURES.** A written release from the doctor and written parent authorization must be given to the coach for a player to resume soccer activities. Verbal approval is not allowed. Proper padding is required on any cast. The referee has final determination of what is permitted.
6. **MEDICAL IDENTIFICATION BRACELETS AND NECKLACES.** Players must have the bracelet or necklace covered leaving the tag visible by clear tape.

#### **LAWS 5 & 6. REFEREES AND LINESMEN.**



Referees are normally assigned to all games. They can be expected at the field 15 minutes before the game. **If a referee does not appear 15 minutes after the scheduled time of the game, then a person mutually agreed upon by both coaches may referee the game.** That person is the **referee** with all the authority of an "assigned" referee. The use of club linesmen, usually a parent, is optional with the referee. If a club linesman is used, he will assist only in determining balls in or out of play along the touchline. The referees have been asked to use a linesman from each team, but if one cannot be supplied, he may choose one from the other team. The referee may remove a linesman if that person's performance is not satisfactory to the referee.

The referee's powers and authority begin as soon as he enters the field of play. The referee shall:

1. Enforce the Laws of the game.
2. Refrain from penalizing a team when doing so would give the penalized team an advantage.
3. Keep a record of the game and act as timekeeper. He may add time lost because of injury or other causes.
4. Have the power to stop a game for any infringement of the rules of the game and to suspend or terminate the game whenever, due to weather, interference of spectators or team officials, or other causes that he deems necessary.
5. From the time he enters the field, caution any player or coach for misconduct or un-sportsman like behavior and, if the player or coach persists, suspend the player or coach from further participation in the game.
6. Allow no person, other than players or linesmen, to enter the field without his permission.
7. Send from the field of play (eject) any player who, in his opinion, is guilty of violent conduct, serious foul play, or the use of foul or abusive language.
8. Signal for restart of the game after stoppages.
9. Decide if the ball provided to him for a match meets the requirements of Law 2.
10. Assign linesmen duties (subject to the decision of the referee) shall be to indicate when the ball is out of play, indicate which side is entitled to a corner-kick, goal kick, or throw-in, and indicate when a substitution is desired. The linesmen may also assist the referee in control of the game accordance with the rules.

### **LAW 7. DURATION OF THE GAME.**

Regulation time for games shall be:



LEAGUE	TIME PER QUARTER (MINUTES)	TIME PER HALF (MINUTES)
U12 - U18	N/A	35
U08 - U10	12	N/A

Time may be added in either half for time lost due to substitutions, injuries, time-wasting, or other causes. Time is up to the discretion of the referee. Time shall be extended to permit a penalty-kick to be taken at the end of the normal time period in either half. Half-time intervals shall be a minimum of 5 minutes and shall not exceed 10 minutes. For the U10 and below leagues, the first and third quarter intervals shall be a minimum of 2 minutes and shall not exceed 3 minutes. If a play-off or tournament game is tied at the end of regulation play, then the game shall be extended by two complete halves. No golden goal; both halves are played in their entirety. The duration of each of these two overtime halves shall be as follows:

League	Duration
U12 – U18	10 minutes
U10	5 minutes

If, at the end of the two overtime halves, the two teams are still tied, the game will be decided by taking penalty kicks from the penalty mark. This is what is commonly called a "shoot out".

### **PROCEDURE FOR SHOOT OUTS**

1. The referee will choose the goal at which all kicks will be taken.
2. The referee will toss a coin and the winner of the toss will take the first kick.
3. The referee will note each player as he takes a kick.
  - a. Subject to c. and d. below, both teams shall take five (5) kicks.
  - b. The referee will signal by whistle when the kick may be taken.
  - c. The kicks will be taken alternately.
  - d. If, before both teams have taken five kicks, one team has scored more goals than the other could, even if they were to complete their five kicks, the shootout will stop.
  - e. If, after both teams have taken five kicks, both teams have scored the same number of goals or have not scored any goals, the shootout will continue, in the same order, until both teams have taken an equal number of kicks (not necessarily five more kicks) and one team has scored a goal more than the other team.
4. The team, which scores the greater number of goals, in accordance with (a), (c), and (d) above, shall be the winner.



5. All players may take part in the shootout. The players **DO NOT** have to be on the field of play at the end of the last overtime period.
6. Each kick shall be taken by a different player. Not until all players on any team, including the goalie, have each taken a kick, may a player of the same team take a second kick.
7. Any player may change places with the goalie at any time during the shootout.
8. Other than the player taking a kick and the two goalkeepers, all other players will remain in the center circle while the shootout is in progress.
9. The goalkeeper must remain on the goal line between the posts until the ball is kicked into play.
10. Referee may wave off any kick attempted if by the discretion of the referee the attempt was compromised due to outside interference (Horns/Lights etc...) allowing the player to re-kick.

#### **LAW 8. THE START OF PLAY.**

1. At the beginning of a game, a coin-toss will take place in the center of the field with the captains present. The winner of the toss will have the option of kicking off or picking the goal that they want to defend in the first half. The game will be started by a place kick (a kick at the ball while it is stationary) at the center of the field into the opponents half of the field. Each player of the defending team will be in his own half of the field, no closer to the ball than the circle will allow. The ball will be in play when it has traveled forward the distance of its own circumference. The kicker will not replay the ball until it has been touched or played by another player.
2. After a goal has been scored, the game will be restarted in the same way by the team losing the goal.
3. After half time, the game will be restarted by the opposite team that kicked off at the start of the game. Ends of the field will be changed at half time for all leagues. Ends of the field will not be changed during the 2<sup>nd</sup> and 3<sup>rd</sup> quarters for U10 and under leagues. For any infringement of Law 8, the kick-off will be retaken, except in the case of the kicker replaying the ball; for this offense an indirect free kick will be awarded to the opposing team from the point where the infraction occurred.
4. A goal may be scored directly from a Kick-off.
5. After any other temporary stoppage of play, the game will be restarted by a drop ball. The ball will be in play when it touches the ground.



### **LAW 9. BALL IN AND OUT OF PLAY.**

The ball is out of play:

1. When it has **WHOLLY** crossed the goal line or touchline, whether in the air or on the ground.
2. When the game has been stopped by the referee. The ball is in play at all other times from the start of the game to the finish **INCLUDING**:
  - a. When the ball rebounds from any part of the goal or corner flag into the field of play.
  - b. When the ball rebounds off either the referee or linesmen when they are in the field of play.
  - c. In the event of a supposed foul the ball is in play until a decision is made from the referee.

### **LAW 10. METHOD OF SCORING.**

A goal is scored when the **WHOLE** of the ball has crossed under the crossbar, over the goal-line and between the goal-posts provided that the ball is not thrown, carried, or purposely propelled by hand or arm of a player of the attacking team. The team scoring the greater number of goals will be the winner; if no goals are scored or an equal number of goals are scored, then the game will be a tie.

### **LAW 11. OFF-SIDE.**

1. A player is in an off-side **POSITION** if he is nearer to his opponent's goal-line than the ball unless:
  - a. He is in his own half of the field,
  - b. He is not nearer to his opponent's goal-line than at least two of his opponents (including the goalie).
2. A player will only be declared offside if, at the moment the ball touches or is played by one of his own team, in the opinion of the referee, that player is:
  - a. interfering with the play or with an opponent, or
  - b. Seeking to gain an advantage by being in that position.
3. A player will not be declared offside if:
  - a. merely because of his being in an offside position, or



- b. If he receives the ball directly from a goal kick, corner-kick, or throw-in.
4. If a player is declared offside, the referee will award an indirect free kick to be taken by the opposing team from the place where the offside occurred. Offside will be judged from the moment the ball is played **NOT** when the player receives the ball. A player who is level with the second to last opponent or with the last two opponents is **NOT** in an offside position.

### **LAW 12. FOULS AND MISCONDUCT.**

A player who intentionally commits any of the following nine offenses will be penalized by the awarding of a direct free-kick to the opposing team from where the offense took place.

1. Kicking or attempting to kick an opponent;
2. Tripping an opponent; to include slide tackling when contact occurs
3. Jumping at an opponent;
4. Charging an opponent in a violent or dangerous manner;
5. Charging an opponent from behind unless the opponent is obstructing;
6. Striking or attempting to strike an opponent or spitting at him;
7. Holding an opponent;
8. Pushing an opponent;
9. Handling the ball (this does not apply to the goalkeeper within his own penalty-area).

If a player of the defending team intentionally commits one of the above offenses within the penalty-area, he will be penalized by a penalty-kick.

For U-8 leagues only, penalties for the above fouls will be indirect kicks (not direct kicks). For fouls that occur inside the penalty area, indirect kicks will be made from the 18 yard line (no penalty kicks).

If a player commits any of the six following offenses, the opposing team will be awarded an indirect free-kick:

1. Playing in a manner considered by the referee to be dangerous. **Slide tackling (when other players are nearby) for age groups below U18 is considered dangerous play even if contact is not made with an opposing player).**
2. charging fairly when the ball is not within playing distance and they are not involved in the play;
3. when not playing the ball, intentionally obstructing an opponent;
4. charging the goalkeeper except when the goalkeeper is holding the ball, obstructing an opponent, or is playing in the field;
5. when playing as a goalkeeper and within his own penalty-area takes more than 4 steps, replays the ball after releasing it before it has been touched by another player (his teammate outside the penalty area or opponent within the penalty-area), or when indulges in time-wasting tactics to gain an advantage.



6. Slide tackling in any age group under the U18 league

A player will be cautioned (yellow carded) for:

1. dissent;
2. un-sportsman like conduct;
3. persistent infringement of the rules;
4. Entering or exiting the field without the permission of the referee. If a player is cautioned for entering or exiting the field without permission, the game will be restarted by an indirect free-kick from the place where the ball was when the referee stopped play.
5. Slide tackling in any age group under the U18 league

If a player is cautioned for dissent, un-sportsman like conduct, or persistent fouls, the game will be restarted by an indirect free-kick for the opposing team from the place where the offense occurred.

A player will be ejected (red carded) for:

1. violent conduct or serious foul play (**including slide tackling from behind at ANY age group or ANY slide tackle at ages under U18 (when other players are nearby)**)
2. abusive or foul language
3. Persistent misconduct after having received a caution.
4. Spitting

If play was stopped for giving a red card, the game will be restarted by an indirect free-kick for the opposing team. If a player is red carded, he will not be able to participate in the rest of the game and he may not be replaced. Also, he will not participate in the next game.

To protect the Goalkeepers, a caution will be issued for any and all fouls, intimidating actions, and obstructive movements by attacking players against the keeper. If the Goalkeeper appears to be touching the ball in a manner to gain control the **REFEREE(S)** will yell "**KEEPER**" and blow their whistle to stop play. Referees will give the keeper the widest range of control here. It is the responsibility of the attacking player to avoid making contact with the Goalkeeper especially when the goalkeeper is in a prone (on the ground) position. No Keeper should ever be kicked. If in the opinion of the referee the attacking player intentionally made contact with the goalkeeper the player will receive a red card and be ejected.

The referee will be required to report any issued yellow or red cards in the game report. **Coaches should take appropriate action to correct behavior of any player who was warned with a "yellow card" by a referee. League coordinators will track the number of yellow card accumulated throughout the season (as reported by the referees) and may issue an administrative "Red Card" if it is determined that specific unacceptable behavior has not been corrected.**

### **LAW 13. FREE KICKS.**



There are two kinds of free-kicks:

1. Direct - from which a goal can be scored directly
2. Indirect - from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.

When a player is taking a free-kick inside his own penalty-area, all opposing players shall be at least ten yards from the ball and remain outside the penalty-area until the ball has been kicked out of the area. The ball will be in play when it has traveled the distance equal to its circumference and beyond the penalty-area.

When a player takes a free-kick outside his penalty-area, all opposing players will be 10 yards from the ball until it is in play unless they are standing on their own goal-line between the goal-posts.

If a player encroaches before the kick is taken, the referee will delay the kick until the players move.

The ball must be stopped when a free-kick is taken and the kicker may not play it a second time until someone else has played or touched it. If the kicker replays the ball, then an indirect free-kick by the opposing team shall be taken from where the offense occurred.

In order to distinguish between a direct and indirect free-kick, the referee will signal an indirect free-kick by holding one arm above his head until another player has touched the ball.

In U8 and below games, all fouls will result in indirect free-kicks.

#### **LAW 14. PENALTY KICK.**

A penalty-kick will be taken from the penalty mark. While the kick is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper, will be within the field of play but outside the penalty-area and outside of the penalty arc. The opposing goalie must stand (without moving his feet) on his own goal-line, between the goal-posts, until the ball is kicked. The player kicking the ball must kick the ball forward the distance of the circumference of the ball and may not replay the ball until it has been touched or played by another player. A goal may be scored directly from a penalty-kick. A goal will not be nullified if, before going between the post and under the crossbar, the ball touches either or both of the goal-posts, or crossbar, or the goalkeeper.

The player taking the kick cannot touch the ball a second time until the ball touches another player (e.g. goalie). If the player taking the kick touches the ball a second time, the referee will stop play and award an indirect kick to the defending team.



In U8 and below games, all fouls will result in indirect free-kicks. For fouls committed inside the penalty area, the referee will place the ball on the 18 yard line for an **INDIRECT FREE-KICK ONLY**. For all free kicks, players must stay at least 6 yards from the ball.

For any infringement of the Law:

1. By the defending team, the kick will be retaken if a goal has not resulted.
2. By the attacking team other than the player taking the kick, if a goal is scored it shall be disallowed and the kick retaken.
3. By the player taking the kick, committed after the ball is in play, a player of the opposing team shall take an indirect free-kick from the spot where the infringement occurred.

For the explanation of the taking of penalty-kicks to determine the winner of a game where there must be a winner, refer to Law 7 - Duration of Game.

### **LAW 15. THROW-IN.**

When the **WHOLE** of the ball passes over a touch-line, either on the ground or in the air, it will be thrown in from the point where it crossed the line. It will be thrown in by a player of the opposite team who touched it last. The ball can be thrown in any direction, but the thrower, at the moment the ball leaves his hands, must be facing the field and must have part of each foot either on the touch-line or on the ground outside the touch-line. The thrower must use both hands and must throw the ball from behind and over his head. The ball will be in play the instant it enters the field of play, but the thrower may not replay the ball until it touches or is played by another player. A goal may **NOT** be scored directly from a throw-in.

If a ball is thrown in improperly, the ball will be given to a player of the opposite team to make a throw-in with the following exceptions:

League	Special Rule
U8	Player repeats throw-in one time. The second throw-in will be accepted whether it is good or not.
U10	Player may repeat throw-in one time until October 1.

If the thrower replays the ball before being touched or played by another player, an indirect free-kick will be taken by a player of the opposing team from the place where the infringement occurred.



A player may not be off-side from a throw-in.

### **LAW 16. GOAL KICK.**

When the **WHOLE** of the ball passes over the goal-line, excluding the portion between the goal-posts, either in the air or on the ground, having last been touched by a member of the attacking team, it will be a goal-kick. The goal-kick will be taken from a point within the goal-area in the half of the goal-area nearest to where it crossed the goal-line by a player of the defending team. The ball will not be in play until it goes out of the penalty-area. If the ball does not go out of the penalty-area, the kick will be retaken. The kicker will not replay the ball until it has been touched or played by another player. A goal will **NOT** be scored directly from a goal-kick. Players of the team not taking the kick must remain outside the penalty-area until the ball has been kicked out of the penalty-area.

If a player taking a goal-kick replays the ball after it has gone out of the penalty-area but before it is touched or played by another player, an indirect free-kick will be awarded to the opposing team to be taken from the point where the infringement occurred.

### **LAW 17. CORNER-KICK.**

When the **WHOLE** of the ball passes over the goal-line, excluding the portion between the goal-posts, either in the air or on the ground, having last been touched by a player on the defending team, the attacking team will take a corner-kick. The whole of the ball will be placed inside the quarter circle at the nearest corner. The corner flag may not be moved and the ball will be kicked from that position. A goal **MAY** be scored directly from a corner-kick. Players of the team not taking the corner-kick must remain 10 yards away from the ball until the kick has been taken. The kicker will not replay the ball until it has been touched or played by another player.

If the kicker replays the ball before being touched or played by another player, an indirect free-kick will be awarded to the opposite team to be taken from the place where the infringement occurred.

For any other infringements, the kick will be retaken. A player cannot be off-side from a corner-kick.