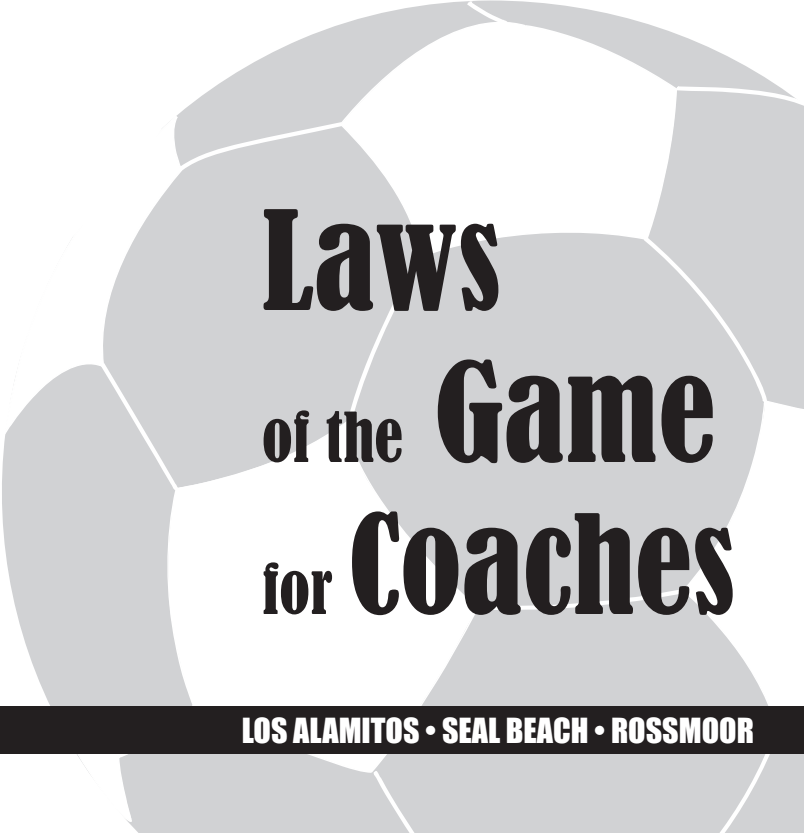


everyone plays • open registration • balanced teams • positive coaching • good sportsmanship



Laws of the Game for Coaches

REGION 159

LOS ALAMITOS • SEAL BEACH • ROSSMOOR

THE LAWS OF THE GAME FOR COACHES

INTRODUCTION

Welcome to the family of AYSO coaches. Your volunteer participation is greatly appreciated. The AYSO National Coaching Commission in cooperation with the National Referee Committee has prepared this manual to assist coaches in learning and understanding the Laws of the Game.

This manual will provide you with a reference source of supporting materials and is intended to supplement the instruction you will receive at our various training courses. The AYSO coach training courses have been designed to provide incremental training according to the age group being coached. As your coaching experience increases, so will your need for additional instruction. Our courses are designed to support those needs as they arise and this manual is intended to supplement your training.

AYSO is an affiliate member of the United States Soccer Federation (USSF) which is the national governing body of soccer in the United States recognized by FIFA (Federation Internationale de Football Association), the international governing body of soccer. All AYSO matches are played in accordance with the FIFA Laws of the Game and the AYSO National Rules and Regulations. Since FIFA meets annually to consider changes to the Laws and AYSO considers proposed changes to its National Rules and Regulations each year at the AYSO Annual General Meeting, it is strongly recommended that each year you obtain the current AYSO edition of the FIFA Laws of the Game and the AYSO National Rules and Regulations to familiarize yourself with the most recent changes.

AYSO has focused its efforts on providing youth the opportunity to enjoy participating in the most popular sport in the world, and as an AYSO coach, you will be able to contribute significantly to the enjoyment of those young players. As you gain knowledge and experience as an AYSO coach you will find that your understanding of the Laws of the Game and of the job of the officials will increase. To truly understand officiating, we recommend strongly that you walk a mile in his shoes.

That is, try your hand at actually refereeing some matches. Experience as a referee can only improve your skills as a coach and is well worth the effort. Thank you again for volunteering your time and talents.

Play On!

LAW 1: THE FIELD OF PLAY

Spirit of the Law:

The field of play must be safe for players, and the goals and markings must be adequate for the referee to perform his duties.

Key Elements of the Law:

- The field of play must be rectangular.
- The lines shall be no more than 5 inches in width and are part of the areas they define.
- Post-season play-off games: The field must conform to all of the requirements of Law 1.
- Regular season play: Field dimensions at discretion of region.
- Where possible, a spectator control line shall be marked parallel to and at a distance of three (3) yards from the touch line.
- A rectangle defining the coaches' area shall be marked, where possible, by two lines parallel to the touch line extending ten (10) yards on either side of the halfway line, and by two lines perpendicular to the touch line. The edge of the coaches' area nearer the field of play shall be at least one yard from the touch line; the parallel edge shall be no more than three yards from the touch line.
- Regular season play: Goal dimensions at discretion of region.
- The only persons allowed behind the goal line are photographers who have received the referee's permission. They must remain quiet and sufficiently back from the goal line.

Essential Parts of the Field of Play:

1. Outer boundaries: Define the field of play.
Touch lines: Define sides of the field.
Goal lines: Define ends of the field.
2. Goals: 8 feet high and 8 yards wide.
3. Halfway line: Divides the field in half and belongs to both halves.
4. Center mark: Location for kick-off.
5. Center circle: 10-yard radius from center mark.
6. Penalty area: Area in which goalkeeper may use his hands and where certain fouls result in a penalty kick.
7. Penalty mark: 9-inch spot 12 yards from goal line indicates location for penalty kick.
8. Penalty arc: 10-yard radius from penalty mark.
9. Goal area: Defines location for goal kicks.
10. Corner area: 1-yard arc defines location for corner kicks.
11. Corner flag: Locates corner of field. May not be moved or removed during corner kicks.
12. Optional equipment: Halfway flags (1 yard outside touch line).

DON'T SAY...sideline
WHEN YOU MEAN...
Touch Line

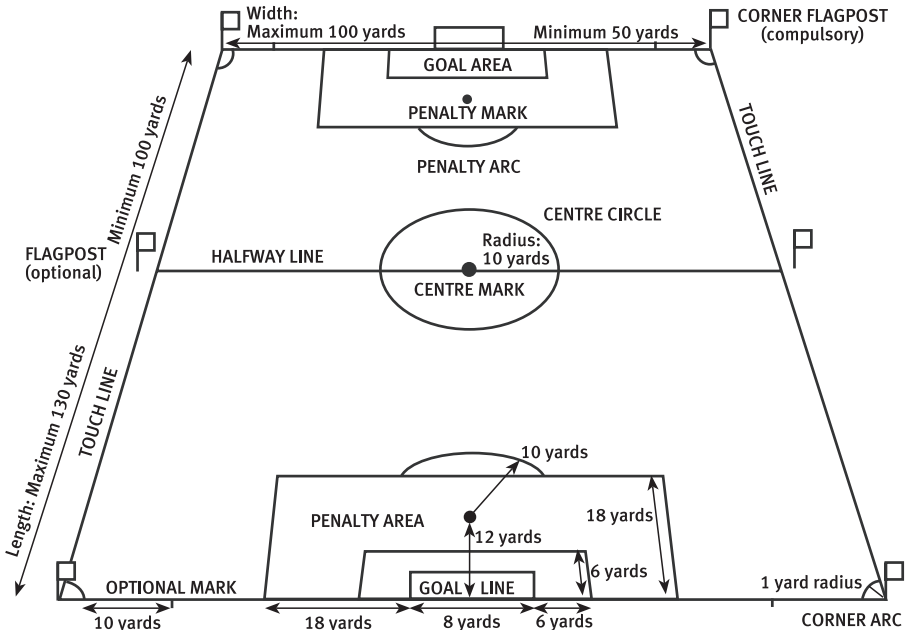
Touch line is correct, but "sideline participation by coaches" is also correct; boundary lines include the touch lines and the goal lines.

Discussion:

The first concern of the referee when inspecting the field is, obviously, safety. As a coach you should also inspect the field and advise your players of any hazards or conditions with which they should be familiar. The common hazards such as holes, exposed rocks or sprinkler heads, broken glass and miscellaneous debris are fairly easily detected by walking over the field of play. Some of the less obvious hazards are associated with the goals. The goals should be inspected to ensure they are secured well enough that they will not collapse or be blown over by a strong gust of wind. The nets should be secured sufficiently well to ensure a ball which has entered the goal will remain in the goal. This is often helpful information to the referee. Loose netting can also present a hazard to players” to goalkeepers in particular. Corner flags should be the minimum height and in good repair to avoid breakage and possibility of a hazard.

The accuracy and visibility of field markings are not so much a safety concern unless the areas of the field are not identified well enough to distinguish the outer boundaries. The more critical areas which should be easily identified are the goal lines, touch lines, penalty areas and the halfway line. Referees need to be able to identify these lines in order to make some critical decisions. Playing without well defined field markings can cause significant problems for the officials, regardless of the assurances of the participants in advance of play.

It is not uncommon for the field dimensions to be reduced to accommodate the realities of play for younger players. Remember that Law 18, the Common Sense Law, should apply when dealing with inconsistencies in field markings, and matches should not be delayed or canceled for technicalities which can be overcome with a little extra effort on the part of all concerned.



LAW 2: THE BALL

Spirit of the Law:

The ball must be safe for the players and of a size and weight that promotes enjoyment.

Key Elements of the Law:

- The referee approves the game ball.
- Ball cannot be replaced without the referee's permission.

***DON'T SAY...rule
WHEN YOU MEAN...
Law***

The rules of soccer are called "The Laws of the Game." This use of the word "Laws" is often confusing to those new to soccer.

Essential Facts Regarding the Ball:

1. The outer casing may be of any approved material.
2. The Law does not specify a color.
3. The size used in AYSO matches is regulated according to age division. The FIFA standards are : 68.0-70.0 cm (27-28 inches) circumference, 410-450g (14-16 oz) in weight and 0.6-1.1 atmospheres pressure.
4. Referees must stop play for a deflated ball and, after it's replaced, will restart with a dropped ball.

Discussion:

As a coach you should ensure there are game balls available for the referee which are suitable in size and pressure and which will not present any hazard or disadvantage to your players. It is a good idea to have extra balls available to avoid delays in play. You should provide the referee with suitable additional balls to inspect before the match has begun. This involves more than simply finding something round with air inside. Proper size, weight, and pressure as well as safety make up the check list for the ball inspection. This does not require expensive precision tools but simply some advance practice finding out what a correctly inflated and safe soccer ball should look and feel like. If you forget, the back of the AYSO lineup cards has useful information about correct ball size for the different age divisions. The correct weight and pressure can be determined sufficiently well by feel with some practice. You may have heard that you should be able to push the ball in about a quarter of an inch with your thumbs. Well, this can produce varying results depending upon whether Mr. Rogers or Hulk Hogan is squeezing the ball. Practice is the answer and an excellent source of expertise can be found by asking the players.

Size	Division	Circumference (inches)	Weight (ounces)
5	U19, U16, U14	26.5 - 28.0	14 - 16
4	U12, U10	26.5 - 28.0	14 - 16
3	U8, U6	26.5 - 28.0	14 - 16

WAYS TO PRAISE A CHILD

Wow • Way To Go • Super • You're Special • Outstanding • Excellent • Great • Good • Neat • Well Done • Remarkable • I Knew You Could Do It • I'm Proud Of You • Fantastic • Superstar • Nice Work • Looking Good • You're On Top Of It • Beautiful • Now You're Flying • You're Catching On • Now You've Got It • You're Incredible • Bravo • You're Fantastic • Hurray For You • You're On Target • You're On Your Way • How Nice • How Smart • Good Job • That's Incredible • Hot Dog • Dynamite • You're Beautiful • You're Unique • Nothing Can Stop You Now • Good For You • I Like You • You're Darling • You're A Winner • Remarkable Job • Beautiful Work • Spectacular • You're Spectacular • You're Precious • Great Discovery • You've Discovered The Secret • You Figured It Out • Fantastic Job • Exceptional Performance • You're A Real Trooper • You Are Responsible • You Are Exciting • You Learned It Right • What An Imagination • What A Good Listener • You Are Fun • You're Growing Up • You Tried Hard • You Care • Beautiful Sharing • Outstanding Performance • You're A Good Friend • I Trust You • You're Important • You Mean A Lot To Me • You Make Me Happy • You Belong • You've Got A Friend • You Make Me Laugh • You Brighten My Day • I Respect You • You Mean The World To Me • That's Correct • You're A Joy • You're A Treasure • You're Wonderful • You're Perfect • Awesome • A+ Job • You're A-OK-My Buddy • You Made My Day • That's The Best • A Big Hug • A Big Kiss • Say I Love You! • Remember, A Smile Is Worth 1000 Words!

LAW 3: THE NUMBER OF PLAYERS

Spirit of the Law:

Each team is entitled to begin play with a maximum of 11 players and shall not continue play with fewer than seven. Exceptions in AYSO are permitted for small-sided games.

Key Elements of the Law:

- A player who has been sent off may not be replaced.
- Substitutes come under the jurisdiction of the referee.

Essential Facts Regarding Number of Players:

1. In AYSO, each team member must play a minimum of one half of the match subject to the overriding conditions of the AYSO National Rules and Regulations.
2. One player on each team must be designated as the goalkeeper.
3. Field players may change places with their goalkeeper at any normal stoppage in play. The referee must be notified that the change is taking place.
4. In AYSO, play may be stopped at any time by the referee to attend to an injured player. A dropped ball is used to restart play if the ball was in play at the time of the stoppage.

Discussion:

Eleven-a-side is the norm. Fewer than that is strongly encouraged for the younger divisions. A goal should be disallowed if it is determined that the team scoring the goal had more than the allowable number of players on the field at the time the goal was scored. This is true only if discovered by the referee before restarting play after the goal. If a match is abandoned because one or both teams cannot field at least the minimum number of required players, the referee does not declare a forfeit but simply relates the facts of the situation in the game report. The governing body for the match in question will make a determination based on the game report and other considerations. Substitutions during regulation play in AYSO matches occur only at quarters or following an injury. Goalkeepers may change with a player on the field at any normal stoppage in play, provided they have permission of the referee. An interesting and often debated situation exists when the goalkeeper changes position with a field player without the referee's permission, after which the new goalkeeper plays the ball with his hands. The question arises: Is this a foul or not, and what should the referee do? No foul has been committed because whichever player is wearing the goalkeeper shirt is in fact the goalkeeper and is accorded the privileges of the position. The fact that the change was made without the referee's permission can only be dealt with as misconduct (caution) and the referee will determine the appropriate course of action depending upon the circumstances and age group involved.

DON'T SAY... offensive
player
WHEN YOU MEAN...
Attacking player;
Attacker

There may be offensive players, but do not use the term when you are referring to attackers.

Substitution during quarters is managed by the referee stopping play approximately midway into the first and second halves to allow substitutions to occur. In order to avoid interrupting play at inappropriate times, substitutions should occur at a normal stoppage such as a throw-in, goal kick, corner kick, etc. These stoppages seldom occur at exactly the midpoint of the half so the referee will begin looking for a suitable stoppage during the period one minute before to one minute after the midpoint of the half. If no such stoppage occurs during this two minute period, then the referee may stop play for substitutions and then restart with a dropped ball at the location of the ball when play was stopped. Play must not be restarted by giving an indirect free kick to the team which had possession of the ball when play was stopped, as this would be penalizing a team unjustifiably.

DON'T SAY...coaching area
WHEN YOU MEAN... Coach's Area
This is the AYSO term. The FIFA term is **technical area**.

These substitution stoppages are only intended to be a time for the quick substitutions of a few players and are not intended as mini-half-time periods. The only players entitled to leave the field are those being substituted for, and the only individuals entitled to enter the field are the new players. This entire process should only take about

a minute. The record keeping is accomplished by the officials (referee and/or assistant referees) by simply recording the numbers of the players who are not playing each quarter. No one on the roster should have more than two marks by their name, this would indicate they did not play at least one half of the match. If a player is injured and a substitute is used, only the injured player can get credit for playing that quarter and the substitute player must play at least two additional quarters.

In the case of players being sent off for misconduct, substitution will not be permitted for that player and the team must play short for the duration of the match. In the case of an injury, there are two choices available to the team. The injured player may be substituted, in which case the injured player may not return during that quarter, or the injured player may leave the field to recover and the team will play short until the injured player has recovered well enough to return to play with the referee's permission.

AYSO Division Breakdown
Years of Age
Under 19 years
Under 16 years
Under 14 years
Under 12 years
Under 10 years
Under 8 years
Under 6 years
The effective date of age determination is July 31 of the year the season commences.

LAW 4: THE PLAYERS' EQUIPMENT

Spirit of the Law:

The players of each team must be safely equipped and easily distinguished from the opposing team.

Key Elements of the Law:

- The members of each team must be easily distinguishable from the opposing team and from the referee.
- The goalkeepers must be distinguishable from all other players on the field (both teams).
- Players may not wear anything which could endanger either themselves or another player.
- A player's compulsory equipment consists of a jersey or shirt, shorts, stockings, shin guards and footwear.
- Shin guards are required in all practices and games, must be covered entirely by the stockings, and must afford a reasonable degree of protection.

Essential Facts Regarding Players' Equipment:

1. Player uniforms and equipment should be inspected prior to the beginning of the match for conformity with the Laws and for safety violations.
2. Casts or splints, jewelry, watches and articles of adornment are not allowed. Note: Medic-alert information or religious emblems are permitted as long as they are safely secured to the body and padded if necessary.
3. Knee braces are allowed, but must be adequately padded to eliminate the possibility of it causing injury.
4. Footwear is required but need not be specifically designed for soccer as long as it presents no safety hazard.
5. Cleats must not have sharp edges.
6. Additional articles of clothing are permitted during cold weather as long as the wearer's team affiliation remains recognizable.

Discussion:

AYSO does not train referees to be fashion police, but we do expect the teams to be appropriately attired and equipped. The purpose of uniforms is to allow the teams to be easily distinguished from one another and for the goalkeepers to be further distinguished and recognizable. Articles worn for adornment which are not part of the team's standard uniform are neither needed nor permitted. With the younger divisions, some deviations are allowed as long as the extra articles of clothing present no safety hazard to either the wearer or to other players. In colder times of the year, additional clothing may be desired by the players or their parents. It is nice to have the uniform on top rather than obscured by the full-body snowsuit.

Soccer shoes are recommended but not required by the Laws of the Game. Cleats should be in good repair and have no sharp edges. Shin guards are required for all practices and games. It is the referee's responsibility to check all players to ensure compliance with this rule during matches. It is your responsibility as the coach to ensure this is complied with at practices. A piece of cardboard or rolled up newspaper or similar makeshift items do not constitute proper shin guards (apply Law 18, the Common Sense Law). Knee braces are permitted but cast or splints are not.

Sliding pants, compression shorts, boxer shorts, or other types of garments worn under the soccer shorts are not illegal but should be the same color as the shorts or as the predominant color of the shorts. Although opinions vary greatly as to the appropriateness, function and esthetic value of these items, they should not be disallowed unless the referee believes they present a safety hazard or that they are simply unnecessary adornment.

LAW 5: THE REFEREE

Spirit of the Law:

The referee's duty is to ensure the match is safe, fair, and fun for all players.

Key Elements of the Law:

(see Paragraph I.D. 5 of the AYSO National Rules & Regulations)

- Interfere with the game as little as possible.
- Penalize only deliberate breaches of the law.
- Do not whistle for trifling or doubtful offenses.

Essential Facts Regarding the Referee:

1. Authority includes all pre-match, half-time and post-match activities.
2. May refrain from penalizing if it is to the advantage of the team against which the offense was committed. If within 2-3 seconds the advantage does not accrue, the referee may stop play and award a free kick from where the offense occurred.
3. Is the official record and time keeper, and may add any time lost through accident or other cause.
4. May stop the match and suspend or terminate play for any reason deemed necessary such as: the elements, interference by spectators, or other cause.
5. Shall submit a detailed report of any misconduct.
6. May caution and show a yellow card to any player or substitute guilty of misconduct or unsporting behavior.
7. Allows no person other than the players and assistant referees to enter the field of play without permission.
8. May stop the match to have an injured player attended.
9. May send off and show a red card to any player or substitute guilty of misconduct.
10. Restarts the match after it has been stopped.
11. Determines if the ball meets the requirements of the Law.

Discussion:

Safety, fairness, and fun! That is the referee's job description in three simple words. Soccer is a game, and the reason people play games is to have fun. The referee is there to facilitate a game which will provide the maximum enjoyment for the players by allowing both teams an equal opportunity to fairly and safely play the game. The referees' and coaches' understanding of the spirit of the game/philosophy of refereeing can significantly contribute toward the enjoyment of the match for all concerned - players, coaches, referees and spectators.

Understanding the spirit of the game is sometimes difficult for someone new to the game. Soccer is a players' game and interference by non-players - coaches and referees - is very limited. This can often be a difficult concept to apply for those who are accustomed to seeing active interference by coaches and officials in other popular sports. Coaches interfere in these sports by directing the action of the players, debating rule decisions with officials or completely stopping the action by calling time-out. Americans have also become accustomed to officials being required to stop the game for all violations and to not continue play until the infraction and violator have been identified, the punishment options explained to the opposing team and a final accounting of the entire incident announced or signaled to the spectators. Indeed, it is not uncommon in some sports for considerably more time to be devoted to dealing with these interruptions than is actually spent playing the game. The spirit of the game of soccer intends something quite different.

Soccer is designed as a fast-paced game with very few interruptions. It is the duty of the referee to determine whether or not the spirit of the Law has been violated sufficiently to merit a stoppage in the action. Attention to application of the spirit of the Law is far more important than the rote application of the letter of the Law. Violation of the letter of the Law may be overlooked if the referee considers it to be a trifling or doubtful offense. The referee may also choose not to stop play for a foul when doing so would take away an advantage from the team against whom the foul was committed. This is called applying the advantage and if this advantage does not accrue within two or three seconds, the referee may stop play and award a free kick from where the offense occurred.

It is easy to fall into the trap of becoming overly concerned with the importance of details of interpretation of various rules and regulations surrounding the game. Players simply want to get on with the enjoyment of playing. Standards which may seem appropriate to enforce during international, college or high school competitions are not necessarily appropriate to apply to all levels of youth soccer.

Referees have considerable authority and flexibility when determining whether the Law has been violated enough to deserve being penalized or, in the interest of the flow of the game, that play should be allowed to continue. Referees strive for uniformity of interpretation just as players strive for excellence in playing skills and coaches strive to develop successful teams. With varying degrees of success, each does the best he or she can, and it is the inevitable human variation that makes for greater interest and enjoyment.

LAW 6: THE ASSISTANT REFEREES

Spirit of the Law:

The assistant referees assist the referee in officiating the match.

Key Elements of the Law:

- Indicate when the ball is out of play.
- Indicate which side is entitled to a goal kick, corner kick or throw-in.
- Indicate when a player may be penalized for being in an offside position.
- Indicate when misconduct or other incident has occurred out of the view of the referee.
- Indicate when a substitution is requested.
- Assist the referee in the control of the match in accordance with the Laws.

***DON'T SAY...lines-official
WHEN YOU MEAN...***

Assistant Referee

In 1996, the term "assistant referee" replaced the words "linesman," "lineswoman," and "linesperson."

Essential Facts Regarding the Assistant Referees:

1. If neutral, may signal any breach of the Laws which occurred out of view of the referee.
2. The flag signals should be precisely made as illustrated in the FIFA Laws of the Game.
3. Offside, fouls, and misconduct may be signaled to the referee.
4. Assistant referees' decisions may be overruled by the referee.
5. Referee decisions may not be overruled by the assistant referee.
6. Referees may consult with and accept the decision of neutral assistant referees to determine whether or not a legal goal was scored.

Discussion:

Running the line as an assistant referee is a demanding task, when done correctly, and is not easily mastered. The assistant referees must follow the lead and instructions of the referee. Their positions are determined by the position of the players, ball or wishes of the referee, and they must be ready to adjust based on the constantly changing conditions during play. They are also expected to judge misconduct or fouls out of sight of the referee and, when these activities occur, to bring them to the attention of the referee.

Standardized flag signals are used to avoid confusion. Additional communication with the referee is also made through frequent eye contact and by other accepted signals agreed upon during the referee's pre-game instructions.

Club linesman are sometimes used when neutral assistant referees are not available. Club linesman are usually selected from volunteers present at the game and often supporters of one of the clubs or teams playing in the match, thus the derivation of the name "club" linesmen. Because of their lack of official training, club linesmen are only permitted to assist the referee by signaling when the ball has gone out of play. It is the referee's responsibility to determine which team is entitled to restart play.

LAW 7: THE DURATION OF THE MATCH

Spirit of the Law:

The players are entitled to the entire designated playing time.

Key Elements of the Law:

- The match is divided into two equal periods.
- The teams will defend each goal for one period.

Essential Facts Regarding the Duration of the Game:

1. Players have a right to an interval at half-time, which, in AYSO, shall be a minimum of five and maximum of ten minutes.
2. Allowance shall be made, at the discretion of the referee, for time lost due to injury, substitution, time wasting or other cause.
3. Time shall be extended to permit a penalty kick to be taken at or after the expiration of the normal time period.
4. The referee is the sole time keeper for the match.
5. According to the Laws, a match terminated by the referee for any reason must be replayed in its entirety, but in AYSO the referee makes a report to the Regional Commissioner. The regional board, tournament committee, or other designated body determines whether or not the game will be replayed, if the score will stand, or if a team shall be declared in forfeit.

Discussion:

Referees have sole responsibility for maintaining an accurate accounting of playing time. Additional time may be added by the referee to make up for any time lost because of injury, substitution, unusual delay or time-wasting tactics. It is the referee's responsibility to determine when these particular events have occurred and to add the precise amount of time lost. The custom in most other popular sports is to refer to stopping the clock rather than adding time, but the result is essentially the same.

Time should not be added (or the clock stopped) following a goal, or to administer a caution or a send-off, or other such stoppages unless the delay is, in the opinion of the referee, unusually long. The time needed to attend to an injured on the field as well as the time needed to make substitutions at the quarters is easily determined and should be added. However, determining what constitutes an unusual delay or time-wasting tactic requires more careful consideration by the referee. An unusual delay would involve such things as: retrieving a lost ball, removing an outside agent (dog, spectator, elephant, etc.) from the field, or rain delay. Referees are trained to not be influenced by the emotions of the moment when determining whether or not to add on time. For example, a player on a break-away attack on goal at the end of a very exciting match with the score tied should not be given an extra second or two to see if she scores or not. In conjunction, the referee will not stop the clock because the team which is

winning is not rushing to put the ball into play near the end of the match. In general, the referee will not add on time at the end of the match for an event for which he would not have added time had it occurred at the beginning of the match. The ball does not have to be in play for the match to end.

Referees are also taught to distinguish between time-wasting and time-consuming tactics, the former being illegal and the latter legal. Time wasting would involve techniques used by one team to waste time which the opposing team has no opportunity to prevent. A goalkeeper refusing to release the ball into play within six seconds or a team taking an unusually long time to put the ball into play on a given restart are examples of time wasting. In such situations, the opposing team is powerless to prevent the situation and must rely on the referee to intervene. On the other hand, a team may legally consume time by simply skillfully controlling the ball. Kicking the ball out of play can be interpreted as legal time consumption or illegal time wasting depending on the manner in which it is done. Kicking the ball out of play is often a good defensive decision and should not be penalized. However, if in the opinion of the referee the player kicking the ball out of play is intentionally using excessive force in the kick which causes an unusual delay in retrieving the ball, this could be considered an illegal time-wasting tactic.

***DON'T SAY...sudden death
WHEN YOU MEAN...
Sudden Victory***
Be positive!

<i>AYSO Game Duration</i>	
<i>Age</i>	<i>Maximum Duration of Half</i>
Under 19	45 Minutes
Under 16	40 Minutes
Under 14	35 Minutes
Under 12	30Minutes
Under 10	25 Minutes
Under 8	20 Minutes
Under 6	16 Minutes

LAW 8: THE START AND RESTART OF PLAY

Spirit of the Law:

Neither team shall have an unfair advantage at the start of play.

Key Elements of the Law:

- Play is started with a kick-off from the center mark
 - at the beginning of the match
 - at the beginning of the second half
 - following a goal
 - at the beginning of overtime periods
- Play is restarted with a dropped ball where the ball was when the play was stopped:
 - following an injury where no foul occurred
 - for outside interference
 - for needed repairs to the ball or field equipment
 - for any cause not mentioned in the Laws

Essential Facts Regarding the Start of Play:

1. The team winning the coin toss chooses which goal it will attack in the first half. The other team must kick off.
2. Following the referee's signal, the match is started by a player taking a kick-off from the center mark.
3. The ball is in play from a kick-off once it has been kicked and moves forward.
4. Every player must remain in his own half of the field, and players of the team not taking the kick-off must remain at least ten yards from the ball until the ball is in play.
5. The player taking the kick-off shall not touch the ball a second time until it has been touched by another player.
6. A goal may be scored directly from a kick-off.
7. The kick-off shall be retaken for any infringement occurring before the ball is in play. In the case of the kicker playing the ball a second time after kicking it into play, the opponents are awarded an indirect free kick at the point of the infraction.
8. The dropped ball is in play once it has touched the ground.
9. The dropped ball is retaken if it is touched by any player before it has touched the ground.

Discussion:

Starting play with a kick-off is a relatively simple process and should not present any significant difficulties. Remember that the ball is not in play until it has been kicked and moves forward. It is not uncommon for the opposing team, upon hearing the whistle for the kick-off, to immediately run into the center circle rather than waiting for the ball to be kicked into play. The correct restart in this case is to retake the kick-off.

The dropped ball is used to restart play after the referee has stopped play for some neutral reason such as an injury, interference by an outside agent or when play is stopped for substitution with the ball still in play. Note: The dropped ball should not be used to restart because it is not obvious who last played the ball before it went out of play. Referees must make a decision. When in doubt, referee will often give the ball to the team defending the nearest goal.

When having a dropped ball, referees usually will wait until one player from each team has taken up position to attempt to kick the ball (hopefully not at the ref) and then will instruct the players to wait until the ball hits the ground before commencing the kicking. If the ball is kicked before it has touched the ground, the dropped ball should be retaken.

LAW 9: THE BALL IN AND OUT OF PLAY

Spirit of the Law:

The ball remains in play unless the referee has signaled it out of play or has stopped play.

Key Elements of the Law:

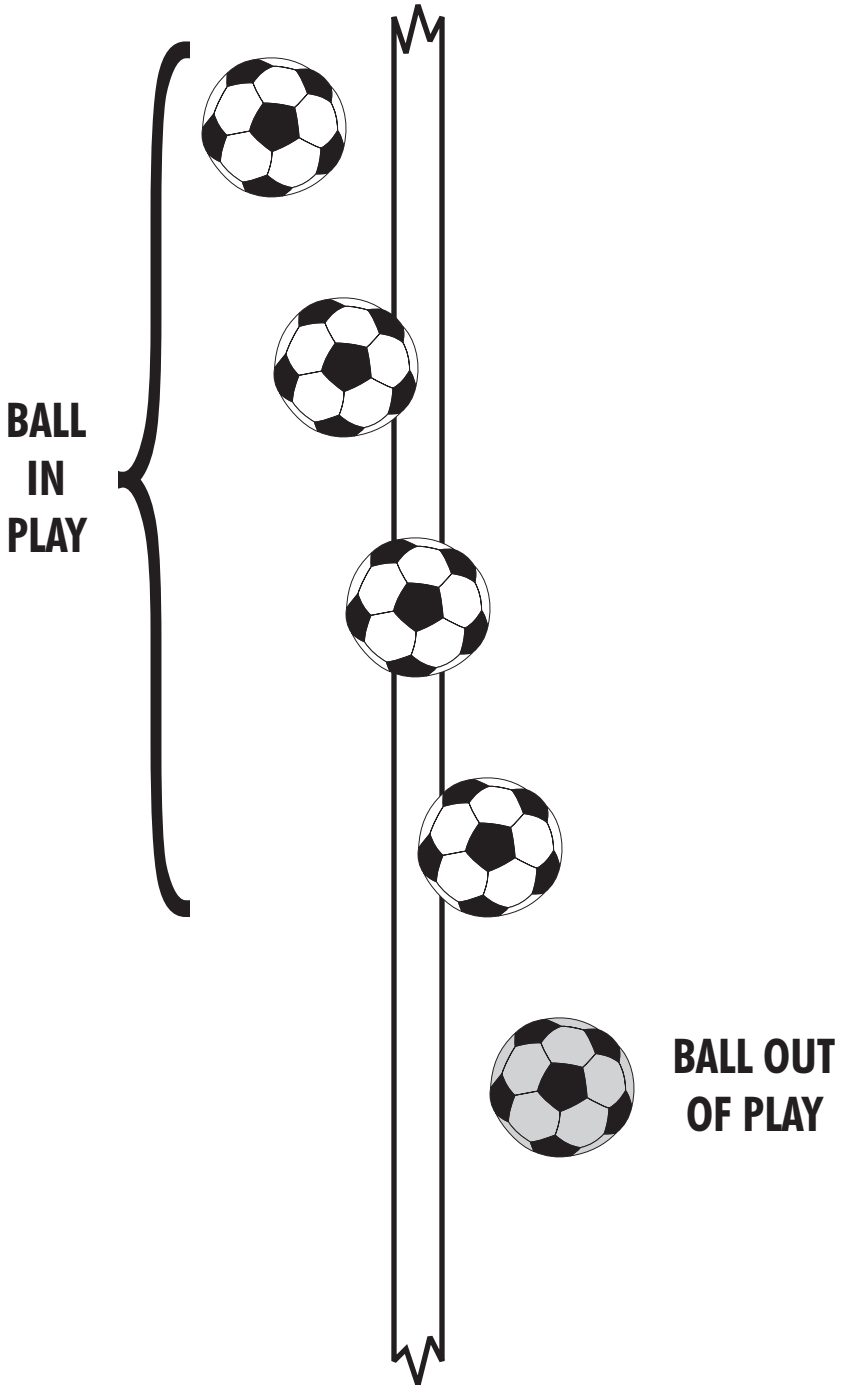
- The ball remains in play until the entire ball has crossed the outside edge of either the goal line or touch line.
- It is the position of the ball and not the player playing the ball which determines whether or not the ball is out of play.

Essential Facts Regarding Ball In and Out of Play:

1. The ball is out of play
 - when it has completely crossed the goal line or touch line on the ground or in the air.
 - when the referee has stopped play.
2. The ball remains in play unless signaled out of play by the referee including
 - rebounding from the goalpost, crossbar or corner flag post.
 - rebounding from the referee or an assistant referee when in the field of play.

Discussion:

It is the position of the ball, and not that of the player, which determines when the ball is out of play. This concept is somewhat foreign since the reverse is true in other popular sports such as football and basketball. It is also sometimes difficult to resist the temptation to think the ball is out of play when it touches a goal line or touch line but we need to remember that the entire ball must cross the line before it is out. Position is critical when judging this fact and, in the vast majority of situations, we should thank the assistant referee for being in the best position to make this decision. Curving balls kicked from corner kicks or near the touch lines or goal lines may briefly cross the plane of the line in the air and then return within the playing field. In these situations the ball should be declared out of play and the appropriate restart taken. The reverse is also true when a throw-in is taken. That is, the ball is not in play until the ball has broken the plane of the touch line after being released. If the ball is thrown down the line and never breaks the plane of the touch line, the throw-in should be retaken.



LAW 10: THE METHOD OF SCORING

Spirit of the Law:

The referee will award a goal when the ball enters the goal except as otherwise provided by the Laws of the Game.

Key Elements of the Law:

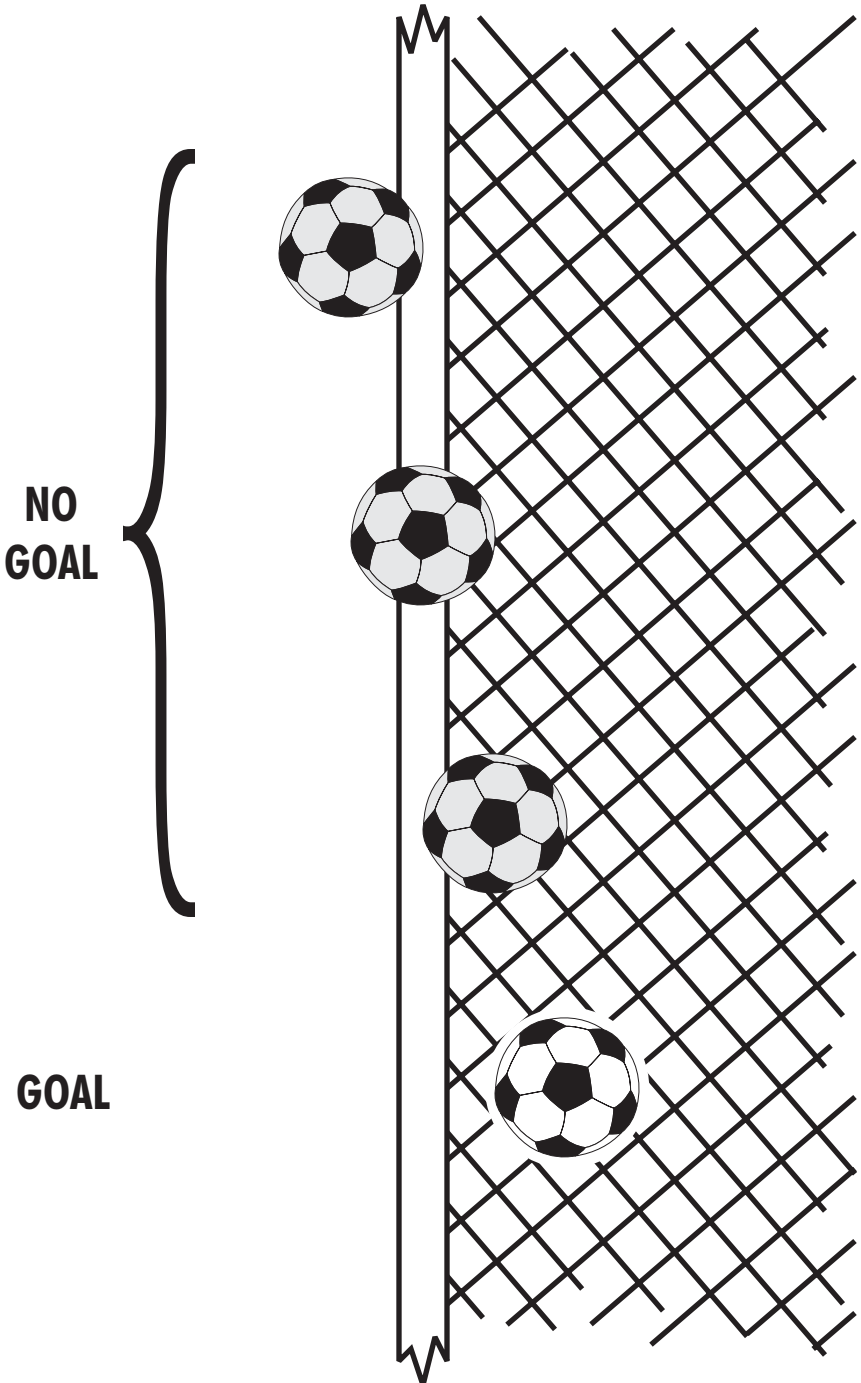
- The ball must completely cross the goal line between the goalposts and under the crossbar for a goal to be scored.
- Only the referee may award or disallow a goal.

Essential Facts Regarding Method of Scoring:

1. The referee may accept the opinion of a neutral assistant referee regarding a possible goal which the referee did not see.
2. The position of the ball is relevant when determining whether a goal has been scored, not the position of the goalkeeper.
3. A goal should not be awarded if an outside agent (spectator, dog, tyrannosaurus, etc.) has interfered with play prior to the ball entering the goal.
4. A goal should not be awarded if the goalkeeper was incapacitated (injured or unable to play) immediately prior to the ball entering the goal.
5. A goal should not be awarded if the Laws of the Game were violated by the attacking team immediately prior to the ball entering the goal.
6. The referee may reverse his decision regarding the scoring of a goal as long as play has not yet been restarted.

Discussion:

If a player sends a screamer into the goal making the net bulge to withstand the impact, most will realize a goal has been scored. However, goals are not always so obvious. For those less than obvious goals, we must frequently rely on the correct positioning and judgment of the assistant referee, who will apply the same set of criteria used to determine when the ball is out of play, together with the fact that it has left the field between the goalposts and under the crossbar. The best seat in the house to judge this is occupied by the assistant referee looking directly down the goal line. One circumstance under which a goal can be scored that is not obvious occurs when the goalkeeper attempts to stop a particularly hard shot which causes the goalkeeper to retreat sufficiently back into the goal that the ball completely crosses the goal line for a brief period while in the possession of the goalkeeper. A similar situation can occur, usually with younger goalkeepers who, after making a save, accidentally put the ball completely across the goal line during their wind up to throw the ball into play. We AYSO referees are taught to stop play, explain the situation to the keeper, then have him/her attempt to put the ball in play again. Younger division (U6, U8) only!



LAW 11: OFFSIDE

Spirit of the Law:

A player may not participate or interfere in play from an offside position.

Key Elements of the Law:

- A player in an offside position is not eligible to participate in play.
- The punishment for being offside is an indirect free kick for the opposing team.
- The indirect free kick is taken from the location of the offside player.

DON'T SAY...offsides
WHEN YOU MEAN...
Offside

There is no "s" on the end of the term (but there could be several offsides called during a game.)

Essential Facts Regarding Offside:

Three basic elements: FACT - JUDGMENT - OPINION

1. **FACT:** A player is in offside position if

he is nearer to his opponents' goal line than are both the ball and the second last opponent.

FACT: A player is not in an offside position if

he is in his own half of the field, or

he is level with the second last opponent, or

he is level with the last two opponents, or

he receives the ball directly from a throw-in, corner kick or goal kick

2. **JUDGMENT:** The referee's decision whether or not a player is in an offside position is made at the instant the ball is played by a team-mate, not when it is received. Note: Being in an offside position is, by itself, not a violation of the Offside Law and should not be penalized.
3. **OPINION:** It is the referee's responsibility to determine whether or not, in his opinion, the player in an offside position has participated in the area of active play by
 - 1) interfering with play,
 - 2) interfering with an opponent, or
 - 3) gaining an advantage by being in that position.

The referee may or may not declare a violation of the Offside Law depending upon his judgement of the circumstances.

Discussion:

Many years ago there was no Offside Law in soccer. In the English schools where soccer was often played, it began to be noticed that players who were not willing to work with their teammates to help advance the ball would simply loiter around in front of the opponents' goal waiting for the ball to arrive to they could score a goal and be a hero.

The schoolmasters determined this was not a sporting thing to do and there fore made a rule that any player guilty of this offense would be taken off the side (off the team) and not allowed to play. Thus the Offside Law was born. As a point of interest, there is no S at the end of the term offside, since a player only plays for one side (team) they can only be taken off one side (team) not both sides.

The argument is sometimes made that a player who is standing in an offside position, even though inactive, is a cause for concern or worry on the part of the opposing goalkeeper or defender and therefore this can be interpreted as participation. This argument is not considered valid because referees cannot base their decisions on what is in the minds of players, but rather must make their decisions based on what has, in fact, actually occurred. If players were penalized because they caused the opponents to worry about them because of what they might be able to do, this would have eliminated a lot of great players from the game. Do you think opposing teams had cause for concern or worry when they were about to play against players such as Pele or Georgie Best?

**DON'T SAY...calls offside
WHEN YOU MEAN...**

Signals or Flags For

"Signals" is preferred, but "flags" is okay for variety. There is no offside "called" until the referee signals.

As an example, consider the following: A player with the ball is near the opposing team's corner flag. The opposing goalkeeper is anticipating the ball being passed in front of the goal and has positioned himself close to the near goalpost and out from the goal line about two yards, which is close where the attacking player is legally positioned waiting for the ball. Another attacking player has taken an offside position inside the far goalpost on the goal line. The ball is centered to the legally positioned team-mate who, to the goalkeeper's

dismay, heads the ball just inside the near goalpost. This goal should be allowed (and applauded) if the player in the offside position was only guilty of standing on that particular piece of grass and did not actively interfere with any opponent, despite proximity to the goalkeeper.

But what if..., begins the dissenting voices. The what ifs would each be considered separately, but in the situation described, a goal should be awarded.

If the assistant referee does not raise the flag immediately when a player is in an offside position, players, coaches, and spectators need not get upset. The assistant referee is properly waiting a fraction of a second to assess whether or not the player in an offside position is involved in active play.

If in doubt, don't signal, assistant referees do not stop the game needlessly.

LAW 12: FOULS AND MISCONDUCT

Spirit of the Law:

Teams which fail to play in a sporting, fair, and safe manner will be penalized.

Key Elements of the Law:

The ten penal fouls are divided into two groups.

Six require that the fouls be committed carelessly, recklessly, or with excessive force.

1. Kicking or attempting to kick an opponent
Attempt is an offense, even if unsuccessful.
If done violently, player is sent off.
2. Striking or attempting to strike an opponent
Attempt is an offense, even if unsuccessful.
Includes throwing an object (such as a ball) at an opponent.
If done violently, player is sent off.
3. Pushing an opponent
With hands, body, or feet.
4. Charging an opponent
Charging into the spine.
Charging when both feet are off the ground.
5. Tripping or attempting to trip an opponent
Attempt is an offense, even if unsuccessful.
With the feet, legs, arms or body.
Stooping in front or behind and opponent to make him/her stumble or fall.
6. Jumping at an opponent
Jumping up toward the ball is allowed, jumping at an opponent is not.

**DON'T SAY...charging
WHEN YOU MEAN...
Dangerous Play**
A "charge" in soccer does not
mean running into an opponent

The other four require only that they be committed.

7. When tackling an opponent for possession of the ball, making contact with the opponent before touching the ball.
Catching the opponent's heel, ankle, or foot.
Touching with hand, arm, chest.
8. Spitting at an opponent
Even if the player misses, it's a foul
9. Holding an opponent
With hands, body, legs, or feet.
Grabbing clothing.
Stretching arms out to detain an opponent through contact is holding. To do without bodily contact is impeding the progress of an opponent, a non penal foul.
10. Handling the ball deliberately
Hand includes all of arm up to shoulder.
Does not apply to goalkeeper in own penalty area, except in special circumstances.
Instinctive, self-protection reactions are not penalized.
Accidental contact - ball striking hand or arm - is not an offense and is not penalized, even if a benefit is realized.

The referee is the sole judge of whether an action is careless, reckless, or involves excessive force, whether a tackler fouls an opponent or whether a player deliberately handles the ball.

When a penal foul is committed, the player is penalized by the awarding of direct free kick to the opposing team. If a penal foul is committed by a defender in his or her own penalty area, the opponents are awarded a penalty kick.

Note: Penal fouls are rare with younger players. They are more clumsy than careless or reckless, and they are very obvious when using excessive force. The penal fouls you are likely to see are pushing, tripping, holding, and handling the ball deliberately. Most other times when they commit an offense against an opponent, it is playing dangerously, which is a non penal foul penalized by the awarding of an indirect free kick.

Discussion:

Referees may, in the interest of safety and the education of everyone involved, occasionally interfere with the fun and provide some gentle direction regarding the desire for all to complete the match without injury. As the age, skill and competitive desire of the players increase, so will the number of true penal fouls. Referees are charged with conducting an enjoyable match at all levels of play. Player enjoyment and intentional fouling are not compatible. Referees must walk the fine line between letting the game flow without unnecessary interruption, and knowing when to interfere with the action to keep play within the boundaries of fairness and safety.

Charging, despite the negative connotation it may imply, can be done legally in soccer. Players may try to physically separate an opponent from control of the ball legally by charging. This is considered legal as long as the following components are complied with:

- The ball must be within playing distance
- The contact must be shoulder to shoulder (from the side) or shoulder to shoulder blade (from the rear) and should be a staccato blow (a bump not a push)
- At least one foot must remain on the ground.

**DON'T SAY...advantage
WHEN YOU MEAN...**

Keep Playing

If there has not been a foul, say "no foul-keep playing!" But when the referee applies advantage, it's "Play on — advantage!"

Essential Facts Regarding the Eight Non penal Fouls:

1. Play in a dangerous manner
 - Intent is not required.
 - May be committed against oneself or an opponent
 - Making a high kick at a ball near another player's head.
 - Attempting to head a low ball near another player's feet.
2. When not playing the ball, impeding the progress of an opponent
 - Preventing an opponent from getting to the ball which is not within playing distance.
 - Standing in front of the goalkeeper and making no attempt to play the ball (usually during corner kicks).

3. Prevents the goalkeeper from releasing the ball from his hands.
4. Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player.
5. Goalkeeper restrictions

Taking more than six seconds to release the ball into play.

Indulging in time-wasting tactics such as lying on the ball for an unnecessarily long time.

Having released the ball into play, touching it again with his hands before it has been touched by another player.

Touching the ball with his hands on any occasion when a teammate has deliberately kicked the ball to him.

Touching the ball with his hands when a teammate has thrown the ball in directly to him.

***DON'T SAY...goalie
WHEN YOU MEAN...***

Goalkeeper

On occasion it is okay to say "keeper," but avoid "goalie."

***DON'T SAY...his box
WHEN YOU MEAN...***

The Goal Area

Or his/her goal area.

The punishment for committing a non penal foul is an indirect free kick for the opponents at the point of the infractions.

Discussion:

The non penal fouls are less serious than the penal fouls and, therefore, result in an indirect free kick rather than a direct free kick as the penalty. For an indirect free kick, the referee is required by the Laws of the Game to signal by holding his arm in the air and to keep it in this position until the ball is touched or played by another player or the ball goes out of play. This serves as a reminder to both the players and the referee that the kick is indirect.

Impeding the progress of an opponent, like charging, has a negative connotation and, like charging, is illegal in most situations. However, there is one instance in which it can be used without punishment: that is, while playing the ball.

Essential Facts Regarding Cautionable Offenses:

There are seven reasons a player may be cautioned and shown a yellow card.

1. Unsporting behavior.
2. Dissent, by word or action, with decisions of the referee.
3. Persistently infringes the Laws of the Game.
4. Delays the restart of play.
5. Fails to respect the required distance at the restart of play.
6. Enters or re-enters the field of play without permission of the referee except in the normal course of play.
7. Leaves the field of play without the permission of the referee.

***DON'T SAY...give a card
WHEN YOU MEAN...***

Caution a player

Discussion:

A caution results in an indirect free kick at the place of the offense for the opposing team, except for the following:

1. If a player enters or exits the field illegally, the free kick is taken where the ball was when play was stopped.
2. If play is stopped for another offense that normally results in a direct free kick (or a penalty kick).
3. The ball was out of play when the offense occurred.

Cautions in the younger age groups need to be avoided. The referee can offer a friendly word to younger players or can consult and work with the coach to get the desired result before a caution is necessary.

When a caution is given, the referee holds up a yellow card to indicate the caution. If an additional cautionable offense is committed by the same player (second cautionable offense), the player will be sent off the field.

Essential Facts Regarding Sending-Off Offenses:

There are seven reasons a player may be sent off the field

1. Serious foul play.
2. Violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (does not apply to a goalkeeper within his own penalty area).
5. Denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offense punishable by a free kick or a penalty kick.
6. Uses offensive, insulting, or abusive language.
7. Receives a second caution in the same match.

***DON'T SAY...eject; ejected
WHEN YOU MEAN...
Send Off
or Sent Off***

Discussion:

A send-off results in an indirect free kick at the place of the offense for the opposing team, except for the following:

1. If play is stopped for another offense that normally results in a direct free kick (or a penalty kick).
2. The ball was out of play when the offense occurred.

The player who is sent off may not be replaced, and the team plays with one less player for the rest of the match. As with cautioning, sending off young players needs to be avoided.

When sending off a player or substitute, the referee holds up a red card to indicate the send-off.

LAW 13: FREE KICKS

Spirit of the Law:

Free kicks are to be taken without interference from the opposing team.

Key Elements of the Law:

- Direct free kicks are awarded for penal fouls and a goal may be scored directly against the opponents.
- Indirect free kicks are awarded for non penal fouls and certain technical infractions. After the ball is in play, it must touch or be played by a second player from either team before a goal can be scored.

Essential Facts Regarding Free Kick:

1. The opposing team must remain at least ten yards from the ball until the ball is kicked into play, except for the following:
 - When the free kick is awarded to the defending team within its penalty area, the opponents also must be outside the penalty area and remain there until the ball is kicked directly beyond the penalty area.
 - If, in the case above, the free kick is taken in the defender's goal area, the ball may be placed anywhere within the goal area for the kick.
 - When the attacking team has been awarded an indirect free kick less than ten yards from the opponents' goal, the opponents must either be ten yards from the ball or on the goal line between the goalposts.
 - If, in the case above, the indirect free kick is awarded to the attackers inside the opponents goal area, the kick shall be taken from the nearest point on the six-yard line that runs parallel to the goal line.
2. The ball is in play from a free kick once it has been kicked and has moved or, in the case of the defending team taking the kick from within their own penalty area, when the ball completely leaves the penalty area.
3. The player taking the free kick may not play the ball a second time until it has been touched by another player. The penalty for violation is an indirect free kick for the opponents from the point of the infraction.
4. A player may be penalized for offside from a direct or indirect free kick.

Discussion:

Free kicks generally are either ceremonial kicks or quick kicks. The ceremonial kick occurs when the team awarded the kick elects to take time before taking the kick, possibly to attempt a set play learned in practice. In this situation, the team expects the opponents to retreat the required ten yards. It is the duty of the referee to enforce the Law in this regard as quickly as possible. The quick kick, conversely, is generally used to put the ball into play quickly and thus take advantage of an opportunity to advance the ball or to score a goal before the opposing defenders can get organized. In this situation, the team taking the kick may elect to kick the ball before the opponents have retreated the required ten yards. The quick kick option is the choice of the team taking the kick and is perfectly legal as long as the ball is placed correctly and is stationary before it is kicked.

***DON'T SAY...the "D"
WHEN YOU MEAN...
Penalty Arc***

LAW 14: THE PENALTY KICK

Spirit of the Law:

A penalty kick is awarded the offended team when a penal foul is committed by a player within his own penalty area.

Key Elements of the Law:

- A goal may be scored directly from a penalty kick.
- The kick is taken from the penalty mark located twelve yards from the goal line.
- The ball is in play once it has been kicked and moves forward.
- All players must be on the field of play, outside the penalty area, ten yards from the ball, and must stand behind the penalty mark, except for the kicker and the opposing goalkeeper.
- The defending goalkeeper remains on the goal line between the goalpost facing the kicker until the ball has been kicked.
- The kicker must wait for the referee's signal before taking the kick.
- An indirect free kick will be awarded to the opponents if the kicker plays the ball twice in succession.
- Time will be extended, if necessary, for a penalty kick to be taken at the end of the half or end of the match. In this situation, a goal shall not be nullified if the ball touches the goalpost, crossbar or goal-keeper before entering the goal.

Essential Facts Regarding Penalty Kick:

1. For infringements of the Law by the defending team, the kick shall be retaken if a goal has not been scored.
2. For infringements of the Law by the attacking team, except for the kicker playing the ball twice in succession, the kick shall be retaken if a goal was scored.
3. For infringements of the Law by both teams, the kick shall be retaken regardless of the outcome.

***DON'T SAY...penalty kicks
WHEN YOU MEAN...***

Kicks From the Penalty Mark

As in when determining the result of a game that has ended in a tie.

Discussion:

The Laws of the Game clearly intend that penal fouls committed by players within their own penalty area should result in a penalty kick for the opponents. A penalty kick provides an excellent goal-scoring opportunity, and this is precisely the intent of the Law. Penal fouls are serious fouls and, when done close to the goal (inside the penalty area), they seriously hinder the attacking team's chance of scoring a goal. Thus the Penalty Kick Law was devised to provide an additional measure of deterrence for committing penal fouls near one's own goal. In the younger age divisions, penal fouls are rare and the use of penalty kicks should likewise be rare at this level of play.

The penalty kick is one of the few times players must wait for the referee's signal (whistle) before restarting play so the referee can ensure that all the players are first legally positioned. Once the referee has given the signal for the penalty kick to be taken, the kick will not be interrupted by the referee for an infraction until the outcome of the kick is determined. This is important because the resulting restart will vary depending upon which team committed the infraction and whether or not a goal was scored. This may appear confusing initially, but once understood is quite logical.

An infraction committed by the goalkeeper's team where the penalty kick is missed should be considered as the reason the goal was missed and should therefore be retaken. However, had a goal been scored in this same situation, the kicker should not be required to try again because he or she might miss the second time and retaking the kick would not be logical. An infraction committed by the kicker's team, where the penalty is missed, would not logically be considered a just reason to retake the kick. Had the goal been scored, you could logically conclude that the infraction may have interfered with the goalkeeper's effort to stop the shot and, thus, the goal should be disallowed and the kick retaken. In the case where infractions are committed by both teams, a case could be made in favor of either team so the only logical decision is to do it all over again.

LAW 15: THE THROW IN

Spirit of the Law:

When the ball completely crosses the touch line, it shall be thrown back into the field of play by a player of the team opposite to that of the player who last touched it.

Key Elements of the Law:

- The throw-in shall be taken from the point at which the ball left the field.
- The thrower must face the field and part of both feet must remain on or behind the touch line.
- The ball must be thrown with both hands from behind and over the head.

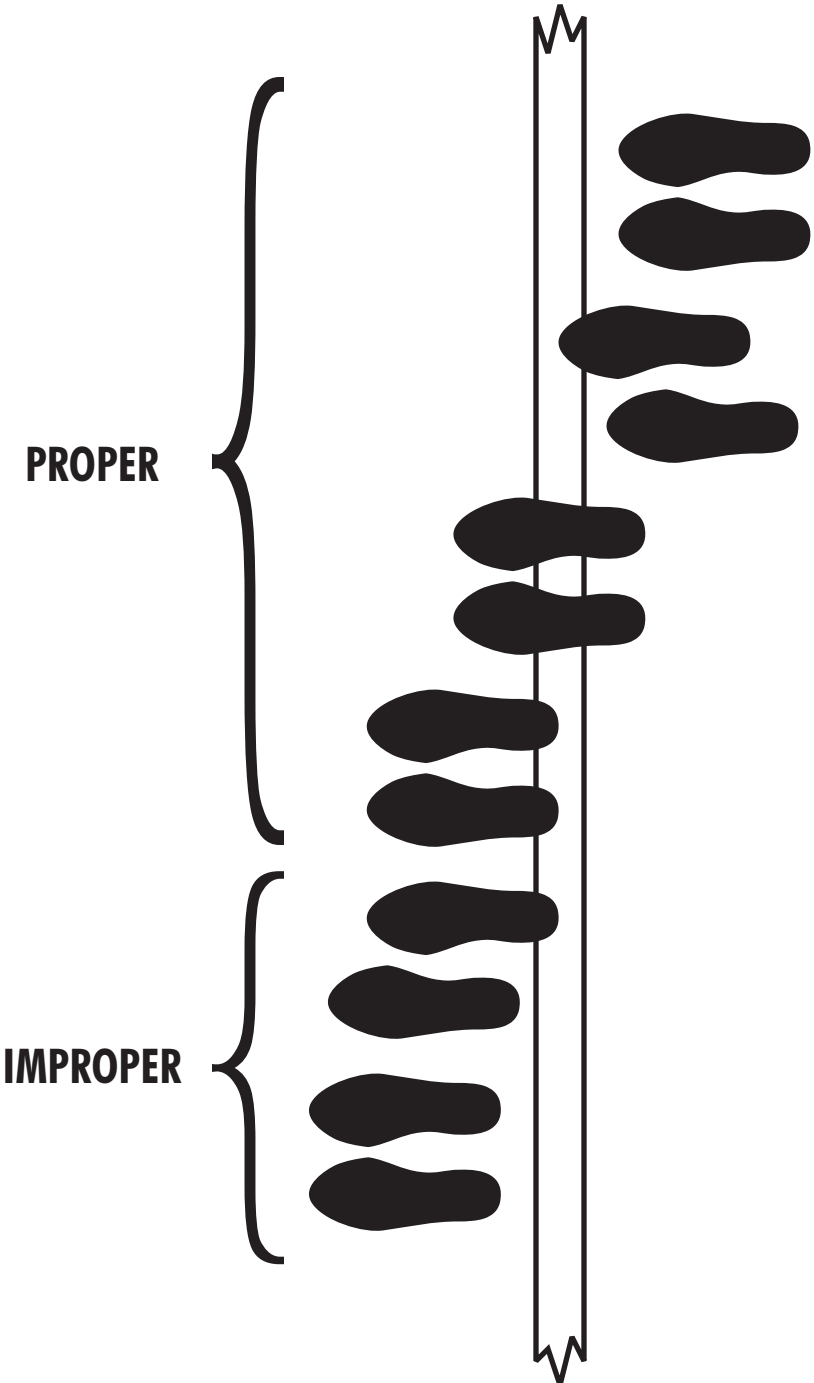
Essential Facts Regarding Throw-In:

1. The ball is in play as soon as it is both released and has entered the field of play.
2. The thrower may not play the ball a second time in succession (penalty is an indirect free kick for the opposing team from the point of infraction).
3. If the ball is improperly thrown in, it shall be retaken by a player of the opposing team.
4. A goal may not be scored directly from a throw-in.
5. Exception to the Offside Law is permitted for the first person to receive the ball from a throw-in.
6. All opponents must stand no less than 2 yards from the point at which the throw in is taken.

Discussion:

The throw-in is one of the simplest and most common restarts and should not be the source of any unusual problems. There have developed over the years some misconceptions regarding the throw-in. One of the most common misconceptions is that spin on the ball is illegal. This is not the case and, in fact, it is almost impossible to throw the ball without some measure of spin. Side spin is often incorrectly considered a sign of an illegal throw-in. In reality, this side spin is generally an indication that the ball has slipped through the hands of the thrower and the ball is not thrown as far or as accurately as the thrower intended. The ball can generally be thrown farther with one hand than it can with two and this is what is considered illegal. It is the referee's duty to determine if this has occurred, but the simple fact that the ball is spinning should not, by itself, be reason to consider the throw-in illegal. Another misconception is that the ball must be thrown with considerable force. The operative word here is thrown and as long as there is a smooth continuous motion with the throw, it is perfectly legal if the ball does not ravel very far from the thrower.

Various techniques are employed by players when throwing in the ball. It is not uncommon for players to make a running throw-in. At the moment the ball is released, with the running throw-in, usually the toe of one foot will be dragging along the ground which satisfies the requirements of the Law. As the players advance in age, they may develop an acrobatic flip throw-in which can increase the distance of the throw. This flip throw-in is legal as long as all elements of the Law are complied with at the moment the ball is released.



LAW 16: THE GOAL KICK

Spirit of the Law:

A goal kick is awarded to the defending team when the ball crosses the goal line without a goal being scored after last being touched by a member of the attacking team.

Key Elements of the Law:

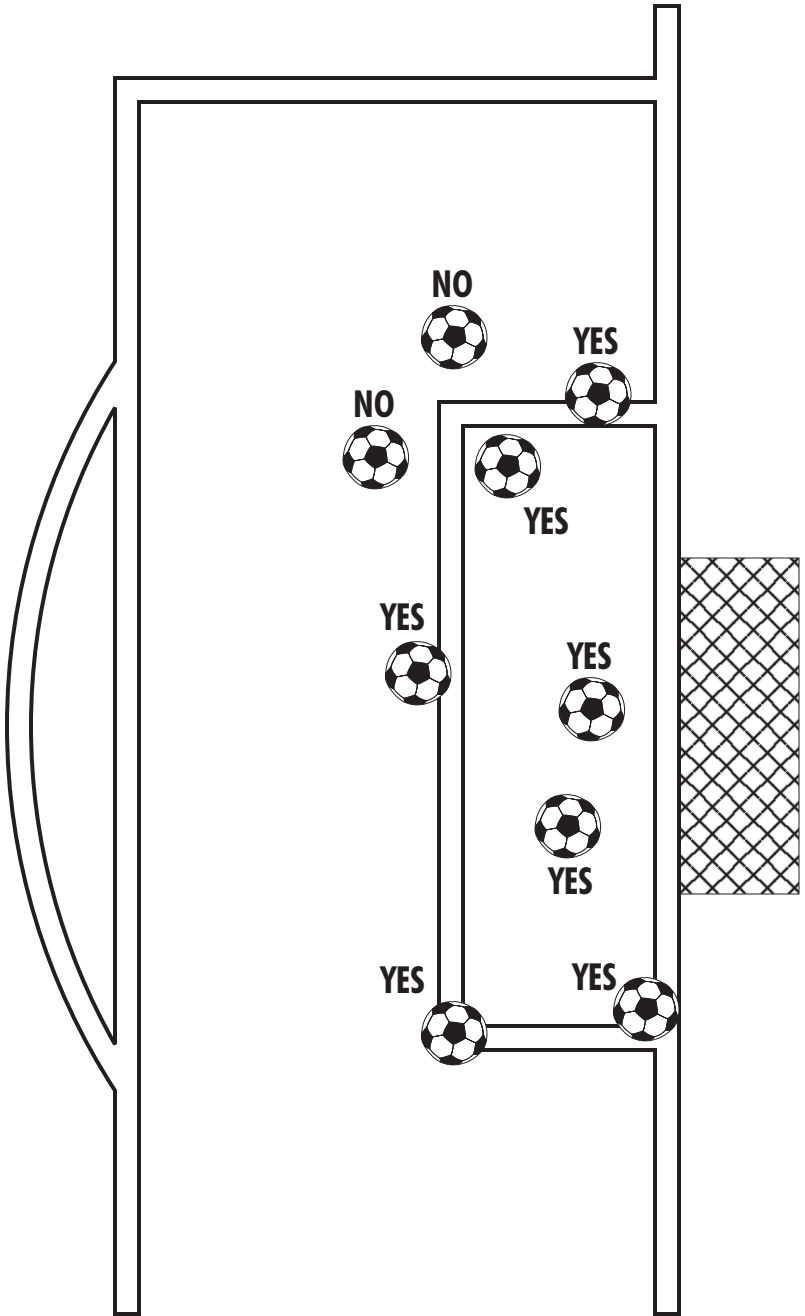
- The ball may be placed anywhere within the goal area.
- The ball is in play once it has been kicked beyond the penalty area.

Essential Facts Regarding Goal Kick:

1. Opposing players must remain outside the penalty area until the ball is kicked into play beyond the penalty area.
2. A goal may be scored directly from a goal kick, but only against the opposing team.
3. The player taking the goal kick may not play the ball twice in succession (penalty is an indirect free kick for the opposing team).
4. Exception to the Offside Law is permitted for the first person to receive the ball from a goal kick.

Discussion:

The goal kick is a relatively simple method of restarting play and generally causes few difficulties. As with free kicks, the team taking the goal kick may elect to take a quick kick before the opposing team have retreated outside the penalty area. The kick is retaken if it is touched by any player other than the kicker before leaving the penalty area or if it is touched for a second time by the player taking the kick. The offside exception for the first player to receive the ball from a goal kick is rarely of any consequence in the younger divisions. However, in the older divisions, this fact must be kept in mind during those long goal kicks which can reach a team-mate in the opponents' half of the field.



LAW 17: THE CORNER KICK

Spirit of the Law:

The corner kick is awarded to the attacking team after the ball crosses the goal line without a goal being scored and last being touched by a member of the defending team.

Key Elements of the Law:

- The ball is placed within the corner arc at the nearest corner flagpost.
- A goal may be scored directly from a corner kick.

Essential Facts Regarding Corner Kick:

1. The ball is in play after it has been kicked and moves.
2. Opposing players must remain ten yards from the ball until it is kicked into play.
3. The corner flag must not be moved or removed during the taking of the corner kick.
4. The kicker may not play the ball twice in succession (penalty is an indirect free kick for the opposing team).
5. Exception to the Offside Law is permitted for the first person to receive the ball from a corner kick.

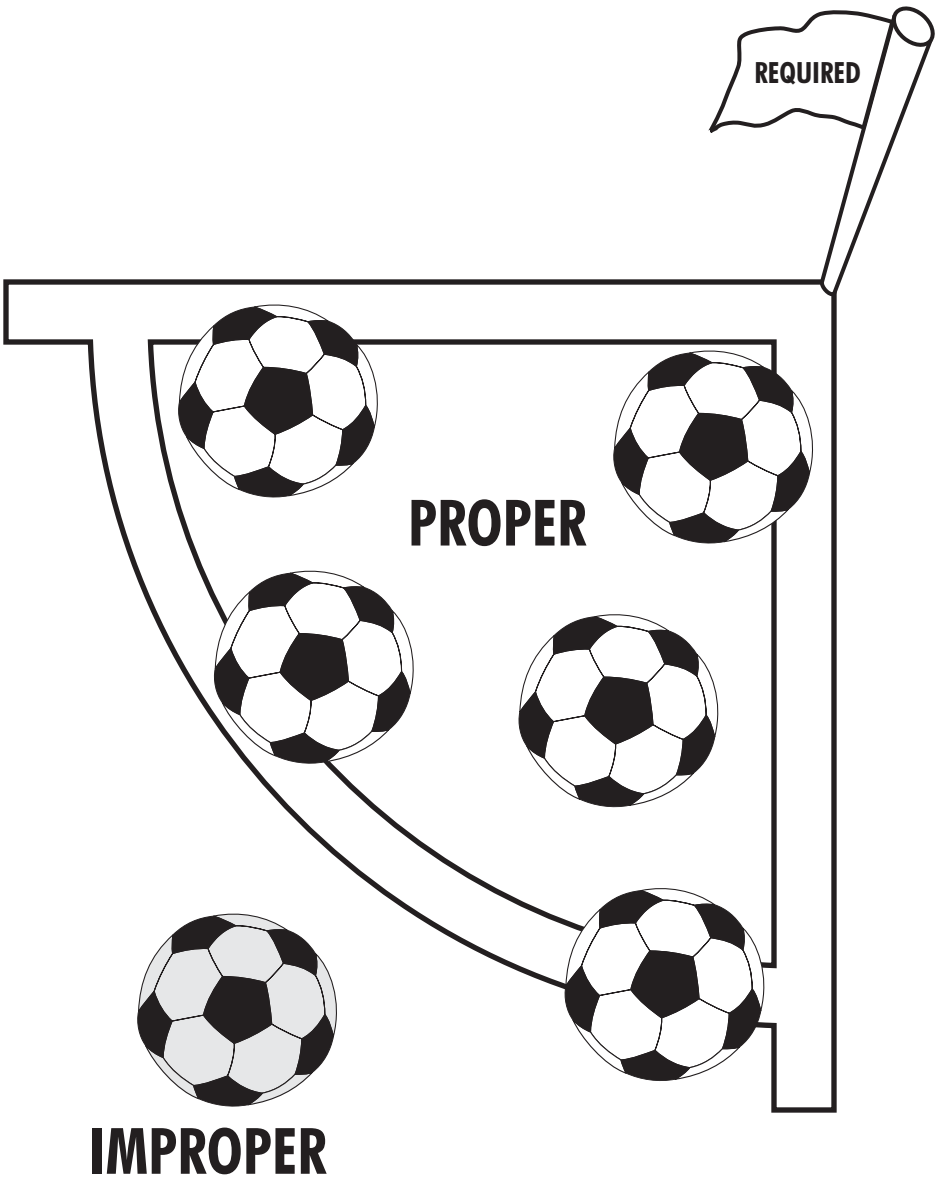
Discussion:

Corner kicks are excellent goal scoring opportunities in the older divisions where the ball can be easily kicked in front of the goal from the corner area. Difficulties arise fairly often involving the Offside Law on corner kicks. The first person to receive the ball from the corner kick is, of course, exempt from the Offside Law. However, when a short corner kick is attempted by making a short pass from the corner arc to a nearby team-mate, it is fairly common for this player to pass the ball back to the original kicker, and there is a strong possibility for offside to be called depending upon circumstances.

***DON'T SAY...corner circle
WHEN YOU MEAN...***

Corner Area

“Corner area” and “quarter circle” are in the Laws; “corner arc” is okay for variety.





AYSO Philosophy

AYSO's philosophy grew out of a deep concern for the well-being of all participants. The five principles of "everyone plays", "balanced teams", "open registration", "positive coaching", and "good sportsmanship" mean one thing: AYSO exists for the benefit of children-for their growth and positive development, and pure enjoyment. These philosophies, determined by the AYSO founders in 1964, still guide the organization today.

EVERYONE PLAYS

"Everyone plays" means every child, regardless of ability, plays at least one half of every game. In AYSO, everyone plays because children learn skills, teamwork and sportsmanship, and develop confidence and self-esteem by playing, not spectating. The AYSO founders knew how crucial "everyone plays" was to the acceptance of AYSO early in the 1960's. Promoting an unfamiliar sport to American kids and their parents was no easy task! But "everyone plays" worked then, as it does now, because everyone has more fun when "everyone plays".

BALANCED TEAMS

"Balanced teams" is AYSO's way of keeping competition fair, so it's more fun for everyone. Team balancing dates back to AYSO's first season when the 50-or-so players who showed up on registration day were simply distributed randomly. A few scrimmages later, adjustments were made to assure teams were comparable in talent.

These days the balancing act can be a bit more complicated, especially in larger regions where on division might include 75 teams. But the original intent and ultimate results are the same. Balanced teams means competitive, interesting games for all who play and watch.

OPEN REGISTRATION

"Open registration" is AYSO's equal rights measure. It means AYSO does not restrict membership on the basis of talent, race, religion or any creed. AYSO believes that every child that signs up should get the opportunity to play and every AYSO region works to accomplish that.

POSITIVE COACHING

"Positive coaching" is the glue that holds together the AYSO philosophies and gives them meaning for AYSO players. Positive coaching means instructing without condemning, praising the individual but correcting the group, displaying good sportsmanship and, in general, setting a good example for AYSO players.

GOOD SPORTSMANSHIP

We desire to create a positive environment based on mutual respect, rather than a win-at-all costs attitude. All our programs must be designed to instill "good sportsmanship" in every facet of AYSO.

NOTES



AYSO REGION 159
www.ayso159.org