

Laws of the Game 2015 for U/12 – U/16 Age Groups

This is a guide for persons who find themselves holding the whistle on the day. It is based on the FIFA official rule book as much as possible with specific modifications made to reflect the local rules for the U/12 – U/16 age group for which it is designed.

A single line indicates Law changes that apply in the MWFA.

LAW 1 – The Field of Play

All fields are allocated by the MWFA and marked and setup by the Clubs. All fields in the MWFA should be marked as described below and should also have goal posts conforming to these Laws. If any field does not conform to these standards, unless the safety of the players is endangered play the game anyway and report the matter to the MWFA through your Club.

These sections are repeated for completeness.

Dimensions

The field of play must be rectangular. The length of the touchline must be greater than the length of the goal line.

Length: minimum 90m (100yds)
maximum 120m (130yds)

Width: minimum 45m (50yds)
maximum 90m (100yds)

The field dimensions within the MWFA are as existing.

Field Markings

The field of play is marked with lines. These lines belong to the areas of which they are boundaries.

The two longer boundary lines are called touchlines. The two shorter lines are called goal lines.

All lines are not more than 12cm (5ins) wide.

The field of play is divided into two halves by a halfway line.

The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of 9.15m (10yds) is marked around it.

The Goal Area

A goal area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 5.5m (6yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 5.5m (6yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the goal area.

The Corner Arc

A quarter circle with a radius of 1m (1yd) from each corner flag post is drawn inside the field of play.

The Penalty Area

A penalty area is defined at each end of the field as follows:

Two lines are drawn at right angles to the goal line, 16.5m (18yds) from the inside of each goalpost. These lines extend into the field of play for a distance of 16.5m (18yds) and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area.

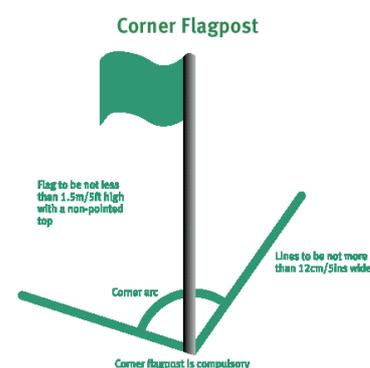
Within each penalty area a penalty mark is made 11m (12yds) from the midpoint between the goalposts and equidistant to them.

An arc of a circle with a radius of 9.15m (10yds) from each penalty mark is drawn outside the penalty area.

Flag posts

A flag post, not less than 1.5m (5ft) high, with a non-pointed top and a flag, is placed at each corner.

Flag posts may also be placed at each end of the halfway line, not less than 1m (1yd) outside the touchline.

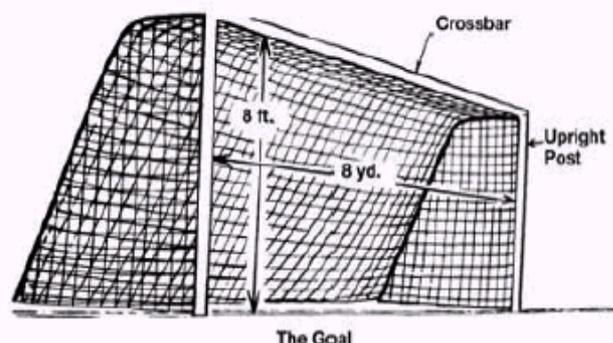


Goals

Goals must be placed on the centre of each goal line.

They consist of two upright posts equidistant from the corner flag posts and joined at the top by a horizontal crossbar.

The distance between the posts is 7.32m (8yds) and the distance from the lower edge of the crossbar to the ground is 2.44m (8ft).



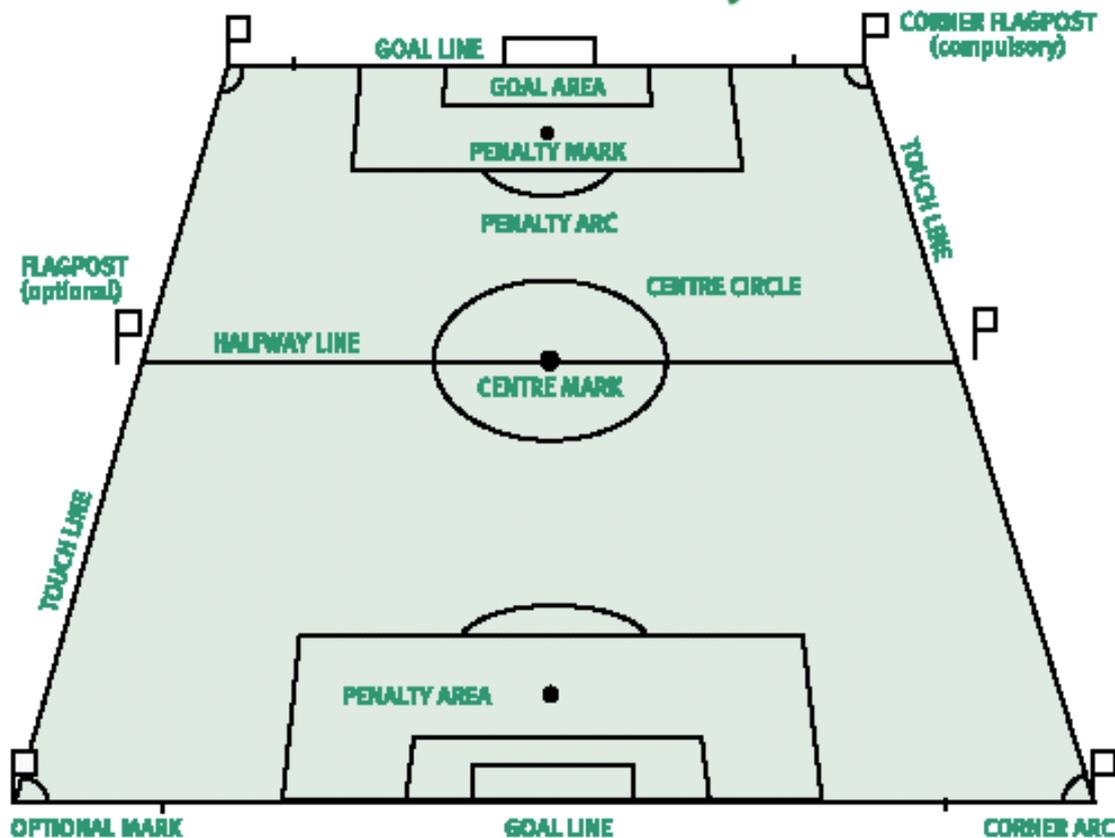
Both goalposts and the crossbar have the same width and depth, which does not exceed 12cm (5ins). The goal lines are the same width as that of the goalposts and the crossbar. Nets may be attached to the goals and the ground behind the goal, provided that they are properly supported and do not interfere with the goalkeeper.

The goalposts and crossbars must be white.

Safety

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

The Field of Play



LAW 2 – The Ball

In all matches, each team shall have a ball of correct size for the particular age group, fit and ready for use.

Qualities and Measurements

The ball is:

- *Spherical*
- *made of leather or other suitable material*
- *the ball must be of the correct size for the age group:*
 - Under 12 – Under 13 Size 4 Circumference 62-65 cm*
 - Under 14 and above Size 5 Circumference 68-70 cm*
- *of a pressure equal to 0.6 – 1.1 atmosphere (600 – 1100 g/cm²) at sea level (8.5 lbs/sq in 15.6 lbs/sq in)*

Replacement of a Defective Ball

If the ball bursts or becomes defective during the course of a match:

- *the match is stopped*
- *the match is restarted by dropping the replacement ball at the place where the first ball became defective*
 - * (see Law 8 – Special Circumstances)

If the ball bursts or becomes defective whilst not in play at a kick-off, goal kick, corner kick, free kick, penalty kick or throw-in:

- *the match is restarted accordingly*

The ball may not be changed during the match without the authority of the referee.

Brand of Ball

There are eight brands of ball to be used in matches within the MWFA. These are: ADIDAS, CALIBRE, DERBYSTAR, ERREA, HUMMEL, LOTTO, NIKE, and PATRICK. If any of the balls produced by the teams is not of the approved brand, play the game and report the matter on the referee's card.

LAW 3 – The Number of Players

Players

A match is played by two teams each consisting of not more than eleven players, one of whom is the goalkeeper. A match may not start if either team consists of fewer than seven players.

Substitutes

A substitute is a team member who is in addition to the eleven on-field players. Substitutes may be exchanged with on-field players using the correct procedures.

Up to a maximum of five substitutes may be used in any game.

The names of the substitutes must be given to the referee prior to the start of the game on the referee's card. A substitute may take the field if not present at the start of the game provided the player's name is on the referee's card. Substitutes not so named may not take part in the match, unless one of the teams started with less than eleven players, then names may be added until the total reaches eleven.

Substitution Procedure

To replace a player by a substitute, the following conditions must be observed:

- *the referee is informed before any proposed substitution is made*
- *a substitute only enters the field of play after the player being replaced has left and after receiving a signal from the referee*
- *a substitute only enters the field of play at the halfway line and during a stoppage in the match*
- *a substitution is completed when a substitute enters the field of play*
- *from that moment, the substitute becomes a player and the player he has replaced ceases to be a player and becomes a substitute.*
- *a player who has been replaced takes no further part in the match unless the game is in the U/12 – U/16 age group. In these age groups a substitute may return to the field for another player an unlimited number of times.*
- *all substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not*

Interchange

In the U/12 – U/16 age groups the substitutes may replace a player an unlimited number of times. A player who has been replaced during the game is permitted to go back on to the field again as a substitute. The procedure used for each replacement is the same as the substitution procedure above. The point where the player leaves the field and the substitute enters the field is called the Interchange zone. This zone is a one metre length on the touch line either side of the halfway line.

Changing the Goalkeeper

Any of the other players may change places with the goalkeeper, provided that:

- *the referee is informed before the change is made*

- *the change is made during a stoppage in the match*

Infringements/Sanctions

If a substitute enters the field of play without the referee's permission:

- *play is stopped*
- *the substitute is cautioned, shown the yellow card and required to leave the field of play*
- *Play is restarted with an indirect free kick at the place the ball was located when play was stopped (see Law 8 - Special Circumstances)*

If a player changes places with the goalkeeper without the referee's permission before the change is made:

- *play continues*
- *the players concerned are cautioned and shown the yellow card when the ball is next out of play*

For any other infringements of this Law:

- *the players concerned are cautioned and shown the yellow card*

Restart of Play

If play is stopped by the referee to administer a caution:

- *the match is restarted by an indirect free kick, to be taken by a player of the opposing team from the place where the ball was located when play was stopped * (see Law 8 – Special Circumstances)*

Players and Substitutes Sent Off

A player who has been sent off before the kick-off may be replaced only by one of the named substitutes.

A named substitute who has been sent off, either before the kick-off or after play has started, may not be replaced.

Technical Area and Official Identification

On most fields in the MWFA two Technical Areas will be marked out. These may vary in size and exact location, but generally are rectangular areas on the same side of the field near the halfway line extending forward to within a metre of the sideline. The Coach, substitutes and other team officials must remain within the confines of their team's Technical Area for the duration of play. The substitutes should have their playing shirts covered to avoid confusion with the on-field players. Team Coaches and Managers and any other team officials must wear an identifying ID badge for the period in which they are acting in that capacity. Only officials wearing badges are permitted in the technical area. Only one person at a time is authorised to convey tactical instructions. The coach and other occupants of the technical area must behave in a responsible manner. Officials may leave this area to treat injured players or if they wish to deal with matters not concerned with the coaching of the team on the field. (e.g. preparing half time refreshment)

On fields which have no technical area marked, the referee should request the coaches from both teams stand on the same side of the field. The same general guidelines should be followed regarding the positioning of the coaches and substitutes from both teams near the halfway flags. The coach and manager must wear the official ID.

LAW 4 – The Players' Equipment

Safety

- A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewellery). A player must not use equipment or wear anything that is dangerous to himself/herself or another player
- Modern protective equipment such as headgear, facemasks, knee and arm protectors made of soft, lightweight, padded material are not considered to be dangerous and are therefore permitted
- New technology has made sports spectacles much safer, both for the players themselves and for other players. Glasses worn during the game must be approved by the MWFRA and the endorsement must appear on the player's ID card.

Jewellery

- All items of jewellery are potentially dangerous. The term "dangerous" can sometimes be ambiguous and controversial, therefore in order to be uniform and consistent any kind of jewellery has to be forbidden. This includes rings, necklaces or bracelets of any kind, whichever part of the anatomy they are worn, and of whatever material they are made.
- Players are not allowed to use tape to cover jewellery. Taping jewellery is not adequate protection.
- Rings, earrings, leather or rubber bands are not necessary to play and the only thing they can bring about is injury.

Players **are not allowed** to play in a cast, whether it be plaster, fibreglass, or any other rigid material. Allow nothing more solid than a bandage.

Basic Equipment

The basic compulsory equipment of a player is:

- a jersey or shirt
- shorts – if thermal undershorts are worn, they are of the same main colour as the shorts
- stockings
- shin guards
- footwear

The jersey, shorts and socks must conform to the player's Club's approved strip. For age groups U/12 – U/15 the shirts do not have to have numbers. For all players U/16 to Premier League, the jerseys of each team shall be uniquely numbered and those numbers must correspond to the player's name on the referee's card.

Where in the opinion of the referee team uniforms conflict, a change of strip is necessary, and the away team shall change.

Shin guards

- are covered entirely by the stockings
- are made of a suitable material (rubber, plastic, or similar substances)
- provide a reasonable degree of protection

Goalkeepers

- each goalkeeper wears colours which distinguish him from the other players, the referee and the assistant referees

Infringements/Sanctions

For any infringement of team uniform, away strip or shirt numbers play the game and report the matter to the MWFRA by suitably annotating the referee's card.

For any other infringement of this law:

- play need not be stopped
- the player at fault is instructed by the referee to leave the field of play to correct his equipment
- the player leaves the field of play when the ball next ceases to be in play, unless he has already corrected his equipment
- any player required to leave the field of play to correct his equipment does not re-enter without the referee's permission
- the referee checks that the player's equipment is correct before allowing him to re-enter the field of play
- the player is only allowed to re-enter the field of play when the ball is out of play

A player who has been required to leave the field of play because of an infringement of this Law and who enters (or re-enters) the field of play without the referee's permission is cautioned and shown the yellow card.

Restart of Play

If play is stopped by the referee to administer a caution:

- the match is restarted by an indirect free kick taken by a player of the opposing side, from the place where the ball was located when the referee stopped the match * (see Law 8 - Special Circumstances)

LAW 5 – The Referee

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match in which he officiates. All referees controlling a game have the full authority and responsibility as if appointed by the MWFRA.

If possible, the same person should referee the whole game.

Powers and Duties

The Referee:

- enforces the Laws of the Game
- controls the match in co-operation with any assistant referees
- ensures that any ball used meets the requirements of Law 2
- ensures that the players' equipment meets the requirements of Law 4
- acts as timekeeper and keeps a record of the match
- stops, suspends or terminates the match, at his discretion, for any infringements of the Laws
- stops, suspends or terminates the match because of outside interference of any kind
- stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play
- allows play to continue until the ball is out of play if a player is, in his opinion, only slightly injured
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time
- punishes the more serious offence when a player commits more than one offence at the same time
- takes disciplinary action against players guilty of cautionable and sending-off offences. He is not obliged to take this action immediately but must do so when the ball next goes out of play
- takes action against team officials who fail to conduct themselves in a responsible manner and may at his discretion, expel them from the field of play and its immediate surrounds

- acts on the advice of assistant referees regarding incidents which he has not seen
- ensures that no unauthorised persons enter the field of play
- restarts the match after it has been stopped
- complete the referee's card provided by the home team, both front and back including:
 - writing the scores at the end of the game
 - ensuring the respective managers sign that they agree with the score
 - writing the referee's name (on the front) and those of the assistants on the back, signing the back.
 - ticking the boxes relating to player's equipment and balls supplied.
- provides the appropriate authorities with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occurred before, during or after the match

Decisions of the Referee

The decisions of the referee regarding facts connected with play are final.

The referee may only change a decision on realising that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play or terminated the match.

** During the match, another ball enters the field of play. Should the referee stop play immediately?*

The additional ball should be treated as an outside agent and the referee will stop the match if the additional ball interferes with play. Play is restarted by a dropped ball at the place where the ball was at the time the match was stopped. * Otherwise the referee will have the extra ball removed at the earliest possible opportunity.

Does a team captain have the right to question a decision of the referee?

No. Neither the captain nor any other player has the right to show disagreement with a decision taken by the referee.

A spectator blows a whistle and a defender inside his own penalty area picks up the ball with his hands, assuming that play has been stopped. What action does the referee take?

If the referee considers the whistle to be outside interference, he should stop the match and restart it with a dropped ball.

LAW 6 – The Assistant Referees

In most MWFA matches the assistant referees are not officially appointed by the MWFRA. The duties of officially appointed assistant referees are covered by the FIFA rules as below.

Duties

Two assistant referees are appointed whose duties, subject to the decision of the referee, are to indicate:

- *when the whole of the ball has passed out of the field of play*
- *which side is entitled to a corner kick, goal kick or throw-in*
- *when a player may be penalised for being in an offside position*
- *when a substitution is requested*
- *when misconduct or any other incident has occurred out of the view of the referee*
- *when offences have been committed whenever the assistants are closer to the action than the referee (this includes, in particular circumstances, offences committed in the penalty area)*
- *whether, at penalty kicks, the goalkeeper has moved forward before the ball has been kicked and if the ball has crossed the line*

Assistance

The assistant referees also assist the referee to control the match in accordance with the Laws of the Game. In particular, they may enter the field of play to help control the 9.15m distance.

In the event of undue interference or improper conduct, the referee will relieve an assistant referee of his duties and make a report to the appropriate authorities.

Club Assistant Referees

Generally in the U/12 – U/16 age groups the referee will have sole charge of the game. The referee may request the assistance of two people to 'run the line'. These so-called 'Club' Assistant Referees will vary in knowledge and quality. Whatever the standard of the Club Assistant referee, the referee must always make the final decision. If possible choose an impartial person. The old FIFA rules used to state the minimum duty of a Club Assistant was 'to indicate when the ball is wholly out of play and may indicate which team has the throw'. Referees are expected to use their discretion in giving Club Assistant referees additional responsibility. Judging Goal and Corner kicks is an acceptable duty. Fouls, penalties and misconduct should remain the sole prerogative of the referee. Offside decisions should also remain with the referee, unless he has confidence that the Club Assistant has sufficient knowledge. The Referee's instructions must be specific concerning these duties. The referee should also make it very clear his decision is final and must not be questioned. The referee should also request the Club Assistant remain impartial and try not to coach the players.

Referee's Instructions to Club Linesmen

Suggested format to follow:

1. Hello, my name is John Smith thank you very much for being my Club Linesmen.
2. Can you please take a position in line with the last defender.
3. Let me know when the ball has gone over the touchline for a throw-in. I will decide the direction of the throw in. During throw-ins, put your flag up if the thrower steps over the touchline, I will deal with any infringements.
4. In your quarter of the field, indicate when the ball has gone out for a corner (point the flag downwards towards the base of the corner flag) or a goalkick (point the flag directly outwards towards the centre of the field of play). I will deal with corners and goalkick decisions in the field quarter furthest from you.
5. If we both indicate in opposite directions (for example, you indicate a goal kick, and I indicate a corner), please adjust your signal to correspond to mine.
6. Do not indicate any fouls or penalties. I will do this.
7. If you get any abuse from the players, please signal to me at a break in play. I will not tolerate any open abuse toward you. I will deal with immediately.
8. Off-side, I am responsible for making the off-side decision, but you can indicate to me with a raised flag, when you think a player is in an offside position.
9. If I overrule your off-side flag, I will acknowledge you with an outstretched upward arm signal (*demonstrate the signal*). As soon as you see this signal, please drop your flag immediately. If I completely miss your off-side flag signal, leave the flag up until it is noticed. If play consequently falls the defenders advantage, drop your flag and continue with play.
10. Please do not enter the field of play unless I ask you to do so. I will organise the encroachment distance at free kicks.
11. Thank you both very much for 'running the line' and enjoy the game.

LAW 7 – The Duration of the Match

Periods of Play

The match lasts two equal periods of duration depending on the age group:

U/12	25 minutes
U/13 – U/14	30 minutes
U/15 – U/16	35 minutes
U/18 and over	45 minutes

All games must commence at the time set out in the draw. If for any reason, other than either team not being ready to take the field, the game is late starting, the playing time shall be reduced accordingly and two shorter equal halves played. Teams must be present at the ground with at least seven of its registered players ready to play within five minutes of the specified time, otherwise it shall forfeit the game.

Half-Time Interval

Players are entitled to an interval at half-time.

The half-time interval is of five minutes duration.

Allowance for Time Lost

For all games commencing before 1pm (U/12 – U/16) no allowance is made for lost time. For all other games, allowance is made in either period for all time lost through:

- *substitution(s)*
- *assessment of injury to players*
- *removal of injured players from the field of play for treatment*
- *wasting time*
- *any other cause*

The allowance for time lost is at the discretion of the referee.

Penalty Kick

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

Extra Time

In semi-finals and finals only two further equal periods may be played to determine the winner of a game. The conditions of Law 8 will apply.

Abandoned Match

The decision as to whether an abandoned match is replayed is made by the MWFA Management Committee. The referee must submit a report for all abandoned matches.

LAW 8 – The Start and Restart of Play

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the match.

The other team takes the kick-off to start the match.

The team that wins the toss takes the kick-off to start the second half of the match.

In the second half of the match the teams change ends and attack the opposite goals.

Kick-off

A kick-off is a way of starting or restarting play:

- *at the start of the match*
- *after a goal has been scored*
- *at the start of the second half of the match*
- *at the start of each period of extra time, where applicable*

A goal may be scored directly from the kick-off.

Procedure

- *all players are in their own half of the field*
- *the opponents of the team taking the kick-off are at least 9.15m (10yds) from the ball until it is in play*
- *the ball is stationary on the centre mark*
- *the referee gives a signal*
- *the ball is in play when it is kicked and moves forward*
- *the kicker does not touch the ball a second time until it has touched another player*

After a team scores a goal, the kick-off is taken by the other team.

Infringements/Sanctions

If the kicker touches the ball a second time before it has touched another player:

- *an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred*
* (see Law 8 - Special Circumstances)

For any other infringement of the kick-off procedure:

- *the kick-off is retaken*

Dropped Ball

A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

Procedure

The referee drops the ball at the place where it was located when play was stopped. *

(see Law 8 - Special Circumstances)

Play restarts when the ball touches the ground.

Infringements/Sanctions

The ball is dropped again:

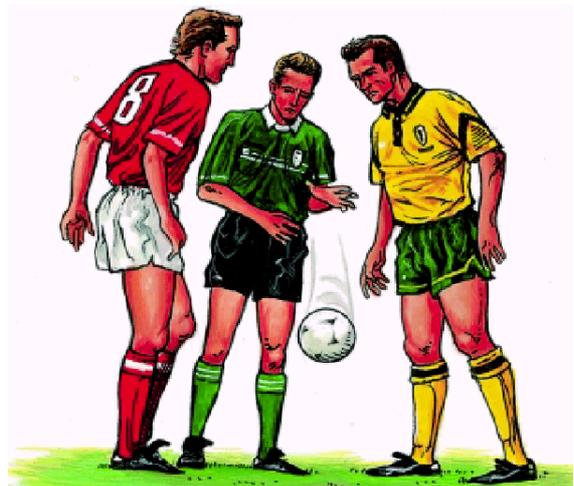
- *if it is touched by a player before it makes contact with the ground*
- *if the ball leaves the field of play after it makes contact with the ground, without a player touching it*

Special Circumstances

A free kick awarded to the defending team inside its own goal area is taken from any point within the goal area.

An indirect free kick awarded to the attacking team in its opponents' goal area is taken from the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

A dropped ball to restart the match after play has been temporarily stopped inside the goal area takes place on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.



LAW 9 – The Ball In and Out of Play

Ball Out of Play

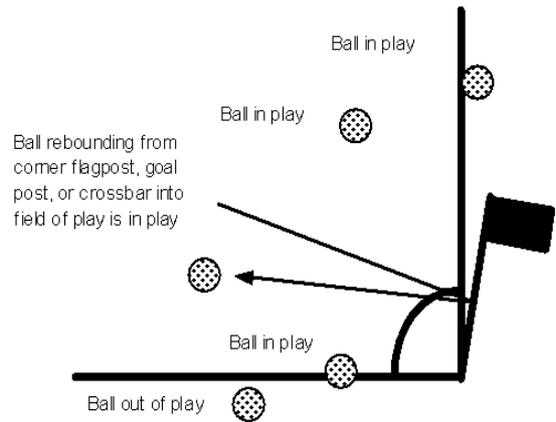
The ball is out of play when:

- *it has wholly crossed the goal line or touch line whether on the ground or in the air*
- *play has been stopped by the referee*

Ball In Play

The ball is in play at all other times, including when:

- *it rebounds from a goalpost, crossbar or corner flag post and remains in the field of play*
- *it rebounds from either the referee or an assistant referee when they are on the field of play*



LAW 10 – The Method of Scoring

Goal Scored

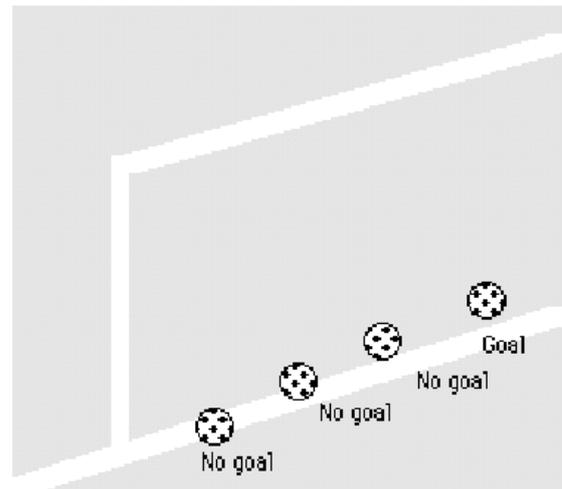
A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Semi-finals and Finals Rules

For semi-finals and finals matches ending in a draw provisions involving extra time, or other procedures apply to determine the winner of a match.



LAW 11 – Offside

Offside Position

It is not an offence in itself to be in an offside position.

A player is in an offside position if:

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

A player is not in an offside position if:

- *he is in his own half of the field of play*
or
- *he is level with the second last opponent*
or
- *he is level with the last two opponents*

Offence

A player in an offside position is only penalised if, at the moment the ball touches or is played by one of his team, he is, in the opinion of the referee, involved in active play by:

- *interfering with play*
or
- *interfering with an opponent*
or
- *gaining an advantage by being in that position*

No Offence

There is no offside offence if a player receives the ball directly from:

- *a goal kick*
or
- *a throw-in*
or
- *a corner kick*

Infringements/Sanctions

For any offside offence, the referee awards an indirect free kick to the opposing team to be taken from the place where the infringement occurred.

* (see Law 8 - Special Circumstances)

Decision 1

In the definition of offside position, "nearer to his opponents' goal line" means that any part of his head, body or feet is nearer to his opponents' goal line than both the ball and the second last opponent. The arms are not included in this definition.

Decision 2

The definitions of elements of involvement in active play are as follows:

- Interfering with play means playing or touching the ball passed or touched by a team-mate.
- Interfering with an opponent means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or movements or making a gesture or movement which, in the opinion of the referee, deceives or distracts an opponent.

- Gaining an advantage by being in that position means playing a ball that rebounds to him off a post or the crossbar having been in an offside position or playing a ball that rebounds to him off an opponent having been in an offside position.

LAW 12 – Fouls and Misconduct

Fouls and misconduct are penalised as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

- *kicks or attempts to kick an opponent*
- *trips or attempts to trip an opponent*
- *jumps at an opponent*
- *charges an opponent*
- *strikes or attempts to strike an opponent*
- *pushes an opponent*

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences:

- *tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball*
- *holds an opponent*
- *spits at an opponent*
- *handles the ball deliberately (except for the goalkeeper within his own penalty area)*

A direct free kick is taken from where the offence occurred.
* (see Law 8 - Special Circumstances)

Penalty Kick

A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offences:

- *takes more than six seconds while controlling the ball with his hands before releasing it from his possession*
- *touches the ball again with his hands after it has been released from his possession and has not touched any other player*
- *touches the ball with his hands after it has been deliberately kicked to him by a team-mate*
- *touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate*

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- *plays in a dangerous manner*
- *impedes the progress of an opponent*
- *prevents the goalkeeper from releasing the ball from his hands*

- *commits any other offence, not previously mentioned in Law 12, for which play is stopped to caution or dismiss a player*

The indirect free kick is taken from where the offence occurred.* (see Law 8 - Special Circumstances)

Disciplinary Sanctions

Only a player or substitute or substituted player may be shown the red or yellow card. The referee has the authority to take disciplinary sanctions, as from the moment he enters the field of play until he leaves the field of play after the final whistle.

Cautionable Offences

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

1. *is guilty of unsporting behaviour*
2. *shows dissent by word or action*
3. *persistently infringes the Laws of the Game*
4. *delays the restart of play*
5. *fails to respect the required distance when play is restarted with a corner kick or free kick*
6. *enters or re-enters the field of play without the referee's permission*
7. *deliberately leaves the field of play without the referee's permission*

Sending-Off Offences

A player is sent off and shown the red card if he commits any of the following seven offences:

1. *is guilty of serious foul play*
2. *is guilty of 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 (this does not apply to a goalkeeper within his own penalty area)*
5. *denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick*
6. *uses offensive or insulting or abusive language and/or gestures*
7. *receives a second caution in the same match*

A player who has been sent off must leave the vicinity of the field of play and the technical area.

Decisions of the International F.A. Board

Decision 1

A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

Decision 2

The goalkeeper is considered to be in control of the ball by touching it with any part of his hand or arms. Possession of the ball includes the goalkeeper deliberately parrying the ball, but does not include the circumstances where, in the opinion of the referee, the ball rebounds accidentally from the goalkeeper, for example after he has made a save.

Decision 3

Subject to the terms of Law 12, a player may pass the ball to his own goalkeeper using his head or chest or knee, etc. If, however, in the opinion of the referee, a player uses a deliberate trick while the ball is in play in order to circumvent the Law, the player is guilty of unsporting behaviour. He is cautioned, shown the yellow card and an indirect free kick is awarded to the opposing team from the place where the infringement occurred.

A player using a deliberate trick to circumvent the Law while he is taking a free kick is cautioned for unsporting behaviour and shown the yellow card. The free kick is retaken. In such circumstances, it is irrelevant whether the goalkeeper subsequently touches the ball with his hands or not. The offence is committed by the player in attempting to circumvent both the letter and the spirit of Law 12.

Decision 4

A tackle, which endangers the safety of an opponent, must be sanctioned as serious foul play. Decision 5

Decision 5

Any simulating action anywhere on the field, which is intended to deceive the referee, must be sanctioned as unsporting behaviour.

Decision 6

Removing a jersey

A player who removes his jersey when celebrating a goal must be cautioned for unsporting behaviour.

Removing a jersey after a goal has been scored is unnecessary and players must avoid such excessive displays of celebration.

Removing a jersey is defined as removing the jersey over the head or covering the head with the jersey.

LAW 13 – Free Kicks

Types of Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

The Direct Free Kick

- if a direct free kick is kicked directly into the opponents' goal, a goal is awarded
- if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

Position of Free Kick

Free Kick Inside the Penalty Area

Direct or indirect free kick to the defending team:

- a free kick awarded in the goal area is taken from any point inside that area.
- A free kick awarded to an U12 or U13 team within its own penalty area is subject to the same 25m Rule (see under Goal Kick) applied to goal kicks, except that the goalkeeper is not required to take the free kick. For all other age groups the following apply.
- all opponents are at least 9.15m (10yds) from the ball
- all opponents remain outside the penalty area until the ball is in play
- the ball is in play when it is kicked directly beyond the penalty area.

Indirect free kick to the attacking team:

- all opponents are at least 9.15m (10yds) from the ball until it is in play, unless they are on their own goal line between the goalposts
- the ball is in play when it is kicked and moves
- an indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred

Free Kick Outside the Penalty Area

- all opponents are at least 9.15m (10yds) from the ball until it is in play

- the ball is in play when it is kicked and moves

- the free kick is taken from the place where the infringement occurred

Infringements/Sanctions

If, when a free kick is taken, an opponent is closer to the ball than the required distance:

- the kick is retaken

If, when a free kick is taken by the defending team from inside its own penalty area, the ball is not kicked directly into play:

- the kick is retaken

Free kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred *
(see Law 8 - Special Circumstances)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Free kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred *
(see Law 8 - Special Circumstances)

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

LAW 14 – The Penalty Kick

A penalty kick is awarded against a team that commits one of the ten offences for which a direct free kick is awarded, inside its own penalty area and while the ball is in play.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

Position of the Ball and the Players

The ball:

- is placed on the penalty mark

The player taking the penalty kick:

- is properly identified

The defending goalkeeper:

- remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked

The players other than the kicker are located:

- inside the field of play
- outside the penalty area
- behind the penalty mark
- at least 9.15m (10yds) from the penalty mark

The Referee

- does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Law
- decides when a penalty kick has been completed

Procedure

- the player taking the penalty kicks the ball forward
- he does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked and moves forward

When a penalty kick is taken during the normal course of play, or time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if, before passing between the goalposts and under the crossbar:

- the ball touches either or both of the goalposts and/or the crossbar, and/or the goalkeeper

Infringements/Sanctions

If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs:

The player taking the penalty kick infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- if the ball does not enter the goal, the referee stops play and restarts play with an indirect free kick to the defending team

The goalkeeper infringes the Laws of the Game:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- if the ball does not enter the goal, the kick is retaken

A team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.15m (10yds) of the penalty mark:

- the referee allows the kick to proceed
- if the ball enters the goal, the kick is retaken
- If the ball does not enter the goal, the referee stops play and restarts the match with an indirect free kick to the defending team.
- if the ball rebounds from the goalkeeper, the crossbar or the goal post and is touched by this player, the referee stops play and restarts the match with an indirect free kick to the defending team

A team-mate of the goalkeeper enters the penalty area or moves in front of or within 9.15m (10yds) of the penalty mark:

- the referee allows the kick to proceed
- if the ball enters the goal, a goal is awarded
- If the ball does not enter the goal, the kick is retaken

A player of both the defending team and the attacking team infringe the Laws of the Game:

- the kick is retaken

If, after the penalty kick has been taken:

The kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

The kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

The ball is touched by an outside agent as it moves forward:

- the kick is retaken

The ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent:

- the referee stops play
- play is restarted with a dropped ball at the place where it touched the outside agent * (see Law 8 - Special Circumstances)

Outcome of the penalty kick	No infringement took place	Infringement was committed by the kicking team	Infringement was committed by the defending team	Infringement was committed by both teams
Ball enters goal	Goal	Retake	Goal	Retake
Ball goes directly out of play over the goal line	Goal kick	Goal kick	Retake	Retake
Ball rebounds back into play from the goal post/goalkeeper	Play continues (but play ends if in extended time)	Indirect Free kick to Defending Team	Retake	Retake
Penalty is saved and held by goalkeeper	Play continues	Indirect Free kick to Defending Team	Retake	Retake
Ball is deflected out of play over the touch-line by goalkeeper	Throw in to kicker's team	Throw in to kicker's team	Retake	Retake
Ball is deflected out of play over the goal line by goalkeeper	Corner kick	Corner kick	Retake	Retake
Ball bursts on the crossbar or outside interference occurs after the ball rebounds back into play from a goal post, crossbar, or goalkeeper	Dropped ball	Dropped ball	Dropped ball	Dropped ball
If an outside agent touches the ball as it moves forward	Retake	Retake	Retake	Retake

LAW 15 – The Throw-In

A throw-in is a method of restarting play.

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

A throw-in is awarded:

- when the whole of the ball passes over the touch line, either on the ground or in the air
- from the point where it crossed the touch line
- to the opponents of the player who last touched the ball

Procedure

At the moment of delivering the ball, the thrower:

- faces the field of play
- has part of each foot either on the touch line or on the ground outside the touch line
- uses both hands
- delivers the ball from behind and over his head

The thrower may not touch the ball again until it has touched another player.

All opponents must stand at least two metres from the point at which the throw-in is taken.

The ball is in play immediately it enters the field of play.

Infringements/Sanctions

Throw-in taken by a player other than the goalkeeper

If, after the ball is in play, the thrower touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)
- a penalty kick is awarded if the infringement occurred inside the thrower's penalty area

Throw-in taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

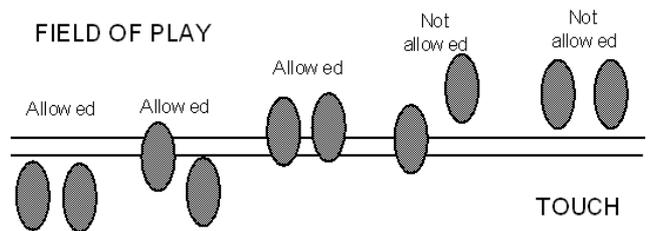
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

If an opponent unfairly distracts or impedes the thrower:

- he is cautioned for unsporting behaviour and shown the yellow card

For any other infringement of this Law:

- the throw-in is taken by a player of the opposing team



LAW 16 – The Goal Kick

A goal kick is a method of restarting play.

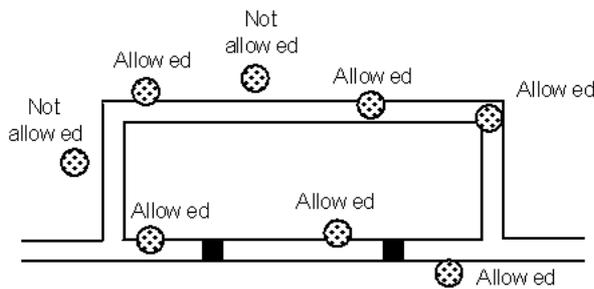
A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is awarded when:

- the whole of the ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is kicked from any point within the goal area by a player of the defending team



- opponents remain outside the penalty area until the ball is in play
- the kicker does not play the ball a second time until it has touched another player
- the ball is in play when it is kicked directly beyond the penalty area

Infringements/Sanctions

If the ball is not kicked directly into play beyond the penalty area:

- the kick is retaken

Goal kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Goal kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)
- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred*.

*(see Law 8 - Special Circumstances)

For any other infringement of this Law:

- the kick is retaken

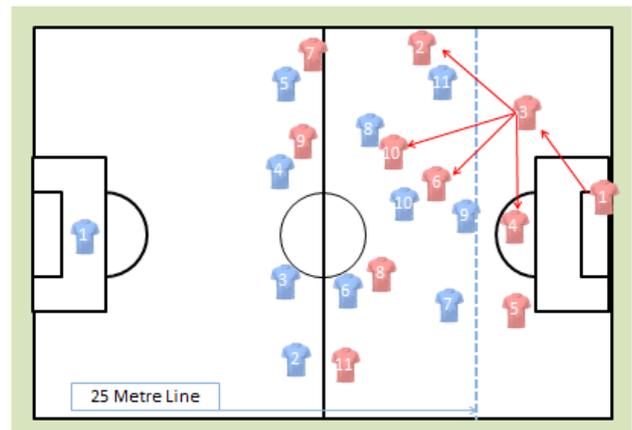
25m Rule

The 25 Metre Area is a rectangular area bounded by the touchlines, the goal line and an imaginary line parallel to and 25 metres from the goal line. This line must be indicated by a cone, pole or other marking.

Teams operating in the U12 and U13 age groups will play out from goal kicks and be allowed to by the opposition team. The following processes apply:

- Goalkeepers will take their own goal kicks and play out via his/her team's players.
- The ball cannot be kicked directly beyond the 25m line, it must first be touched by a team mate of the player taking the goal kick.
- All opposition players will retreat behind the 25m line.
- An opposition player will not be able to encroach inside the 25 Metre Area until a player from the team taking the goal kick has touched the ball, once the whole of the ball has vacated the Penalty Area.
- Infringement of any of the above results in the goal kick being retaken..
- If in the opinion of the Referee, the 25 metre rule is being utilised to waste time by either Team, the Players guilty of the perceived time wasting will be cautioned.

Example player positioning for playing out from the goal kick.



LAW 17 – The Corner Kick

A corner kick is a method of restarting play.

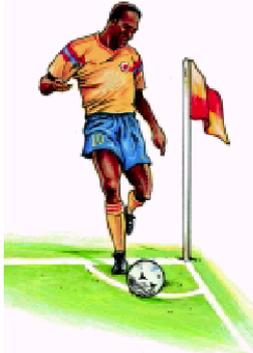
A goal may be scored directly from a corner kick, but only against the opposing team.

A corner kick is awarded when:

- the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored in accordance with Law 10

Procedure

- the ball is placed inside the corner arc at the nearest corner flag post. In age groups up to and including U/12, the ball is placed within an imaginary 1 yard (0.8 metre) arc drawn at a point 8 yards (7.1 metres) from the point where the penalty area meets the goal line.



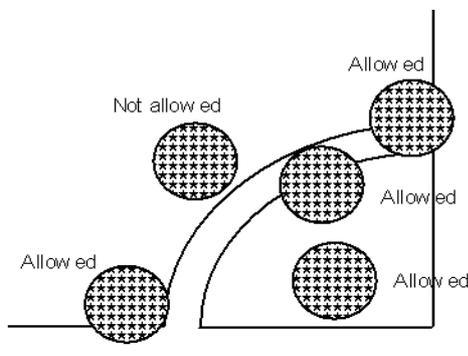
- the corner flag post is not moved
- opponents remain at least 9.15 m (10 yds) from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked and moves
- the kicker does not play the ball a second time until it has touched another player

Infringements/Sanctions

Corner kick taken by a player other than the goalkeeper

If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)



If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred * (see Law 8 - Special Circumstances)

- a penalty kick is awarded if the infringement occurred inside the kicker's penalty area

Corner kick taken by the goalkeeper

If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player:

- an indirect free kick is awarded to the opposing team, the kick to be taken from the place where the infringement occurred* (see Law 8 - Special Circumstances)

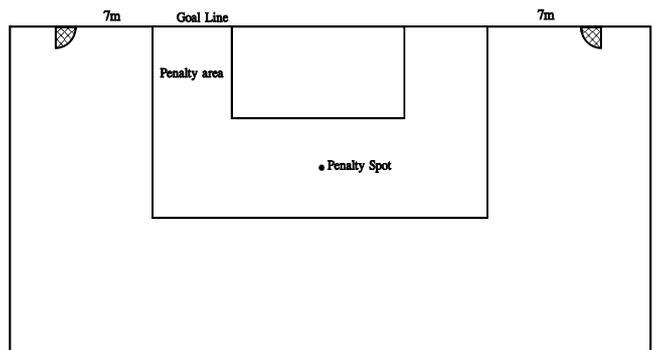
If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player:

- a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred* (see Law 8 - Special Circumstances)

- an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area, the kick to be taken from the place where the infringement occurred* (see Law 8 - Special Circumstances)

For any other infringement:

- the kick is retaken



Corner Kick Placement for U/12 Age Groups