

GENERAL POLICIES AND RULES FOR MINI-SOCCER



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GENERAL POLICIES FOR GAMES:

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LAWS OF THE GAME

Based on FIFA with age appropriate modifications.

[FIFA Laws of the Game \(2021-22\)](#)

All policies and rules contained within are specific to game related activity. For Club and/or Program policies please see the Club website: <http://www.midvalleysoccerclub.org>

*This document is subject to frequent revision and the Club website should be checked for the most recent version.
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General Policies

Team and Player Rosters:

Rosters are required to be presented to the referee prior to the start of a game. An official Club roster must be in the format from the Club registration system from Affinity. Present only a “safe” roster. (“safe”, contains only the player name and date of birth and no other information about the player). These rosters are to be obtained from the Affinity system run through the Oregon Youth Soccer Association (OYSA), unless the club designates an alternative roster. These may be printed or in digital format from a mobile device.

Guest Players may only be used if a team has 1 or less players in number greater than that which starts on the field. Guest players must be current members of the MVSC and their name, date of birth, and rostered team must be written on the roster.

Fair Play:

- **Playing Time** for each player must be a minimum of 50% of the game. There is no requirement to split all time evenly, but coaches should play each player at least half of each game.
- **Positions** shall be shared by players and each player should have an opportunity to play more than one position in each game. Further, no player shall play goalkeeper for the entire game.
- **5 Goal Rule** allows for balancing competition without restricting the winning team from attempting to score. Once any team is leading by 5 goals the losing team shall be awarded an extra field player (defender recommended). Once the score is less than a 5 goal differential the extra player will be removed. Teams leading by 5 or more points are encouraged to pass the ball more, allow less dominant players more play time while minimizing the impact of the more dominant players, etc.
- **Sportsmanship** should be practiced by all coaches, players, and spectators. Mid Valley Soccer Club believes all kids should have the chance to play soccer in a fun and family-friendly environment and everyone should work together to ensure good sportsmanship is always valued and demonstrated.

Technical area:

Teams should remain in the **technical area** that is the side of the field designated for teams only. Only rostered coaches and players should be in this area. Any others will be asked to leave and go to the spectator side of the field. Coaches shall not enter the field of play unless beckoned by the referee to attend to a player injury. No players, parents, or coaches are allowed to stand behind the goal or on the baseline with the exception at 1st and 2nd grade games where a parent coach may encourage the goalkeeper. Goalie coaches are allowed at 3rd grade games only through the first three weeks of the season. After that, no goalie coaches are allowed. If 3rd and 4th grade teams are combined, then no goalie coaches are allowed.

Spectators:

Spectators are to be seated on the opposite side of the field from the coaches and players.

Spectators should avoid the team sidelines and behind the goal or goal line.

Player Safety and injuries:

Soccer can be a physically rough sport and it is imperative we consider the safety and well-being of all players on the field. Coaches are encouraged to err on the side of caution when injuries occur and remove an injured player from the game of play in order to evaluate the degree of injury before returning them to play. A player who is bleeding or has blood on his or her uniform must leave the field and may be substituted at the coach's discretion. A uniform with blood on it must be changed. After the bleeding is stopped and the wound is covered, the player may return to the game when beckoned onto the field by the referee.

Concussion Protocol:

A player who demonstrates signs of concussion as a result of an observed or suspected blow to the head or body must leave the field and may not return to play in that match. Referees will include in their match report information about any player required to leave the field because of a suspected concussion. A player who has been removed from a game by a referee because of a suspected concussion is ineligible to play until the league director has received a copy of a medical release signed by a healthcare professional that authorizes an unrestricted return to competition.

Coaches should be aware that SB 721, enrolled as [2013 Oregon Laws Chapter 489](#), and codified as ORS 417.875, became effective January 1, 2014, and applies to all competitions sanctioned by OYSA. If a player exhibits signs of concussion following an observed or suspected blow to the head or body, a coach is prohibited from allowing that player to participate in any competition, including practice, until the player has been cleared to return to play by a healthcare professional.

No player 6th grade or younger will be allowed to head the soccer ball. If a 6th grade or younger player heads the soccer ball the referee will treat it as a free indirect kick to the opposite team at the spot of the play on the field.

Laws of the Game

Laws of the game shall adhere to the principles of Fair Play and conform to FIFA with modifications appropriate for the age group and the development of the youth player. The modified Laws of the Game are found on the following pages.

Law 1: The Field

Field dimensions are set by the league based on age, number of players on the field and space available. As a general rule field size is as follows: K-2nd grade - 25x30 yards, 3rd-4th grade - 35x60 yards.

Fields are lined and at 2nd and above include markings for a goal area.

Law 2: The Ball

Qualities and Measurements

The ball is:

- Official Size 3 for Kindergarten-2nd grade
- Official Size 4 for 3rd grade-6th grade

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 original ball became defective.

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

Law 3: The Players

Players

The number of players varies at each age as follows:

Age	Players	Roster	Field Size (yards)	Ball Size	Time
K	3v3 (no GK)	5-6	25x35 (mini goals)	3	10 min x 4
1st	4v4	6-8	25x40 (mini goals)	3	10 min x 4
2nd	5v5	7-9	25x40 (mini goals)	3	10 min x 4
3rd	6v6	8-10	35x50 (mini goals)	4	12 min x 4
4th	7v7	9-11	50x70 (U9 goals)	4	25 min x 2
5th/6th	9v9	11-13	55x90 (U12 goals)	4	30 min x 2
7th/8th	11v11	11-18	60x110 (Full-size goal)	5	35 min x 2

Note special conditions for K-4th:

- If 1st/2nd grades are grouped, then 5v5 and the same guidelines above for 2nd graders
- If 3rd/4th grades are grouped, then 7v7 and the same guidelines above for 4th graders.

Substitution Procedure

An unlimited number of substitutions are allowed. To replace a player with a substitute, the following conditions must be observed:

- The referee must be informed before any proposed substitution is made.
- The substitute only enters the field of play after the player being replaced has left

and after receiving a signal from the referee.

- The substitute only enters the field of play at the halfway line and during a stoppage in the match.
- The substitution is completed when a substitute enters the field of play.
- From that moment, the substitute becomes a player and the player he/she has replaced becomes a substituted player.
- All substitutes are subject to the authority and jurisdiction of the referee, whether called upon to play or not.

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.

Law 4: Player Equipment

Safety

A player must not use equipment or wear anything that is dangerous to himself or another player (including any kind of jewelry). Oregon Youth Soccer Association deems a hard cast as unsafe even if wrapped and will not be allowed.

A question regarding whether equipment is safe or not is ultimately in the discretion of the referee, who is to use these rules as the standard.

Basic Equipment

The basic compulsory equipment of a player comprises the following separate items:

- A jersey or shirt with sleeves in matching colors and cannot wear anything that hides or distracts from the main color. Keizer Soccer Club Teams must wear Keizer Soccer jerseys provided by Keizer Soccer Club. A KSC team may petition the KSC Board for an exception.
- Shorts or athletic pants or leggings approved by the referee
- Shin guards
- Socks worn over the shinguards
- Footwear—must not have a toe cleat or metal spikes

Shin Guards

- Are covered entirely by the sock
- Are made of rubber, plastic or a similar suitable material
- Provide a reasonable degree of protection

Colors

- The two teams must wear colors that distinguish them from each other and also the referee and the assistant.
 - In the event of two teams with similarly colored jerseys, the home team shall wear pinnies of a different color. The home team is designated on the Affinity roster.

- Each goalkeeper must wear colors that distinguish him from the other players, the referee, and the assistant referees.

Infringements and Sanctions

- In the event of any infringement of this Law:
 - The match 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 must 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 re-enters the field of play without the referee's permission must be cautioned.

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 team, from the place where the ball was located when the referee stopped the match (see Law 13 – Position of Free Kick).

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 to which he/she has been appointed.

Powers and Duties

The Referee:

- Enforces the Laws of the Game.
- Controls the match.
- 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 abandons the match, at his discretion, for any infringements of the Laws.
- Can stop, suspend or abandon the match because of outside interferences of any kind.
- Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.
- Takes action against the more serious offense when a player commits more than one offense at the same time.

- Takes disciplinary action against players guilty of cautionable and sending-off offenses. He/She 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/her discretion, expel them from the field of play and its immediate surroundings.
 - Note: It is a coach's responsibility to maintain responsible behavior and sportsmanship with their players and parents. If the coach is the one failing to conduct themselves appropriately, the referee may expel them
- from the game.
- Ensures that no unauthorized persons enter the field of play.
- Indicates the restart of the match after it has been stopped.
- Provides a match report to the League Director, which includes information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match.

The Referee's handling of injured players in Mini-Soccer:

- Stops the match if, in their opinion, a player is seriously injured and ensures that he/she is removed from the field of play. An injured player may only return to the field of play after the match has restarted and the coach has deemed the player is safe to return.
- Allows play to continue until the ball is out of play if a player is, in his/her 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.
- Ensures that any player for whom the match must be stopped for leaves the field of play to be checked by team official (Coach and/or Parent).
- The referee must give permission for an injured player to return to the field of play who was required to leave for an injury and that the Coach and Parent certify that the player is fit.
- Irrespective of whether the ball is in play or not, only the referee is authorized to allow an injured player to re-enter the field of play.
- If play has not otherwise been stopped for another reason, or if an injury suffered by a player is not the result of a breach of the Laws of the Game, the referee must restart play with a dropped ball from the position of the ball when play was stopped, unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.
- The referee must allow for the full amount of time lost through injury to be played at the end of each period of play.
- In the event of a flagrant foul which causes injury to another player, the referee can issue a card (red or yellow) to a player and that player must leave the field of play. If the card is issued to an injured player, the referee must issue the card before the player leaves the field of play.
- Exceptions to this ruling are to be made only when:
 - A goalkeeper is injured.

- A goalkeeper and an on-the-field player have collided and need immediate attention.
- A severe injury has occurred, e.g. results in a lot of bleeding, concussion, broken leg.

More than one offense occurring at the same time

- Offenses committed by two players from the same team:
 - The referee must punish the most serious offense when players commit more than one offense at the same time.
 - Play must be restarted according to the most serious offense committed.
- Offenses committed by players from different teams:
 - The referee must stop play and restart it with a dropped ball from the position of the ball at the time of the stoppage unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped.

Use of whistle

The whistle is needed to:

- Start play (1st, 2nd half, and quarters), after a goal.
- Stop play:
 - For a free kick or penalty kick.
 - If the match is suspended or abandoned.
 - When a period of play has ended due to the expiration of time.
- Restart play for:
 - Free kicks when the appropriate distance is required.
 - Penalty kicks.
- Restart play after it has been stopped due to:
 - The issue of a yellow or red card for misconduct.
 - Injury.
 - Substitution.

The whistle is NOT needed to:

- Stop play for:
 - A goal kick, corner kick, or throw-in.
 - A goal.
- Restart play from:
 - A free-kick, goal kick, corner kick, throw-in.

Decisions of the Referee

The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.

Physical and/or Verbal Abuse of Referee

Mid Valley Soccer Club will not tolerate any verbal or physical abuse toward match officials, whatsoever. The MVSC follows USSF Policy 202(1)(H)-2: Professional Leagues Policy Against Referee Assault ([USFF 2017/18 Policy Manual](#)), and any referee assault or abuse will be

handled in accordance with that policy. Any violation of this policy must be sent to OYSA for disciplinary proceedings. Coaches are the primary point of contact and have the greatest influence over players and spectators that exhibit any unsportsmanlike behavior and should be proactive to avoid abusive situations.

Law 6: The Assistant Referee

The Kindergarten through 3rd grade groups do not use an Assistant Referee. Only a single referee will be assigned to the match. (Unless 3rd is combined with 4th graders, then Assistant Referees may be utilized.)

Law 7: The Duration of the Match

Allowance for time lost

Many stoppages in play are entirely natural (e.g. throw-ins, goal kicks). NO allowance is to be made for stoppages in play at the Kindergarten through 3rd grade levels.

Length of matches

Age	Players	Roster	Field Size (yards)	Ball Size	Time
K	3v3 (no GK)	5-6	25x35 (mini goals)	3	10 min x 4
1st	4v4	6-8	25x35 (mini goals)	3	10 min x 4
2nd	5v5	7-9	25x35 (mini goals)	3	10 min x 4
3rd	6v6	8-10	40x60 (mini goals)	4	12 min x 4
4th	7v7	9-11	40x60 (U9 goals)	4	25 min x 2
5th/6th	9v9	11-13	50x70 (U12 goals)	4	30 min x 2
7th/8th	11v11	11-18	50x80 (Full-size goal)	5	35 min x 2

An **Abandoned Match** is not replayed.

Law 8: The Start and Restart of Play

Preliminaries

- A coin is tossed (or equivalent gesture) 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 must be in their own half of the field of play.
- The opponents of the team taking the kick-off are at least 9.15 m (10 yds) from the ball until it is in play.
- The ball must be stationary on the center mark.
- The referee gives a signal.
- The ball is in play when it is kicked and may be kicked forward or backward
- The kicker must not touch the ball again until it has been touched by another player.
- After a team scores a goal, the kick-off is taken by the other team.

Infringements and Sanctions

If the player taking the kick-off touches the ball again before it has touched another player:

- An indirect free kick is awarded to the opposing team to be taken from the position of the ball when the infringement occurred (see Law 13 – Position of Free Kick).
- In the event of any other infringement of the kick-off procedure: ○ The kick-off is retaken.

Dropped Ball

If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game, the match is restarted with a dropped ball.

Procedure

The referee drops the ball at the place where it was located when play was stopped unless play was stopped inside the goal area, in which case the referee drops the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

Infringements and 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.

Law 9: Ball In or 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 off a goalpost, crossbar or corner flag post and remains in the field of play.
- It rebounds off either the referee or an assistant referee when they are on the field of play.

The ball inside the field of play touches a person other than a player

If, when the ball is in play, it touches the referee who is temporarily on the field of play, play continues because the referee is part of the match.

Law 10: 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.

Law 11: Offside

The Offside rule is not used in Mini-Soccer for grades K-4th.

Law 12: Fouls

Fouls and misconduct are penalized as follows:

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following seven offenses 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.
- Tackles an opponent.

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

- Holds an opponent.
- Spits at an opponent.
- Handles the ball deliberately (except for the goalkeeper within his own goal area).

A direct free kick is taken from the place where the offense occurred unless in the opponent's goal area and then the ball will be placed at the outermost line marking the goal area.

Indirect Free Kick

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

- Plays in a dangerous manner.
- Impedes the progress of an opponent.
- Prevents the goalkeeper from releasing the ball from his hands.
- Commits any other offense, not previously mentioned in Law 12, for which play is stopped to caution or send off a player.

The indirect free kick is taken from the place where the offense occurred unless in the opponent's goal area and then the ball will be placed at the outermost line marking the goal area.

Disciplinary Sanctions

- The **yellow card** is used to communicate that a player, substitute, or substituted player has been cautioned.
- The **red card** is used to communicate that a player, substitute or substituted player has been sent off. Only a player, substitute or substituted player may be shown the red or yellow card.
- The referee has the authority to take disciplinary sanctions from the moment he enters the field of play until he leaves the field of play after the final whistle.
- A player who commits a cautionable or sending-off offense, either on or off the field of play, whether directed towards an opponent, a teammate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offense committed.

Cautionable Offenses

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

- Unsportsmanlike behavior, including but not limited to shoving, kicking, foul or inappropriate language, tripping, or other unnecessary rough play.
- Unsportsmanlike behavior toward goalies by shoving or kicking goalies to get possession of the ball or kicking the ball out of their hands when the goalie has possession of the ball.
- Persistent infringement of the Laws of the Game.
- Delaying the restart of play.
- Failure to respect the required distance when play is restarted with a corner kick, free kick, or throw-in.
- Entering or re-entering the field of play without the referee's permission.
- Deliberately leaving the field of play without the referee's permission.

Sending-off Offenses

A player, substitute or substituted player is sent off if he commits any of the following seven offenses:

- Serious foul play or unsafe behavior.
- Violent conduct.
- Spitting at an opponent or any other person.
- Using offensive, insulting or abusive language and/or gestures.
- Receiving a second caution in the same match.

A player, substitute, or substituted player who has been sent off must leave the vicinity of the field of play and the technical area. In Mini-Soccer a player that is sent off may be replaced with a substitute.

Law 13: Free Kicks

Types of Free Kick

Free kicks are either direct or indirect.

The Direct Free Kick

Ball Enters the Goal

- 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 opponent's 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.

Procedure

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

Position of Free Kick

Free Kick Inside the Goal Area

Direct or indirect free kick to the defending team:

- All opponents must be at least (10 yds at 3rd-6th grade and 5 yds at K-2nd grade) from the ball.

- All opponents must remain outside the goal area until the ball is in play.
- The ball is in play when it is kicked directly out of the goal area.
- A free-kick awarded in the goal area may be taken from any point inside that area.

Direct or Indirect free kick to the attacking team:

- All opponents must be at least (10 yds at 3rd-6th grade and 5 yds at K-2nd grade) 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 must be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred.

Free Kick Outside the Penalty Area

- All opponents must be at least (10 yds at 3rd-6th grade and 5 yds at K-2nd grade) 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 or from the position of the ball when the infringement occurred (according to the infringement).

Infringements and 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 goal area, the ball is not kicked directly out of the goal area:

- The kick is retaken.

If, after the ball is in play, the kicker touches the ball again (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 13 – Position of Free Kick).

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 13 – Position of Free Kick).

Law 14: The Penalty Kick

The Penalty Kick is not used in Mini-Soccer grade Kindergarten through 4th grade.

Any Free Kick award due to a foul in the goal area shall be taken from the nearest point outside of the goal area.

Law 15: The Throw In

- A throw-in is a method of restarting play.
- A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touchline, either on the ground or in the air.
- A goal cannot be scored directly from a throw-in.

Procedure

At the moment of delivering the ball, the thrower:

- Faces the field of play.
- Has part of each foot either on the touchline or on the ground outside the touchline.
- Holds the ball with both hands.
- Delivers the ball from behind and over his head.
- Delivers the ball from the point where it left the field of play.
- All opponents must stand no less than 2 m (2 yds) from the point at which the throw-in is taken. The ball is in play when it enters the field of play.
- After delivering the ball, the thrower must not touch the ball again until it has touched another player.

Infringements and Sanctions

If, after the ball is in play, the thrower touches the ball again (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 13 – Position of Free Kick).

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 13 – Position of Free Kick).

If an opponent unfairly distracts or impedes the thrower:

- He/She is cautioned for unsporting behavior.

If improper form is used (both feet not on the ground, one-handed throw, etc.):

- The throw-in is retaken (3rd grade and first infringement it is retaken additional infringements the throw-in is retaken by a player of the opposing team).

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 kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.
- A goal may be scored directly from a goal kick, but only against the opposing team.

Procedure

- The ball is kicked from the line indicating the outside of the goal area by a player of the defending team.
- Opponents remain at midfield (or buildout line if it is there) until the ball is in play. This rule applies to K-4th grade only.
- The kicker must not play the ball again until it has touched another player.
- The ball is in play when it is kicked directly out of the goal area.

Infringements and Sanctions

If the ball is not kicked directly out of the goal area from a goal kick:

- The kick is retaken.

If, after the ball is in play, the kicker touches the ball again (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 13 – Position of Free Kick).

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 13 – Position of Free Kick).

Law 17: The Corner Kick

- A corner kick is a method of restarting play.
- A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.
- A goal may be scored directly from a corner kick, but only against the opposing team.

Procedure

- The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line.
- The corner flag post must not be moved.

- Opponents must remain at least 10 yds from the corner arc until the ball is in play.
- The ball must be kicked by a player of the attacking team.
- The ball is in play when it is kicked and moves.
- The kicker must not play the ball again until it has touched another player.

Infringements and Sanctions

If, after the ball is in play, the kicker touches the ball again (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 13 – Position of Free Kick).

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 13 – Position of Free Kick).