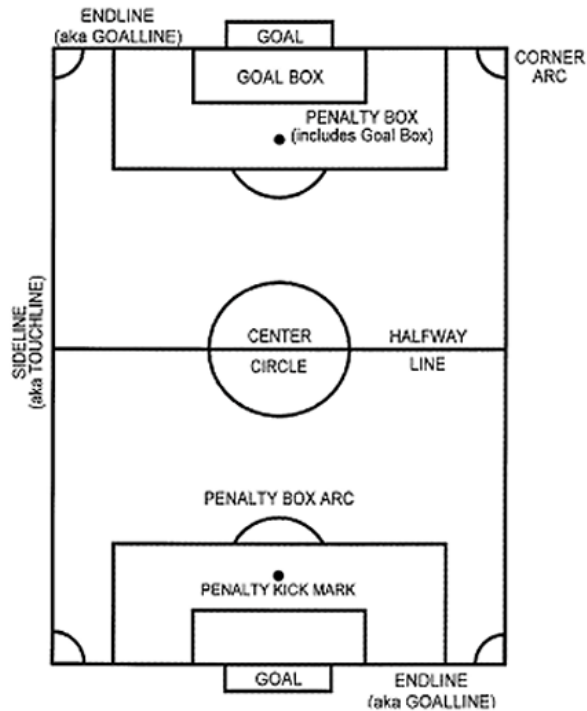


SOCCER

FIELD DIAGRAM

(This drawing is not to scale. It is for the purpose of showing the names of parts of the field; not for showing dimensions. For dimensions, go to "Laws of the Game" at www.fifa.com or check with your soccer association).



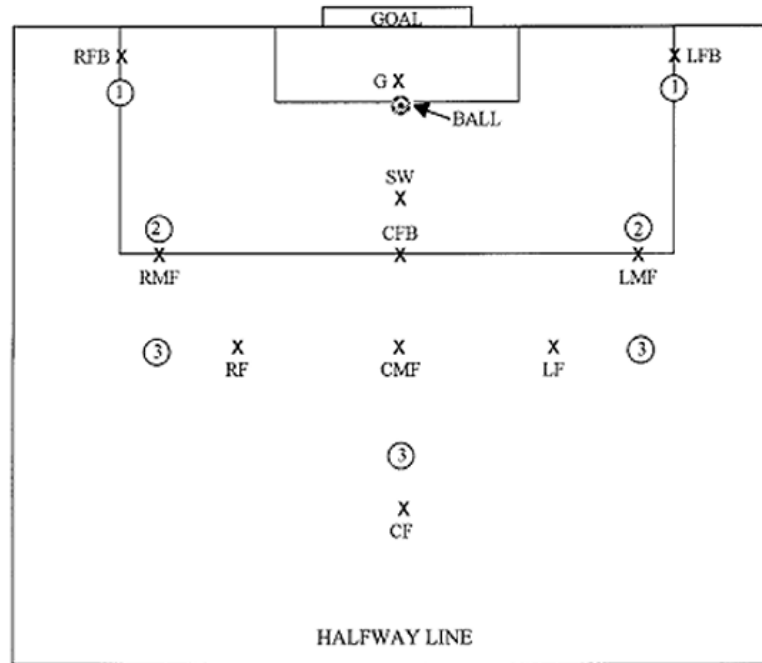
Notes:

1. The Penalty Box includes the Goal Box
2. Areas include the lines that define them (e.g., the ball is not out of bounds until it totally crosses the line; and the ball must totally cross the line between the goal posts to score).
3. See "Center Circle" and "Field Size" definition in the **Dictionary**

1. "SPREAD THE FIELD" GOAL KICK SET UP

(Showing Kicker's 1st, 2nd & 3rd Choices)

- Diagram is one-half of a 50' x 100' field
- The Goalkeeper is shown taking the kick
- "X" is the player's position (If the kicker can kick farther, move the MF's & F's back)



- Start with ball in middle of Goal Box line so the other team must defend both sides
- Ideally, use the Goalkeeper to kick or a kicker who can pass with his right or left foot
- Sweeper (SW) always follows the kick (i.e., follows the ball)
- The receiver should let the ball clear the Penalty Box before touching it. If he doesn't, the referee is supposed to require the kick be taken over, but there is no penalty unless the receiver repeatedly breaks the rule. (Defenders must stay out of the Penalty Box until the ball clears the Penalty Box).
- If the kick is to the left (or right), everyone shifts that way & the FB & MF farthest from the ball shift to the front of the goal to protect in case the ball is lost
- 1st preference is a pass to the side ① to LFB or RFB (left fullback or right fullback)
- 2nd preference is a pass to the RMF or LMF ②
- 3rd preference is a long kick over the CMF or to open space toward the side line ③
- If the pass is ① or ②, then take the ball out to the side line & pass it down the side line to the next player. Try to keep it out of the center on your end of the field.
- If the pass is to the CFB or CMF, they should quickly send a long ball out to the RF or LF (do not dribble in the center close to our goal)

FOULS and penalties

There are 2 kinds of fouls, Direct Kick Fouls & Indirect Kick Fouls. (Rules are called "Laws Of The Game" and are changed each year. Go to www.fifa.com. for current rules.

(1) **Direct Kick Fouls** - For which the other team receives a "direct free kick" (meaning a goal can be scored by kicking the ball straight into the goal) or a "penalty kick" ("PK") if the foul occurs within the Penalty Box (Note: It doesn't matter whether the ball was in the Penalty Box or not; what matters is where the foul was committed). There are 10 direct kick fouls. The rules say that the referee should call a foul for numbers 1 thru 6 if he believes they are committed in a manner he considers "careless, reckless or using excessive force":

1. kicking or attempting to kick an opponent. Accidentally kicking an opponent while tackling the ball is not a foul unless it was careless, reckless, or there was excessive force. If a player slide tackles from the front, it will be considered at least "dangerous play" (which is an indirect kick foul), or kicking, or tripping, or "unsporting behavior", even if the ball is contacted, since it would at the least be reckless or dangerous. (See "Cards, Red Card, Serious Foul Play")
2. tripping or attempting to trip an opponent (if careless, reckless or using excessive force),
3. charging into an opponent (the goalkeeper can also be called for this if his action is careless, reckless or uses excessive force),
4. striking or attempting to strike an opponent (if careless, reckless or using excessive force),
5. pushing an opponent, including the goalkeeper (if careless, reckless or using excessive force),
6. jumping at an opponent in a careless or reckless manner or using excessive force (this includes jumping for a header if an opponent is carelessly or recklessly bumped, and jumping at the goalkeeper),
7. blatant holding or pulling (including holding clothing, using any part of the body to hold an opponent & "Sandwiching"),
8. making contact with an opponent before touching the ball when tackling an opponent to gain possession of the ball (Note: it is always a foul if the tackler contacts the ballhandler before touching the ball. However, it can still be a direct kick foul if the ball is touched first but the tackler was "careless, reckless, or used excessive force" and was judged to have kicked, tripped, charged or jumped at the ballhandler. Or, if the Referee believes the tackler played in a "dangerous manner", an indirect kick can be awarded),
9. spitting at an opponent, even if it doesn't hit the opponent (this is grounds for a Red Card),
10. deliberately handling the ball (a "hand ball" should not be called if a player is instinctively trying to protect himself from injury or if the ball hits the hand while it is in a natural position near the players side and has not been moved toward the ball. this does not apply to the goalkeeper inside his own penalty area.),

(2) **Indirect Kick Fouls** - For which the other team receives an "**indirect free kick**" (meaning a goal only counts if another player touches the ball before it enters the goal). The indirect free kick is taken from where the offense occurred. There are 2 types of indirect kick fouls:

a. **Four that apply to all players:**

1. **"Dangerous Play"** (or playing in a dangerous manner) is any action by a player that in the judgment of the Referee is dangerous to himself or to another player and that isn't a "direct kick foul" such as tripping. Examples would be a high kick when an opponent is nearby, or if a player tries to head a low ball that an opponent is trying to kick, then the player who is putting himself in danger would be guilty of dangerous play. Another example would be any action that might endanger the goalkeeper within the Penalty Box. If the goalkeeper and an opponent both go for a loose ball, the Referee will tend to favor the goalkeeper if there is a collision. It isn't necessary for someone to be hurt for dangerous play to be called. For example, slide tackling with spikes high would be dangerous play, even if the opponent isn't contacted. However, a dangerous act (such as a high kick) isn't "dangerous play" unless an opponent is nearby.
2. **"Impeding the Progress of an Opponent"**. Generally, a player cannot use his body to impede another players movements, even if it is not deliberate. This can be called if a player is not within "playing distance" of the ball (i.e., 3 feet) and block's an opponent's movement or screens an opponent from the ball. However, if a player is within playing distance & able to play the ball (meaning not laying on the ground), the player can legally screen an opponent from the ball. (You usually see this when a ball is going out of bounds & the player whose team will get the throw-in screens the opponent so the opponent can't save the ball). Impeding the progress of an opponent used to be called "obstruction". The rule also applies to "innocently" impeding the goalkeeper by standing in front of him when he has the ball.
3. **Preventing the goalkeeper from releasing the ball from his hands.** A player who attempts to prevent the Goalkeeper from putting the ball into play by standing directly in front of the Goalkeeper can be called for breaking this rule or for "unsporting behavior", in which case both a Yellow Card & an indirect kick would be awarded.
4. **Any time a yellow or red card is shown & a direct kick isn't awarded** (e.g., for "unsporting behavior", "dissent", persistently breaking the rules, and offensive or threatening language; see "Cards" for a list of the many types of unsporting behavior).

b. **Four indirect kick fouls that only apply to the goalkeeper & only if committed inside the Penalty Box** (the goalkeeper is treated like a regular field player when he is outside the Penalty Box):

1. Taking more than six seconds while controlling the ball with his hands before releasing it (releasing it can include throwing it, kicking it or dropping it to the ground and then kicking or dribbling it. Once released, it is "live").
2. Touching the ball with hands after it is deliberately kicked to the Goalkeeper by a teammate. (Note: It is okay to pick up an accidentally kicked ball or a

- pass from a teammate that isn't "kicked" but is made using the head, chest, knee, etc.).
3. Touching the ball with hands on a throw-in from a teammate (i.e., the goalkeeper can't pick up a throw-in from a teammate).
 4. Intentionally handling the ball again after he has released it and it has not touched any other player (e.g., dropping the ball, dribbling it and then picking it back up). Read b.2 and b.3 above. The Goalkeeper can only handle it again after an opponent touches or if it is accidentally kicked back or if it is headed or chested back by a teammate. He can't pick it up if a teammate has intentionally kicked or thrown it to him.

Advantage Clause. This rule states that the Referee, in his discretion, may decide to not stop play due to a foul if it would be to the advantage to the fouled team to not stop play (i.e., The concept is that the team that was fouled should not be punished by having an attack stopped which might result in a goal and, conversely, that the team which committed the foul should not gain an advantage as a result of the foul).

FREE KICK

When one team is penalized, the other usually gets a "free kick". There are 2 types of free kicks (direct & indirect) and a special type of Direct Free Kick called a Penalty Kick:

- **Direct Free Kick** - Where a goal may be scored by kicking the ball directly into the opponent's goal without anyone else touching it (although it still counts if someone else does touch it).
- **Indirect Free Kick** - On which a goal may be scored only if another player touches the ball before it enters the goal. Question: "How do you know if a free kick is indirect?" Answer: "The referee will raise his arm above his head and leave it up until the ball is kicked". On an indirect kick you should have one player gently tap the ball so another player standing behind the ball can kick it; or pass it to someone who shoots it. If on an Indirect Free Kick the ball is kicked into the goal without anyone else touching it (other than the kicker) the goal does not count and the other team is awarded a goal kick. However, if the ball is touched by a player on either team, including the goalkeeper, before it goes into the goal, the goal counts.
- **Penalty Kick** - When a player commits a foul within his own Penalty Box, which would normally result in a Direct Free Kick, the other team is given a Penalty Kick ("PK"). On Penalty Kicks, everyone but the kicker & goalkeeper must stay out of the Penalty Box until the kicker moves the ball.

On Direct & Indirect Free Kicks, defenders must stay away from the kicker (6 yards if U-8, 8 yards if U-10 & 10 yards for U-12 & older) until a player on the kicking team moves the ball, if they don't they can receive a yellow card.