

# Law 1 - The Field of Play

The field (shape) must be \_\_\_\_\_, with the \_\_\_\_\_ lines longer than the \_\_\_\_\_ lines.

Do not allow the game to proceed unless the goals are \_\_\_\_\_.

The lines may be no more than \_\_\_\_\_ inches wide.

The corner flags must be at least \_\_\_\_\_ feet tall.

If the corner flags are too short, \_\_\_\_\_.

The lines are a part of \_\_\_\_\_.

The \_\_\_\_\_ is considered a part of the field of play.

The penalty mark is \_\_\_\_\_ yards from the goal line

# Law 2 - The Ball

The shape of the ball is \_\_\_\_\_.

The ball may be made of \_\_\_\_\_ or \_\_\_\_\_

but in any case it must be \_\_\_\_\_.

The ball may only be changed with permission of the \_\_\_\_\_.

If the ball becomes defective while in play, the referee must:

1. Stop play
2. Restart with a \_\_\_\_\_
3. (Where?) \_\_\_\_\_, except
4. If in the goal area, drop ball on \_\_\_\_\_.

If an outside agent makes contact with the ball while in play, the referee **MUST**:

1. Stop play
2. Restart with a \_\_\_\_\_
3. At the location \_\_\_\_\_, except
4. If it occurs in the goal area restart takes place on \_\_\_\_\_  
\_\_\_\_\_.

# Law 3 - The Number of Players

A team may not have more than \_\_\_\_\_ players on the field.

One player MUST be designated as a \_\_\_\_\_.

A game may not start or continue if a team has fewer than \_\_\_\_\_ players.

Substitution Procedure under USSF rules:

- With the permission of the referee, substitutions may be made at \_\_\_\_\_  
\_\_\_\_\_.
- The substitute must enter the field at \_\_\_\_\_.
- The player leaving may exit the field \_\_\_\_\_.
- Substitute enters the field (when?) \_\_\_\_\_
- A “substitute” becomes a “player” \_\_\_\_\_  
\_\_\_\_\_.
- Once the player leaves the field he/she \_\_\_\_\_ return to the game.

*Under US Youth Soccer rules, substitutions are generally allowed:*

- *On team’s own throw-in*
- *Any goal kick*
- *Any injury stoppage (unlimited subs, not just 1 for 1)*
- *After a goal*
- *After half time*

With the referee’s permission, a goalkeeper and player may change places (when?) \_\_\_\_\_  
\_\_\_\_\_.

After halftime the referee observes a different player entering the field dressed as a goalkeeper. The referee should \_\_\_\_\_  
\_\_\_\_\_.

# Law 4 - The Players' Equipment

The five required items are:

---

---

---

---

---

Shinguards must be made of \_\_\_\_\_ and must be \_\_\_\_\_  
by the socks.

All equipment must be \_\_\_\_\_.

Items such as jewelry and single-piece uniforms are considered illegal and persons  
wearing illegal equipment \_\_\_\_\_  
until the equipment problems have been corrected.

If a player is bleeding, or has blood on the uniform, he/she must \_\_\_\_\_  
and may only return after \_\_\_\_\_

# Law 5 - The Referee

List some duties of the referee

---

---

---

---

---

The referee crew should arrive at the field at least \_\_\_\_\_ before the game.

Define the advantage clause: \_\_\_\_\_

---

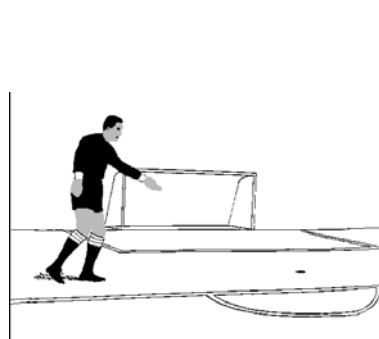
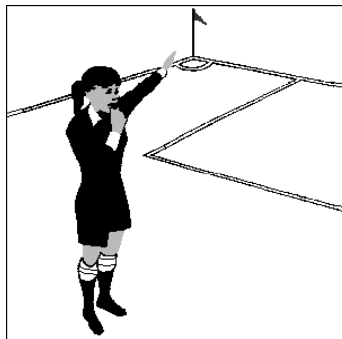
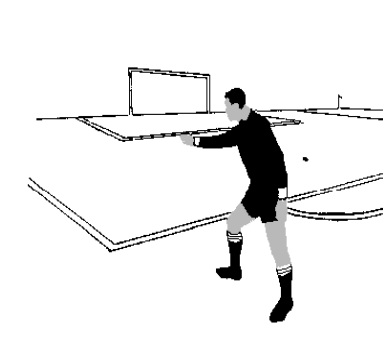
---

If the advantage does not develop in (time period) \_\_\_\_\_, the referee may penalize the original foul.

If the referee makes an error, it can only be corrected before \_\_\_\_\_

---

## Referee Signals



---

---

---

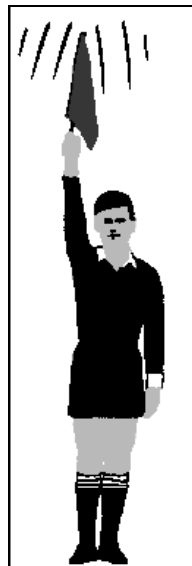
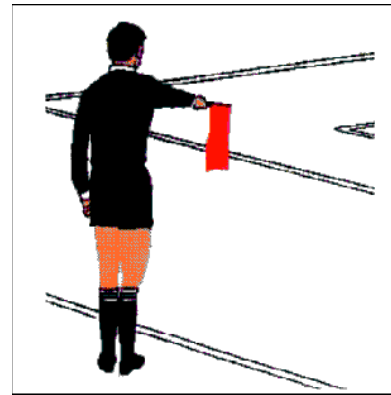
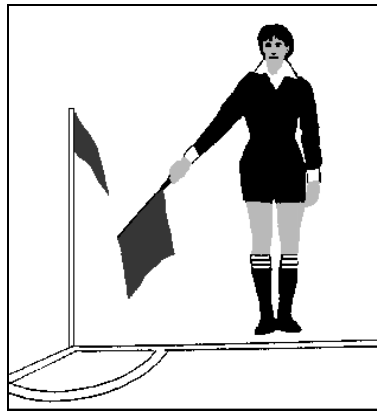


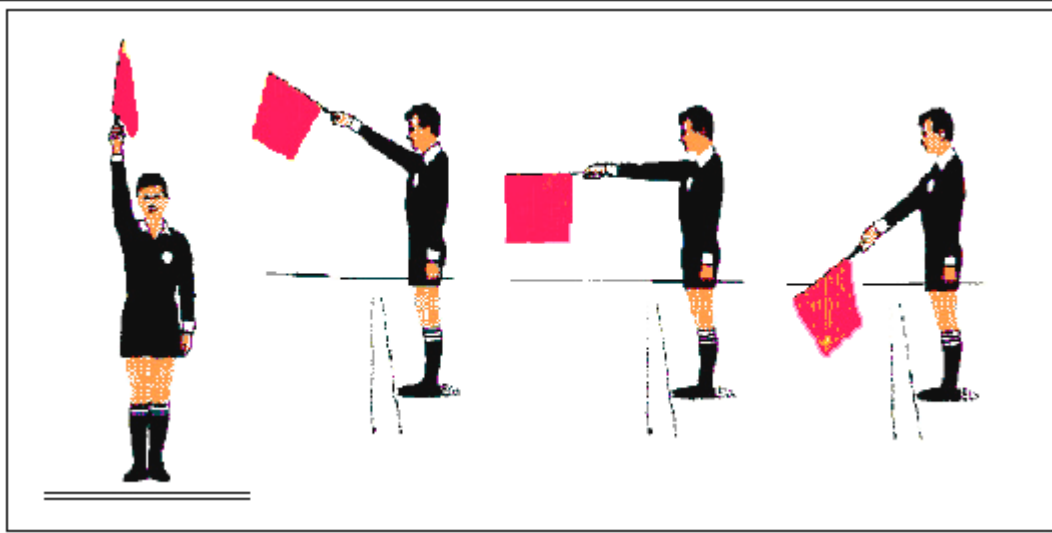
# Law 6 - The Assistant Referee

Assistant referee provides information. Referee makes the decision.

The assistant referee must stay with the \_\_\_\_\_  
or the \_\_\_\_\_, whichever is nearer to goal line. But, the assistant referee does not go beyond \_\_\_\_\_.

## Assistant Referee Signals





---

If the ball goes into the net and the AR believes it to be a good goal, the proper signal is to \_\_\_\_\_ with the referee and \_\_\_\_\_.

If the AR observes what he/she believes to be a foul that would result in a penalty kick, the appropriate signal is to \_\_\_\_\_, wait for the referee to blow the whistle, and then \_\_\_\_\_.

# Law 7 - Duration of the Game

Under USSF rules a game must consist of two \_\_\_\_\_ halves. Generally, each half is \_\_\_\_\_ minutes in length. Every player is entitled to a half time break that may not exceed \_\_\_\_\_ minutes.

Time shall be added for:

---

---

---

---

Any other reason

Time is not added for a goal, but referee may add time if players use excessive time before restarting play.

# Law 8 - Start of Play

A coin toss takes place before the game, with the winning team choosing \_\_\_\_\_  
\_\_\_\_\_. The other team \_\_\_\_\_

A kick off is used to restart play (when?):

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

A goal (MAY/MAY NOT) \_\_\_\_\_ be scored directly from a kick-off.

At a kick-off, all players must be in \_\_\_\_\_.

Opponents must be at least \_\_\_\_\_ yards from the ball.

On a kick-off, the ball is in play when it is \_\_\_\_\_ and \_\_\_\_\_

In the event of an infringement of any of the above, \_\_\_\_\_

If the player who kicks off touches the ball a second time before it touches another player, restart with \_\_\_\_\_

A dropped ball is a method of restarting play in situations where the laws do not provide a specific restart. A dropped ball takes place (where) \_\_\_\_\_

\_\_\_\_\_ when play was stopped except in the goal area, in which case the dropped ball takes place \_\_\_\_\_.

A dropped ball is in play when it \_\_\_\_\_.

If a player touches the ball before it touches the ground, or if the ball goes out of bounds before any player touches it, \_\_\_\_\_

## **Law 9 - Ball In and Out of Play**

The ball is out of play when:

1. \_\_\_\_\_
2. \_\_\_\_\_

## **Law 10 - Method of Scoring**

A goal is scored:

1. When the whole ball \_\_\_\_\_
2. Between \_\_\_\_\_ and \_\_\_\_\_
3. Ball was not \_\_\_\_\_

# Law 11 - Offside

**IT IS NOT AN INFRACTION TO BE IN AN OFFSIDE POSITION.** Remember this - and read questions carefully. If a question says a player is in an “offside position,” pay attention to the rest of the question!!

Before signaling for an offside infraction, we must make nearly simultaneous decisions regarding Position, Timing and Involvement.

**POSITION:** A player is in an offside position if he/she is: (Remember - ALL of these criteria regarding position must be met)

1. Nearer the opposing goal than \_\_\_\_\_  
AND
2. Nearer the opposing goal than \_\_\_\_\_ AND
3. Not in \_\_\_\_\_

For purposes of offside we consider the player's:

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

but not his/her \_\_\_\_\_

**TIMING:** If the player is in an offside position when the ball is last \_\_\_\_\_  
by a \_\_\_\_\_.

**INVOLVEMENT:** A player becomes involved in the active play by:

1. \_\_\_\_\_ OR
2. \_\_\_\_\_ OR
3. \_\_\_\_\_

**An offside infraction should be called ONLY if ALL THREE factors (Position, Timing and Involvement) are present.**

A player cannot “come back” to the onside position

When in doubt, the Assistant Referee (or Referee) \_\_\_\_\_ signal for offside.

A deflection by a defender \_\_\_\_\_ negate an offside infraction.

A defender \_\_\_\_\_ step off the field to place an attacking player in the offside position.

Offside should not be called if a player makes it a point to demonstrate that he/she is not involved in the play by (examples) \_\_\_\_\_  
\_\_\_\_\_.

A player is not penalized for offside if the ball is received directly from:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

The penalty for an offside infraction is \_\_\_\_\_ for the opposing team (where?) \_\_\_\_\_.

# Law 12 - Fouls and Misconduct

## *FOULS*

Four factors must be present in order for a foul to occur:

1. Committed by \_\_\_\_\_
2. (when) \_\_\_\_\_
3. (where) \_\_\_\_\_
4. Against \_\_\_\_\_.

There are 10 Direct Free Kick (DFK) fouls.

Six of these fouls require that the action of the player be:

- a) \_\_\_\_\_
- b) \_\_\_\_\_
- c) \_\_\_\_\_

These fouls are:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

These actions are fouls under any circumstance:

1. \_\_\_\_\_
2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

If a player throws an object at an opponent, it is considered \_\_\_\_\_  
\_\_\_\_\_ and is considered to have occurred \_\_\_\_\_  
\_\_\_\_\_.

8 Indirect Free Kick (IFK) fouls:

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

4. \_\_\_\_\_

5. \_\_\_\_\_

6. \_\_\_\_\_

7. \_\_\_\_\_

8. \_\_\_\_\_

If a player commits two fouls simultaneously, the referee should \_\_\_\_\_  
\_\_\_\_\_.

## ***MISCONDUCT***

The following participants may be punished for misconduct:

---

---

---

Misconduct may occur at any time during a match, including pre-game warm-ups, the half-time interval, and the period of time immediately following the game. Misconduct may occur either on or off the field.

Note: Improper actions by bench personnel (coaches, trainers, etc.) may be dealt with, but are NOT classified as “misconduct” under the Laws of the Game.

Caution and show the yellow card for the following seven offenses:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

Send-off and show the red card for the following seven offenses (team plays short for the remainder of the game):

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_
7. \_\_\_\_\_

Any tackle (from any direction) that, in the opinion of the referee, endangers the safety of an opponent MUST be sanctioned as \_\_\_\_\_

If a player is being sent off for receiving a 2<sup>nd</sup> caution, the appropriate signal by the referee is to first \_\_\_\_\_ and then \_\_\_\_\_.

If a player removes his/her jersey to celebrate a goal, the referee MUST \_\_\_\_\_  
\_\_\_\_\_ for \_\_\_\_\_

Explain the difference between serious foul play and violent conduct:

Serious foul play: \_\_\_\_\_

Violent conduct: \_\_\_\_\_

# Law 13 - Free Kicks

Two types of free kicks are:

\_\_\_\_\_  
\_\_\_\_\_

A goal cannot be scored directly from an indirect free kick. In order for a goal to be allowed, the ball must be \_\_\_\_\_ by a \_\_\_\_\_ before entering the goal.

The ball is placed \_\_\_\_\_ except:

- If a penalty kick is awarded;
- If the kick is taken by the defending team in their own goal area, the ball is placed \_\_\_\_\_;
- If an indirect free kick is taken by the attacking team in the opposing team's goal area, the ball is placed \_\_\_\_\_

Subject to the exceptions below, a free kick is in play when the ball \_\_\_\_\_ and \_\_\_\_\_.

Any free kick taken by the defense from within its own penalty area is in play when the ball \_\_\_\_\_.

A team cannot score a goal against itself directly from a free kick.

If an indirect kick goes directly into the opponent's goal, the restart is \_\_\_\_\_

If a free kick (taken outside of the penalty area) is kicked directly into the kicking team's own goal, the restart is \_\_\_\_\_.

The defense is taking a free kick inside its own penalty area. The ball is kicked directly into the team's own goal. What is the restart? \_\_\_\_\_

Why? \_\_\_\_\_

# Law 14 - The Penalty Kick

A penalty kick is awarded when a defender commits a \_\_\_\_\_  
inside of \_\_\_\_\_.

At the taking of a penalty kick, all players except the goalkeeper and kicker must be:

\_\_\_\_\_ ; and

\_\_\_\_\_ ; and

\_\_\_\_\_.

The \_\_\_\_\_ determines when a penalty kick has been completed.

“Cheating” on a penalty kick:

If the goalkeeper or a teammate cheat and a goal is scored, \_\_\_\_\_

If the goalkeeper or a teammate cheat and a goal is not scored, \_\_\_\_\_

If the kicker or a teammate cheat and a goal is scored, \_\_\_\_\_

If the kicker or a teammate cheat and a goal is not scored, \_\_\_\_\_

If the ball rebounds off the crossbar back to the kicker, and it is then kicked into the goal,  
the proper restart is \_\_\_\_\_.

If the ball rebounds off the goalkeeper back to the kicker and is then kicked into the goal,  
the proper restart is \_\_\_\_\_.

Ball is in play when the ball \_\_\_\_\_ and \_\_\_\_\_.

# Law 15 - The Throw In

A throw-in is awarded to a team when the ball crosses the \_\_\_\_\_

having last been touched by \_\_\_\_\_.

A throw-in must be taken within \_\_\_\_\_ of the point where the ball crossed the touch line.

Proper throw in requires that the thrower:

---

---

---

---

Opponents must retire at least \_\_\_\_\_ from the thrower, and may not \_\_\_\_\_ with the throw.

A throw-in is in play when \_\_\_\_\_

In the event of an illegal throw-in, the restart is \_\_\_\_\_

If the thrower touches the ball a second time before it touches another player, \_\_\_\_\_

---

If a throw-in goes directly into the opponent's goal, the proper restart is \_\_\_\_\_

---

# Law 16 - Goal Kick

A goal kick is awarded when the ball crosses the \_\_\_\_\_, does not enter \_\_\_\_\_, and was last touched by a member of the \_\_\_\_\_ team.

All members of the opposing team must remain \_\_\_\_\_ until \_\_\_\_\_.

A goal kick is in play when the ball \_\_\_\_\_ (after first touch)

Can you score directly from a goal kick? \_\_\_\_\_

Can you score an own goal directly from a goal kick? \_\_\_\_\_

Offside on goal kick? \_\_\_\_\_

# Law 17 - Corner Kick

A corner kick is awarded when the ball crosses the \_\_\_\_\_, does not enter \_\_\_\_\_, and was last touched by a member of the \_\_\_\_\_ team.

Opponents must remain at least \_\_\_\_\_ from the \_\_\_\_\_

A corner kick is in play when the ball \_\_\_\_\_

Can you score directly from a corner kick? \_\_\_\_\_

Can you score an own goal directly from a corner kick? \_\_\_\_\_

Offside on corner kick? \_\_\_\_\_