

## NRUSA Rec Rules

### U7 Playing Rules

1. The field will be 25 yards wide and 40 yards long. The goals will be pop-ups. The fields will be lined.
2. All teams will use a **size 3 ball**.
3. A match is played by two teams, each consisting of not more than 5 players.
  - a. No team will use a goal keeper.
  - b. No players will be allowed to play the ball within the arc immediately in front of each goal.
  - c. Substitution may be made at the quarter break and at other times as necessary.
  - d. All players will play approximately equal time during the game.
4. Each game will consist of **4 ten minute** quarters. There will be a one minute break between quarters 1-2 and 3-4 and a five minute halftime.
5. Equipment
  - a. All **players are required to wear shinguards** during the game.
  - b. Players may wear sneakers or soft-cleated shoes.
6. No alcohol or tobacco products are allowed on fields during games or practices.
7. Play starts with a kick-off from the center spot of the field. The ball must move forward on the kick-off. The defending team must be **5 yards** from any player on the team kicking off. The team kicking off may stand anywhere in their half of the field.
8. Stoppage of play
  - a. A throw-in is taken if the ball crosses the touch line (sideline). A proper throw-in requires both feet on the ground and to throw the ball with both hands over the head. Each child will be allowed several chances to perform a correct throw-in. The coach can explain and demonstrate if necessary.
  - b. Free kicks are awarded any time a foul occurs. All free kicks are indirect meaning that the ball must be touched twice (by the kicker and another) before a goal can be scored. A goal cannot be scored directly off a free kick.
  - c. There are no penalty kicks, yellow cards, or red cards under any circumstances. Coaches are asked to sit players down who persistently commit unnecessary hard fouls.
  - d. If a team kicks the ball over the end line at its offensive goal, a goal kick is awarded to the defending team. For all goal kicks, the ball is placed anywhere along the top of the arc in front of the goal. The ball must travel forward to be in play. The defending team must stay at the center line until the ball is put into play.
  - e. If a team kicks the ball over the end line at its defensive goal, a corner kick is awarded to the other team at the corner of the field closest to where the ball went out of bounds.
  - f. No player is allowed to touch the ball in the arc in front of the goal. If a defending player touches the ball in the arc, then the offensive team is awarded a corner kick. If an offensive player touches the ball in the arc, the defending team is awarded a goal kick. If the ball rolls to a stop within the arc, the defensive team is awarded a goal kick.

### NRUSA Kindergarten Soccer Rules

1. The field is 20 yards wide by 25 yards long. The goals are 6 feet wide. Preferably, 6' pop-up goals will be used. If pop-up goals are not available, then goals may be marked with cones. In most cases, fields for kindergarten will not be lined. Thus coaches will need to mark off the field with discs/cones. In this case, the "goal" discs/cones should be clearly distinguishable from the "line" discs/cones.

2. Games are played 3v3 using a size 3 ball.

3. All players are required to wear shin guards during games.

4. Game length is 4 seven-minute quarters, with a 1 minute break between quarters and a 3-minute break at halftime.

5. Kickoffs take place at the start of game, start of second half, and after each goal scored. Defense stands back 3 yards and allows for completion of the first pass.

6. If one team kicks the ball over the side line, the other team is awarded an indirect free

**kick-in.** Defense allows ample space for the first pass.

7. If one team kicks the ball over the end-line of the goal they are attacking, the ball is awarded to the other team for an indirect free kick from out in front of the goal (**goal kick**). The team now on defense moves back to half-field and doesn't rush until the first pass is completed.

8. If one team kicks the ball over the end-line of the goal they are defending, the ball is awarded to the other team for an indirect free kick from the corner (**corner kick**) of the field closest to where the ball went out of bounds.

9. If a **foul** occurs (e.g., a player from one team knocks a player from the other team down), the ball is awarded to the team of the fouled player at the point of the foul for an indirect free kick.

10. No goalkeeping/use of hands is allowed. Players should be discouraged from standing directly in front of the goal.

11. Coaches will rotate players in and out of the game by substituting at the quarter breaks. If it is **necessary** to substitute between quarter breaks, only a single substitution is permitted at a time and the coach will do so "**on the fly**" so as not to delay the flow of the game (hockey-style substitution).

12. All players will play approximately equal time during the game.

13. A coach from each team referees the game. Please, only one coach on the field at a time.

*Remember, this is a **TEACHING LEAGUE**. This is the first exposure to soccer that these kids will have, so please take time during the game to **BRIEFLY** explain/instruct/correct the proper way to do a kickoff, kick-in, corner kick, etc. Give kids another chance if they muff a kick-in or kickoff.*

## U8 Playing Rules

1. The field will be between 70 and 50 yards long and between 30 and 40 yards wide. The goals will be 6 feet high by 12-18 feet wide. The fields will be lined.
2. All teams will use a **size 4 ball**.
3. A match is played by two teams, each consisting of not more than **7** players, one of whom is a goal keeper.
  - a. All players will play a minimum of 50% of the playing time.
  - b. Substitutions may be made after injuries, before goal kicks, after goals, before a team's throw-in, between quarters and at the half.
4. Each game will consist of **4 ten minute** quarters. There will be a one minute break between quarters 1-2 and 3-4 and a five minute halftime.
5. Equipment
  - a. All **players are required to wear shinguards** during the game.
  - b. Players may wear sneakers or soft-cleated shoes.
6. Play starts with a kick-off from the center spot of the field. The ball must move forward on the kickoff. The defending team must be **8** yards from any player on the team kicking off. The team kicking off may stand anywhere on their half of the field.
7. Stoppage of play
  - a. A throw-in is taken if the ball crosses the touch line (sideline). A proper throw-in requires both feet on the ground and to throw the ball with both hands over the head. Each child will be allowed a second chance to perform a correct throw-in. The coach can explain and demonstrate if necessary.
  - b. Free kicks are awarded any time a foul occurs. All free kicks are indirect meaning that the ball must be touched twice (by the kicker and another) before a goal can be scored. A goal cannot be scored directly off a free kick. A foul by the defending team in the goal area will be restarted with a free kick OUTSIDE of the goal area. There are no penalty kicks to be taken. The referee/coach/parent must explain ALL infractions to the offending team.
  - c. All opponents must be 8 yards from the ball on all free kicks (including goal and corner kicks).
  - d. There are no penalty kicks, yellow cards, or red cards under any circumstances. Coaches are asked to sit players down who persistently commit unnecessary hard fouls.
  - e. If a team kicks the ball over the end line at its offensive goal, a goal kick is awarded to the defending team. For all goal kicks, the ball is placed anywhere in the goal area. The ball must travel forward to be in play. The defending team must stay at the center line until the ball is put into play.
  - f. If a team kicks the ball over the end line at its defensive goal, a corner kick is awarded to the other team at the corner of the field closest to where the ball went out of bounds.
  - g. There is no offsides.
  - h. Only the goal keeper may use his hands in the goal area.

## **U10 Playing Rules**

### **Law 1.) The Field of Play**

**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 45 yards maximum 60 yards

**Width:** minimum 35 yards maximum 45 yards

**Field Markings:** Distinctive lines not more than 5 inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 8 yards 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, 6 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 6 yards 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 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, 10 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 10 yards 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 8 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from each penalty mark is drawn outside the penalty area.

**Flag posts:** A flag post, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner.

**The Corner Arc:** A quarter circle with a radius of 1 yard from each corner flag post is drawn inside the field of play.

**Goals:** Goals must be placed on the center 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 maximum distance between the posts is 18 feet and the maximum distance from the lower edge of the crossbar to the ground is 6 feet.

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

### **Law 2.) The Ball – Size 4.**

**Law 3.) The Number of Players** – A match is played by two teams, each consisting of not more than 8 players, 1 of whom is the goalkeeper.

**Substitutions:** At any stoppage and unlimited. Playing time: Each player SHALL play a minimum of 50% of the total playing time. Teams and matches may be coed.

**Law 4.) The Players' Equipment** – A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewelry. The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts
- Stockings
- Footwear
- Shinguards are covered entirely by the stockings, are made of a suitable material and provide a reasonable degree of protection.

Each goalkeeper wears colors that distinguish him/her from other players, the referee and the assistant referees or linesmen/women. Nonuniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5.) The Referee** – Registered referee, especially Grade 9 or parent/coach or assistant coach. All rule infringements shall be briefly explained to the offending player.

**Law 6.) The Assistant Referees** – Not required. May use club linesmen/women if desired.

**Law 7.) The Duration of the Match** – The match lasts two equal periods of 25 minutes. There shall be a half-time interval of 5 minutes.

**Law 8.) The Start and Restart of Play** – 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. A goal may be scored directly from the kick-off. After a team scores a goal, the other team takes the 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
- All players are in their own half of the field
- The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives the 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

**Law 9.) The Ball In and 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

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** – 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** – None.

**Law 12.) Fouls and Misconduct** – A direct free kick is awarded to the opposing team if a player commits any of the following six 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

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

- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his/her own penalty area).
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

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

- Takes more than six seconds while controlling the ball with his/her hands before releasing it from his/her possession
- Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player
- Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
- Touches the ball with his/her hands after he/she 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/her hands

The indirect free kick is taken from where the offense occurred.

- An indirect free kick is awarded to the opposing team at the center spot on the halfway line, if a goalkeeper punts or drop-kicks a ball in the air from one penalty area into the opponents' penalty area.

**Law 13.) Free Kicks** – All free kicks are direct and opponents are at least 8 yards from the ball until it is in play. 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. If the free kick is kicked directly into the opponents' goal a goal is awarded. If a free kick is kicked directly into the teams own goal a corner kick is awarded to the opposing team.

**Law 14.) The Penalty Kick** – A penalty kick is awarded against a team that commits one of these offenses:

- 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
- Holds an opponent

- Spits at an opponent
- Handles the ball deliberately
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

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. 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 touched either or both of the goalposts and/or the crossbar, and /or the goalkeeper. The ball is placed on the penalty mark (the penalty mark is 8 yards from the center of the goal line.) The player taking the penalty kick is properly identified. The defending goalkeeper remains on his/her 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 and at least 8 yards from the penalty mark. The referee does not signal for penalty kick to be taken until the players have taken up position in accordance with the Law. The referee decides when a penalty kick has been completed. 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.

**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

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

**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.

Procedure:

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents must remain outside the goal area and at least 4 yards from the ball until it is in play
- The kicker does not play the ball a second time until it has touched a second player
- The ball is in play when it is kicked directly beyond the goal area

**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.

Procedure:

- The ball is placed inside the corner arc at the nearest corner flag post

- The corner flag post is not moved
- Opponents remain at least 8 yards 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

## **U12 Playing Rules**

### **Law 1.) The Field of Play**

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 70 yards maximum 80 yards

*Width:* minimum 45 yards maximum 55 yards

*Field Markings:* Distinctive lines not more than 5 inches wide. The field of play is divided into two halves by a halfway line. The center mark is indicated at the midpoint of the halfway line. A circle with a radius of 8 yards 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, 6 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 6 yards 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 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, 10 yards from the inside of each goalpost. These lines extend into the field of play for a distance of 10 yards 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 8 yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of 8 yards from each penalty mark is drawn outside the penalty area.

*Flag posts:* A flag post, not less than 5 feet high, with a non-pointed top and a flag is placed at each corner.

*The Corner Arc:* A quarter circle with a radius of 1 yard from each corner flag post is drawn inside the field of play.

*Goals:* Conform to FIFA with exception that the maximum distance between the posts is 18 feet and the maximum distance from the lower edge of the cross bar to the ground is 6 feet

### **Law 2.) The Ball – Size 4.**

**Law 3.) The Number of Players** – A match is played by two teams, each consisting of not more than 8 players, 1 of whom is the goalkeeper.

*Substitutions:* At any stoppage and unlimited.

**Law 4.) The Players' Equipment** – A player must not use equipment or wear anything that is dangerous to himself or another player, including any kind of jewelry. The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts
- Stockings
- Footwear
- Shinguards are covered entirely by the stockings, are made of a suitable material and provide a reasonable degree of protection.

Each goalkeeper wears colors that distinguish him/her from other players, the referee and the assistant referees or linesmen/women. Nonuniform clothing is allowed based on weather conditions, but uniforms must still distinguish teams.

**Law 5.) The Referee** – Registered referee,

**Law 6.) The Assistant Referees** – Use U.S.S.F. registered referees or club linesmen/women.

**Law 7.) The Duration of the Match** – The match lasts two equal periods of 30 minutes. There shall be a half-time interval of 5 minutes.

**Law 8.) The Start and Restart of Play** – 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. A goal may be scored directly from the kick-off. After a team scores a goal, the other team takes the 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
- All players are in their own half of the field
- The opponents of the team taking the kick-off are at least 8 yards from the ball until it is in play
- The ball is stationary on the center mark
- The referee gives the 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

**Law 9.) The Ball In and 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

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** – 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** – It is not an offense in itself to be in an offside position. A player is in an offside position if he/she is nearer to his/her opponents' goal line than both the ball and the second last opponent. A player is not in an offside position if he/she is in his/her own half of the field or he/she is level with the second last opponent or he/she is level with the last two opponents or he/she is level with the ball. A player in an offside position is only penalized if, at the moment the ball touches or is played by one of his/her own team, he/she 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. There is no offside offense if a player receives the ball directly from a goal kick, a throw-in or a corner kick.

**Law 12.) Fouls and Misconduct** – A direct free kick is awarded to the opposing team if a player commits any of the following six 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

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

- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately (except for the goalkeeper within his/her own penalty area).
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

The direct free kick is taken from where the offense occurred.

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

- Takes more than six seconds while controlling the ball with his/her hands before releasing it from his/her possession
- Touches the ball again with his/her hands after it has been released from his/her possession and has not been touched by another player
- Touches the ball with his/her hands after it has been deliberately kicked to him/her by a team-mate
- Touches the ball with his/her hands after he/she 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/her hands

The indirect free kick is taken from where the offense occurred.

- An indirect free kick is awarded to the opposing team at the center spot on the halfway line, if a goalkeeper punts or drop-kicks a ball in the air from one penalty area into the opponents' penalty area.

**Law 13.) Free Kicks** – All free kicks are direct and opponents are at least 8 yards from the ball until it is in play. 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. If the free kick is kicked directly into the opponents' goal a goal is awarded. If a free kick is kicked directly into the teams own goal a corner kick is awarded to the opposing team.

**Law 14.) The Penalty Kick** – A penalty kick is awarded against a team that commits one of these offenses:

- 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
- Holds an opponent

- Spits at an opponent
- Handles the ball deliberately
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

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. 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 touched either or both of the goalposts and/or the crossbar, and /or the goalkeeper. The ball is placed on the penalty mark. The player taking the penalty kick is properly identified. The defending goalkeeper remains on his/her 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 and at least 8 yards from the penalty mark. The referee does not signal for penalty kick to be taken until the players have taken up position in accordance with the Law. The referee decides when a penalty kick has been completed. 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.

**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

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

**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.

Procedure:

- The ball is kicked from any point within the goal area by a player of the defending team
- Opponents must remain outside the goal area and at least 4 yards from the ball until it is in play
- The kicker does not play the ball a second time until it has touched a second player
- The ball is in play when it is kicked directly beyond the goal area

**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.

Procedure:

- The ball is placed inside the corner arc at the nearest corner flag post

- The corner flag post is not moved
- Opponents remain at least 8 yards 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