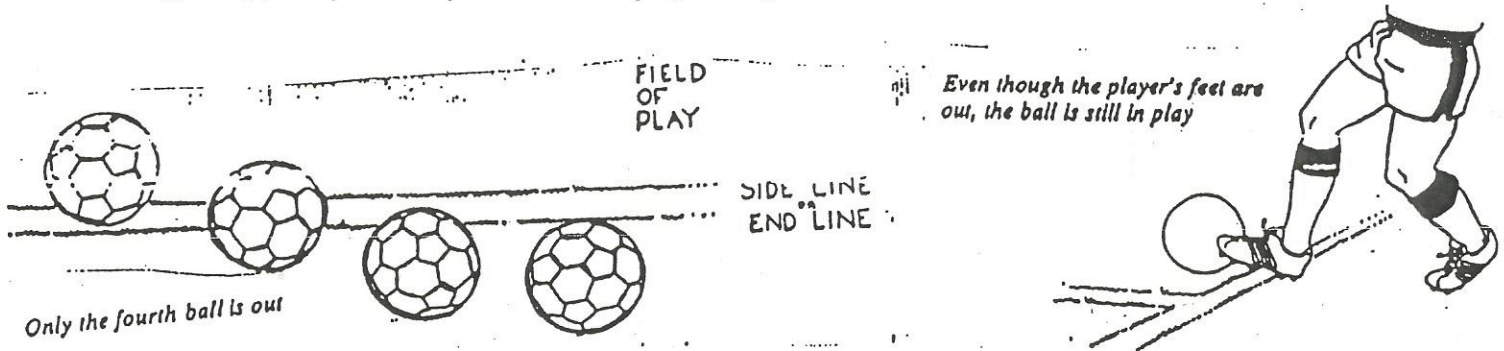


WHEN THE BALL GOES OUT OF PLAY

WHEN IT IS OUT

In soccer, the ball isn't out until the whole ball crosses over the whole line; either on the ground or in the air. a player may be standing on or all the way over the boundary



Only the position of the ball determines whether out of bounds will be signaled by the linesman. The actual call, as always, is up to the referee.

If the ball does go out of bounds, it may be put back into play in three different ways.

GOAL KICK

If the ball was last played by the attacking team and that team hits it over the defending team's end line, the defense takes a goal kick. The ball is placed for a goal kick anywhere within the half of the goal area (the small box directly in front of the goal) nearest to where it went out. A goal kick is "indirect," and all the rules that apply to free kicks from inside the area apply to goal kicks.

CORNER KICK

If the ball was last touched by the defending team, and it travels over that team's own end line, the attacking team is given a corner kick. For a corner kick, the ball is placed in the corner area nearest to where the ball went out. A corner kick is direct, and all the rules that apply to a direct free kick apply to a corner kick as well. The kicker may not remove the corner flag in order to take the kick.

THROW-IN

If a team hits or deflects the ball over the touch line (sideline), the other team takes a throw-in from the point where the ball crossed the line. Throw-ins, although taken much differently, are very similar to free kicks. They are indirect; the thrower may not play the ball twice or throw it to himself. As with a free kick, a throw-in may be taken by the goalkeeper. Unlike free kicks, however, there is no offside on a throw-in, and opponents may stand as close as they like.

The thrower's feet must be on or outside the touch line
Not on the field

KICKS AWARDED FOR VIOLATIONS

INDIRECT

Indirect kicks are awarded for fouls that are not particularly serious, such as incorrect play or disruptive coaching. When a player takes an indirect kick, the ball must be touched by another player of either team before it can enter the goal and score. Putting the ball straight into the goal on an indirect kick is the same as knocking it out of bounds.

For a direct or an indirect kick, the ball is placed where the foul occurred. The defending team must be no less than 10 yards away from the ball. Members of the side taking the kick may stand as near as they like. After the referee's signal, any member of the team may take the kick. The kicker cannot touch the ball twice, but must pass or shoot it. Unlike kickoffs, direct and indirect kicks may be booted in any direction, but the ball must travel 27 inches before it is in play.

The offenses which lead to indirect kicks are:

Dangerous Play

A player may not play in a fashion that could result in an injury to an opponent or to himself. Some examples of dangerous play are: high kicking, which is kicking at the ball above chest-level of an opponent in a dangerous way; low heading near a swinging foot; or lying on the ball.

- KICKING or attempting to kick an opponent
- TRIPPING
- STRIKING or attempting to strike an opponent
- HOLDING
- PUSHING
- JUMPING AT an opponent
- CHARGING
- HAND BALL (intentionally touching the ball with the hands)
- CHARGING THE GOALIE when he has the ball
- SLIDE TACKLING (attempting to take the ball away from an opponent while sliding on the ground.)
- DANGEROUS PLAY

Raising the foot above the waist

Lowering the head to waist level

Playing the ball while lying on the ground in the immediate vicinity of an opponent

15. INJURY

If a player is hurt too badly to play, instruct the player to sit down on the field. The referee will stop play and allow you to attend to the player. THE PLAYER MUST COME OUT OF THE GAME. Restart the game by awarding an indirect free kick to the team in