
U.S. Soccer Federation Referee Program Entry Level Referee Course Competitive Youth Training Small Sided and Recreational Youth Training

## A throw-in is a method of restarting play.



It is awarded when the whole ball, either on the ground or in the air, crosses the touch line.

The throw-in is awarded to the opposing team of the player who last touched the ball before it crossed the touch line.



A goal cannot be directly scored from a throw-in.


If the ball enters the opponents goal, a goal kick is awarded. If the ball enters the throwers goal, a corner kick is awarded.


An attacking player cannot be offside if they receive the ball directly from a teammate's or an opponent's throw-in.

## Thrower Requirements

* For a proper throw-in, the throw must be taken from where the ball crossed the touch line.
* And the thrower must:
- face the field,
- use both hands,
- deliver the ball from behind and over their
 head,


## (Iifiv. Thrower Requirements

* The thrower must also have part of both feet:
- on the ground and
- either on the touchline or off the field within 1-yd. of the touch-line.



## Thrower Requirements



If all these thrower requirements are not met, an improper throw-in has been taken, and the opposing team is then awarded a throw-in.


# The ball is considered to have entered the field and is therefore in play as soon as any portion of the ball touches, while still in the air, the outer edge of the vertical plane of the touch line and has left the thrower's hands. 




If the throw-in is performed correctly, but the ball ...

- doesn't enter the field of play, or bounces off the ground and then into the field, the throw-in is retaken by the same team.
- breaks the plane of the field and comes into play, but then curves back out, the opposing team is awarded the throw-in.


Referees should be sure to check with the local rules of competition as some small-sided and recreational youth games may allow for incorrect throw-ins to be retaken for learning purposes.



# Opponents are not allowed to interfere with the throw-in. 

Opponents must be no closer than 2-yards from the point on the touch line where the throw-in is being taken.
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## Infringements



When necessary, the referee should warn an opposing player who is closer than the 2-yard minimum distance before the throw-in is taken.

The player should be then be cautioned if they fail to retreat to the correct distance.

If an opponent unfairly distracts or impedes the thrower, that player should be cautioned for unsporting behavior. If the throw-in has been taken then an IFK is awarded.


## Infringements



If, after the ball is in play, the thrower touches the ball again before it has touched another player, an indirect free kick (IFK) is awarded to the opposing team, to be taken from the place where the infringement (2nd touch) occurred.


If, after the ball is in play, the thrower deliberately handles the ball before it has touched another player, a direct free kick (DFK) is awarded to the opposing team, to be taken from the place where the handling occurred. If the handling occurs within the throwers own penalty area a penalty kick (PK) will be awarded.

## Permitted

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A player may intentionally throw-in the ball at another player (opponent or teammate) in order to play the ball again.

This is considered to be a fair tactic, as long as they don't throw the ball carelessly, recklessly or with excessive force.

## Permitted

At the competitive youth level, not all throw-ins will be performed in a traditional manner.

Non-traditional deliveries are not by themselves infringements, provided they are performed in a manner that meets all the requirements of Law 15.

For example, the flip throw, may be used by more advanced players.

## Permitted

A player who lacks the use of one or both hands may still perform a legal throw-in provided the ball is delivered from behind and over the head and all the other requirements of Law 15 are met.

87. A throw-in is awarded when the ball wholly crosses a
$?$
A. Touch line
B. Goal line
C. Side line
D. End line
88. For a proper throw-in the thrower is required to face the field and have part of both feet on the ground, either on the touch line or on the area off the field of play.
A. True
B. False
89. At a minimum, how far away must all opponents be from the location of a throw-in?
A. There is no minimum distance required
B. 1-yard
C. 2-yards
D. 10-yards
90. What is the correct restart if the ball goes directly into the opponent's goal without being touched by another player from a throw-in?
A. Corner kick
B. Goal kick
C. Throw-in
D. Kick-off

