



# All About Restarts Entry Referee Training





# All About Restarts



## When is the Ball “Out-of-Play”?

1) ... When the ball completely leaves the field (Over the Goal-Line or Touch-Line)

**AND**

2) ... When the Referee stops play (Anytime Referee blows the whistle)



# All About Restarts



## Restart of Play is the Result of the Ball Being “Out-of-Play”

**Restarts based on the ball leaving the field:**

**KO, TI, GK, CK**

**Restarts based on the Referee stopping play:**

**DB, IFK, DFK, PK**



# All About Restarts



## Restarts

- 1) are an integral and necessary part of the game**
- 2) cannot be avoided, i.e. once the game is stopped the only way to continue is to restart it one way or another**
- 3) can effect the momentum of the game**
- 4) often result in goals being scored**
- 5) can adversely effect the result of a game when applied incorrectly**



# All About Restarts



## Important for Referee to Restart Play Correctly

Type of Restart

Which Team Restarts

Location of Restart

Location of Players

Restart Requirements

**All have a direct effect on how well the game will proceed**



# All About Restarts



## Why is important to get the Restart right?

- An incorrect restart can be a serious breach of the Laws of the Game.
- Such breaches of the Laws are the major reason matches are protested and upheld.
- If a referee does not apply the Restart Laws correctly, then he is at fault and any protest will likely be upheld.

**Therefore – it's extremely important that Referees completely understand and apply the Restart Laws correctly**



# All About Restarts



## The Eight (8) Soccer Restarts

1. **Kick-Off (KO) – Law 8**
2. **Dropped Ball (DB) – Law 8**
3. **Direct Free Kick (DFK) – Law 13**
4. **Indirect Free Kick (IFK) – Law 13**
5. **Penalty Kick (PK) – Law 14**
6. **Throw-In (TI) – Law 15**
7. **Goal Kick (GK) – Law 16**
8. **Corner Kick (CK) – Law 17**



# All About Restarts



## The Eight (8) Common Elements Associated with all Soccer Restarts

1. Reason for the restart?
2. Where is the restart taken?
3. Who performs the restart? (team or player)
4. When is the ball in play?
5. Does second-touch rule apply?
6. Can a goal be scored directly (first touch) from restart?
7. Restrictions on players?
8. Punishment for improper restart?





# Restarts - Common Elements



## 1) Reason for the Restart?

### Because the ball left the field-of play

KO – ball went over the goal line into the goal

TI – ball went over the touch-line

CK – ball went over the goal line, last touched by defending team

GK – ball went over the goal line, last touched by attacking team

### Because the Referee stopped play

DB – action stopped thru no fault of any players

DFK – a DFK foul committed by a player on the field

IFK – a non-DFK foul or infraction committed by a player

PK – a DFK foul committed by a defending player in the  
Penalty Area



# Restarts - Common Elements



## 2) Where is Restart Taken?

KO – ball placed at the Center Mark

TI – throw-in taken at point where the ball left the field

GK – ball placed anywhere in the Goal Area

CK – from the corner arc on side of field where ball went over the goal line

DB – ball dropped at location where the ball was when play was stopped

DFK – kick taken from spot of the DFK foul

IFK – kick taken at the spot of the infraction or at the location of the ball when infraction occurs off the field

PK – ball placed at the Penalty Mark



# Restarts - Common Elements



## 3) Who Performs the Restart?

KO – team against whom the goal was scored

TI – opponent of team who last touched the ball

GK – any player on the defending team

CK – any player on the attacking team

DB – the referee

DFK – any player on the team that was fouled

IFK – any player on the opposing team that committed the  
infraction

PK – any player on the team that was fouled



# Restarts - Common Elements



## 4) When is the Ball In Play?

KO – when it is kicked in any direction and clearly moves

TI – after the ball is released and any portion of the ball enters the field of play in the air

GK – when it is kicked and leaves the Penalty Area

CK – when it is kicked and clearly moves

DB – when the ball touches the ground

DFK – when it is kicked and clearly moves (or leaves the Penalty Area when taken by the defending team)

IFK – when it is kicked and clearly moves (or leaves the Penalty Area when taken by the defending team)

PK – when it is kicked and clearly moves forward



# Restarts - Common Elements



## 5) Does the Second Touch Rule Apply?

KO – Yes

TI – Yes

GK – Yes, but only after the ball has left the Penalty Area and is in play

CK – Yes

DB – No, it is not an infraction if the ball is first touched twice in succession by the same player

DFK – Yes (but only the ball has left the Penalty Area if kick is taken from within the Penalty Area by the defending team)

IFK – Yes (but only the ball has left the Penalty Area if kick is taken from within the Penalty Area by the defending team)

PK – Yes

After the ball is “in-play” the player taking the kick or throw-in may not touch the ball again until it has been touched by another player (on either team). If a second touch occurs, it is an IFK infraction at the spot of the second touch.



# Restarts - Common Elements



## 6) Can a Goal be Scored Directly (First Touch)?

KO – Yes, but only against the opposing team

TI – No, a second touch by any player (either team) must occur before a goal can be allowed

GK – Yes

CK – Yes

DB – No, the ball must be touched by two players before a goal can be allowed

DFK – Yes

IFK – No, a second touch by any player (either team) must occur before a goal can be allowed

PK – Yes



# Restarts - Common Elements



## 7) Restrictions on Players?

KO – opposing players must be outside the Center Circle

TI – opposing players must be at least two-yards away from spot of the throw-in

GK – opposing players must be outside the Penalty Area

CK – opposing players must be at least ten-yards away from corner arc

DB – No restrictions

DFK – opposing players must be at least ten-yards away (and outside the Penalty Area if kick is taken from within the Penalty Area by the defending team)

IFK – opposing players must be at least ten-yards away (and outside the Penalty Area if kick is taken from within the Penalty Area by the defending team)

PK – All players, except kicker and goalkeeper must be outside the Penalty Area and Penalty Arc and must be behind the ball.



# Restarts - Common Elements



## 8) Punishment for Improper Restart?

KO – retake the Kick-Off (ball not kicked, encroachment by opponents)

TI – Throw-In for the opposing team (improper throw-in mechanics)

GK – retake the Goal Kick (ball fails to leave the Penalty Area)

CK – retake the Corner Kick (ball not placed in corner arc, encroachment by opponents)

DB – redo dropped ball (ball touched before hitting the ground)

DFK – retake the DFK (improper location, encroachment by opponents)

IFK – retake the IFK (improper location, encroachment by opponents)

PK – retake the Penalty Kick for infraction committed by opponents  
IFK for opponents if infraction committed by kicking team





# All About Restarts



## Restart Expectations

Restarts as a result of the ball leaving the field will be numerous, and as such will quickly become second nature to you due to the repetitive similarities of each these restarts.

**Throw-Ins, Goal Kicks, Corner Kicks**

**Kick-Offs** will not occur as often, but they will occur at least twice in each game.



# All About Restarts



## Restart Expectations

**DFK and IFK** restarts are also likely to occur on multiple occasions during each game and each such restart will present different challenges to your ability to successfully officiate a match.

**Dropped Balls** will occur, but typically few and far between in a game, if at all.

**Penalty Kick** restarts will be rare, typically less than a handful during the course of a season. Criteria will be harder to remember, since it will not be an every game occurrence.



# All About Restarts



## **Important Points:**

**All restarts require a signal by the Referee to be valid (whether the signal is a whistle or a hand gesture)**

**All restart restrictions on players remain in effect until the ball is actually back “in play”!**



# All About Restarts



## Remember

That, as an official, you must and are expected to completely understand the Restart Laws and implement them correctly at all times to the best of your ability.



# Review Question



**113. The recommended position for an assistant referee during an attack on goal is which of the following?**

- A. Even with the ball
- B. Even with the second to last defender
- C. Even with the ball or the second to last defender, depending on which is closer to the goal line
- D. Even with the first attacker
- E. On the goal line



# Review Question



**114. If the ball completely passes out of the field-of-play in the air across the AR's end of a touch-line and immediately returns to the field-of-play, and play continues, the AR should:**

- A. Not raise the flag and allow play to continue.
- B. Point the flag 45 degrees downward in the direction of the corner flag
- C. Point the flag horizontally with the right hand toward goal area
- D. Point the flag 45 degrees upward in the direction of the restart
- E. Raise the flag vertically in the hand that is going to be used to signal the direction of the restart



# Review Question



**115. The ball is in play near midfield, when the goalkeeper , D8, who is within his own penalty area, throws a punch and misses at an opposing player, A4, who is standing in the penalty arc. The AR raises the flag and the referee stops play. What is the correct restart?**

- A. IFK for A4's team in the penalty arc
- B. Dropped ball near midfield
- C. Dropped ball in the penalty arc
- D. Penalty Kick for A4's team
- E. DFK for A4's team in the penalty arc
- F. DFK for A4's team near midfield
- G. IFK for A4's team near midfield



# Review Question



**116. In a 14-U game the goal keeper dives and catches a hard shot and maintains possession of the ball. In the process of making the save the goalkeeper hit her head on the ground and the referee immediately stopped play to attend to the injury. What is the correct restart?**

- A. Indirect free kick for the goalkeeper's team
- B. Dropped ball with players from both teams
- C. Dropped ball with only the goalkeeper present
- D. Indirect free kick for the opposing team
- E. Hand the ball to the goalkeeper to punt the ball out





# Review Question



**117. On a windy day in a 12-U game the player taking the kick-off, kicks it hard towards his own goal, which then goes into his own goal without it being touched by any other player. What is the correct restart?**

- A. Goal Kick
- B. Kick-off for the opposing team
- C. Corner Kick
- D. IFK for the opposing team
- E. Retake the original Kick-off
- F. Dropped Ball



# Review Question



**118. After the ball hits the ground on a dropped ball near midfield, player A6 is the first to touch the ball, which he kicks downfield and chases after it. He is the first to get the ball and is able to take a quick shot on goal, which is caught by the goalkeeper. The referee mistakenly blows the whistle and stops play because of the second touch by A6. What is the correct restart?**

- A. Retake the original dropped ball
- B. IFK for A6's team at spot of second touch
- C. Dropped ball at spot of second touch
- D. IFK for the goalkeeper's team where the ball was when the referee blew the whistle
- E. Dropped ball where the ball was when the referee blew the whistle