



Law 8 (8 & 9)



U.S. Soccer Federation Referee Program
Grade 9 Referee Course
Small Sided and Recreational Youth Training

Coin Toss

The game starts with a kick-off and that's decided by the coin toss.

The coin toss usually takes place with the designated team captains.

The visiting captain usually gets to select heads or tails before the coin is tossed by the referee.



Coin Toss

The team that wins the toss decides which goal it will attack in the first half

The other team is takes the kick-off to start the match.

In the second half of the match, the teams change ends and attack the opposite goals.

The team that won the coin toss takes the kick-off to start the second half.





Kick-off

The kick-off is used to start the game and to start any other period of play as dictated by the local rules of competition.

- **First half**
- **Second half**
- **Any period of play**

A kick-off is also used to restart the game after a goal has been scored.



Kick-off Mechanics

The referee crew should enter the field together approximately three to five minutes prior to the opening kick-off.



As a team they should move quickly to the center mark with the referee carrying the ball.



Kick-off Mechanics

Following any final instructions and a handshake, the ARs should then go to their respective goals lines for a final check of the goals and nets.



After completing their check, the ARs will then move to their respective positions on the touch lines.



Kick-off Mechanics

Before any kick-off, the referee should scan the players and the field and then make eye contact with both ARs to ensure readiness.

The ARs, in line with second to last defenders, should unfurl their flag and hold it straight down in view of the referee to indicate readiness before the kick-off.



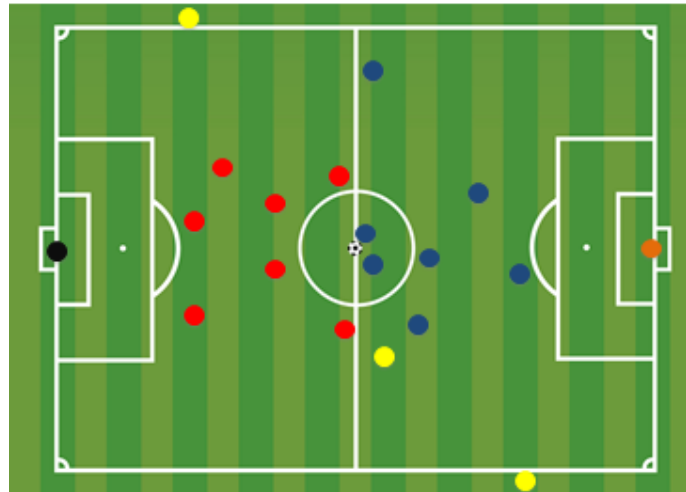
Kick-off Mechanics

Readiness by the ARs includes:

- **Confirming the correct number of players;**
- **Verifying that there are clearly identified goalkeepers;**
- **That the bench areas are ready;**
- **That no outside agents are on the field of play.**

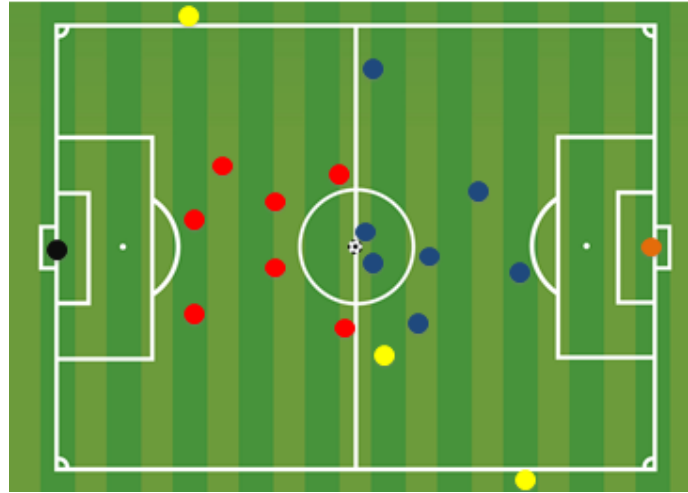
Kick-off

All players must be in their own half of the field of play.



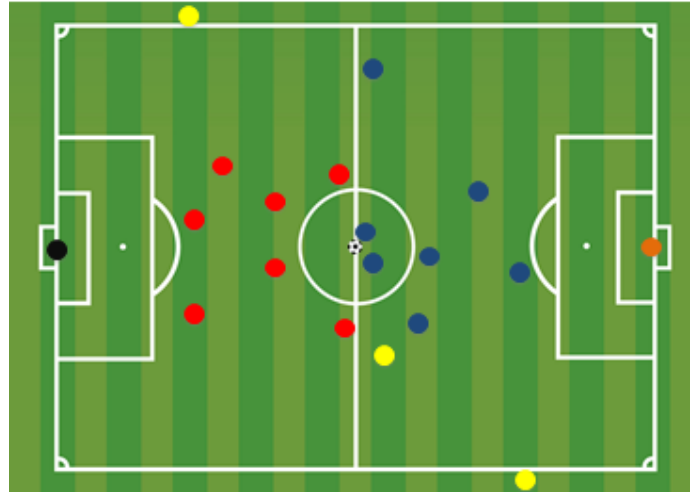
With the exception that the kicker may be in the opponent's half of the field, in order to take the kick-off.

Kick-off



The opponents of the team taking the kick-off are to be outside the center circle (i.e. at least 10-yds. from the ball), until it is in play. This distance may be modified for small-sided game.

Kick-off



The USSoccer Player Development Initiative recommends that small-sided youth games use a modified center circle of 8-yards depending on the age of the game (12-U and younger).



Requirements

There are a number of requirements that the referee must ensure are met at the taking of a kick-off:

- All players must be in their own half of the field of play (**Exception: Kicker may be in opponents' half of field at the taking of the kick-off**).
- All opponents of the team taking the kick-off are to be outside the center circle (at least 10-yds. away) from the ball until it is in play
- The ball must be stationary on the center mark
- A signal to kick-off is given with a whistle



Requirements

The referee gives a signal with a whistle and the ball is in play when it is kicked and **clearly** moves.

The ball can be kicked in any direction, this includes backwards.



Requirements

Be aware, that a goal CAN be scored directly against an opponent from the kick-off.

If the ball is kicked directly into the kicker's own goal ... NO GOAL ... restart with a corner kick for the opposing team.

The referee starts time when the ball is kicked into play.



Infringements

If the player taking the kick-off touches the ball again before it has touched another player, an indirect free kick (IFK) is awarded to the opposing team from where the infringement occurred.

In the event of any other infringement of the kick-off procedure, such as a player not being in their team's own half of the field, the kick-off is retaken.

Dropped Ball

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

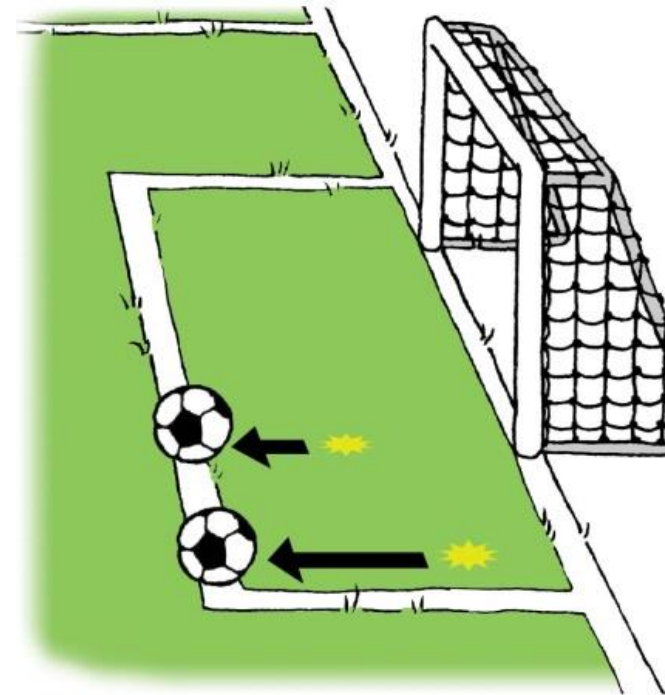


Some common examples include when the referee stops play due to an injury, an interference from an outside agent or because of weather issues.

Dropped Ball

The referee drops the ball at the position where it was when play was stopped, unless play was stopped inside the goal area.

In which case the ball is dropped on the goal area line parallel to the goal line (6-yds. away) at the point nearest to where the ball was when play was stopped.





Infringements

The ball is in play once it touches the ground.



Also note that the goalkeeper may use their hands to play the ball once it touches the ground, provided they are within their own penalty area at the time.



Dropped Ball

The Laws of the Game do not specifically require any particular number of players at the taking a dropped ball, but there is typically one player from each team that participates.



Dropped Ball

The referee may not decide who may or may not contest a dropped ball.



Any player may challenge for the ball, including the goalkeeper and there is no minimum or maximum number of players required to contest a dropped ball.

Dropped Ball

From a dropped ball restart a goal can only be scored after having been touched by at least two players (either team).

A goal cannot be scored directly (one touch) from a dropped ball.



Dropped Ball

If a dropped ball is played directly into the opponents' goal, the restart is a goal kick.



If the dropped ball is kicked directly into a team's own goal, a corner kick is awarded to the opposing team.

Infringements

The ball is dropped again if:

- **it is touched by a player before it makes contact with the ground;**
- **if the ball leaves the field of play after it makes contact with the ground, without any player touching it.**





REVIEW QUESTIONS



Review Question

40. How should the referee restart the game if play is stopped for an injured goalkeeper in possession of the ball?

- A. Corner kick
- B. Kick-off
- C. Indirect free kick
- D. Dropped ball



Review Question

41. How should the referee restart the game if a player kicks the ball directly into the opponent's goal from a dropped ball?

- A. Corner kick
- B. Goal kick
- C. Repeat the dropped ball
- D. Kick-off



Review Question

42. When is the ball in play at the taking of a kick-off?

- A. Only after it has been touched or played by another player
- B. Only after it leaves the center circle
- C. Only when it is kicked and moves
- D. Only when it is kicked and moves forward



Review Question

43. When is the ball in play from a dropped ball?

- A. When the ball touches the ground
- B. When the referee releases the ball
- C. When a player touches the ball
- D. When the ball stops bouncing



Review Question

44. The winner of the coin toss gets which of the following?

- A. The choice of which goal to attack in the first half, but not the kick-off
- B. The choice between kicking off in the first half or the second half



Review Question

45. During the kick-off, do all of the players on both teams have to be on their half of the field until the ball is in play?

- A. Yes
- B. No



Review Question

46. What restart should the referee use when no other restart applies to the situation?

- A. Indirect free kick
- B. Dropped ball