

Law 9 (8 & 9)





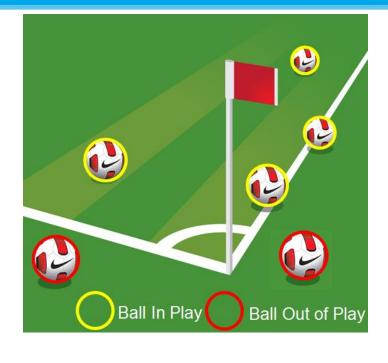


U.S. Soccer Federation Referee Program
Grade 9 Referee Course
Small Sided and Recreational Youth Training



Boundary Lines

The ball is out-of- play when it completely crosses the whole of the goal line or touch line, whether on the ground or in the air.



Officials should understand that the outside edge of each boundary line has an invisible plane that extends up from the ground into the air.



Boundary Lines



When in the air, the ball is out-of-play when it completely crosses this invisible plane.

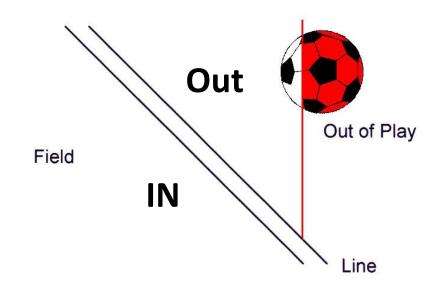
The positioning of the AR is very important in order to make this determination.



Boundary Lines



On the line and not on the line.



This ball is not out of play because part of it is still above the outside edge of the line



Rebounds



Note that the ball is still considered in play even if it rebounds off a goalpost, crossbar, corner flag, the referee or the AR.



Stoppage

The ball is also out-of-play when play has been stopped by the referee, for any reason, such as when an offense or misconduct has occurred.



Note that the ball is deemed out-of-play when the decision is made by the referee, not when the whistle is blown.

The ball is also deemed out-of-play if the whistle is blown accidentally.



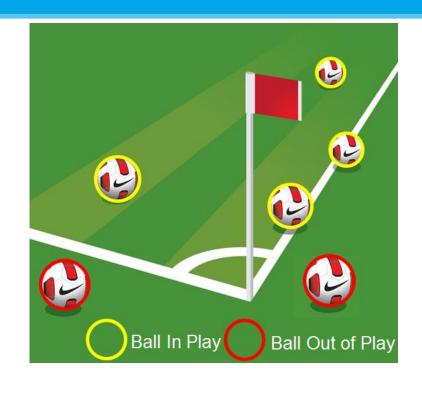
Summary

In summary, once the game starts from the kick-off, the ball remains in play:

1) until it wholly crosses over a goal line or a touch line

... or ...

2) until the referee stops play.









Review Question

47. Does the entire ball or just part of the ball have to cross a boundary line in order for it to be considered out of play?

- A. Entire ball
- B. Part of the ball



Review Question

48. Is the ball still considered in play when the referee blows their whistle?

A. Yes

B. No



Review Question

- 49. What should the referee do if the ball completely crosses the touchline in the air and blows back onto the field?
 - A. Allow play to continue since the ball never touched the ground outside the field of play
 - B. Stop play and restart with a throw-in