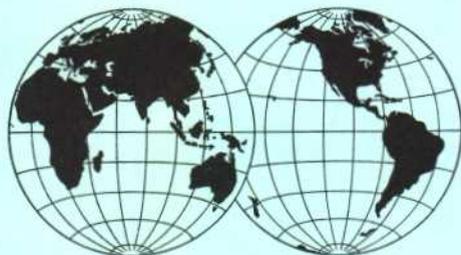


**FÉDÉRATION INTERNATIONALE
DE FOOTBALL ASSOCIATION**



**UNIVERSAL GUIDE
FOR
REFEREES**

(REVISED EDITION 1961)

ENGLISH EDITION

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UNIVERSAL GUIDE FOR REFEREES

(ENGLISH EDITION)



Revised edition 1961

AUTHORISED BY THE INTERNATIONAL FOOTBALL ASSOCIATION BOARD

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P R E F A C E

It was in June 1938, that the Laws of the Game of Association Football were redrafted and issued in their present form. In the years which have followed, the International Board, which meets annually and is the supreme authority as far as the Laws are concerned, has made various other changes, most of them of a minor character.

With the increase in the number of International fixtures, however, the need for a uniform interpretation of the Laws by Referees becomes correspondingly pressing. To further this aim the International Board has decided to give its full support to the interpretations of the Laws, made from time to time by the Referees' Committee of F.I.F.A. The Board has decided that National Associations should include these decisions alongside the Laws of the Game in its publications. In this revised edition of the Universal Guide for Referees, the F. I. F. A. Referees' Committee has excluded from the International Board Decisions all anomalies and included only those decisions which have a direct bearing on Laws of the Game.

It is hoped that this edition of the Guide will be of value to both players and referees in achieving a deeper knowledge of how their game should be played and controlled.

A handwritten signature in cursive script, reading "Stanley Hous.", positioned centrally below the main text.

President, Referees' Committee of F. I. F. A.

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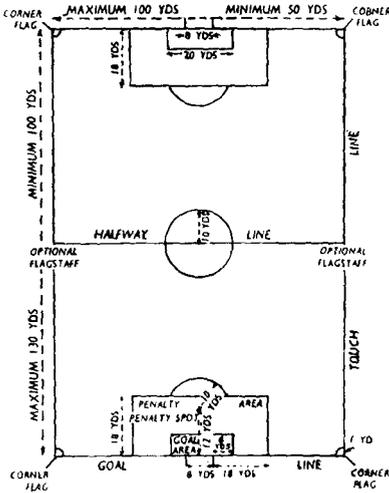
Provided the principles of these Laws be maintained they may be modified in their application to players of school age, as follows: (a) size of playing pitch; (b) size and weight of ball; (c) width between the goal-posts and height of the cross-bar from the ground; (d) the duration of the periods of play.

In an International Youth Tournament the goalkeeper may be substituted at any time during the match and one other player before the first half, if they are injured and unable to take further part in the game.

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LAW I.—THE FIELD OF PLAY

The Field of Play and appurtenances shall be as shown in the following plan:



(1) **Dimensions.** The field of play shall be rectangular, its length being not more than 130 yards nor less than 100 yards and its breadth not more than 100 yards nor less than 50 yards. (In International Matches the length shall be not more than 120 yards nor less than 110 yards and the breadth not more than 80 yards nor less than 70 yards.) The length shall in all cases exceed the breadth.

(2) **Marking.** The field of play shall be marked with distinctive lines, not more than 5 inches in width, not by a V-shaped rut, in accordance with the plan, the longer boundary lines being called the touch-lines and the shorter the goal-lines. A flag on a post not less than 5 ft. high and having a non-pointed top, shall be placed at each corner; a similar flag-post may be placed opposite the halfway line on each side of the field of play, not less than 1 yard outside the touch-line. A halfway-line shall be marked out across the field of play. The centre of the field of play shall be indicated by a suitable mark and a circle with a 10 yards radius shall be marked round it.

¹ In International matches the dimensions of the field of play shall be: maximum 110 metres \times 75 metres; minimum 100 \times 64 metres.

² National Associations must adhere strictly to these dimensions. Each National Association organising an International Match must advise the Visiting Association, before the match, of the place and the dimensions of the field of play.

³ The Board has approved this table of measurements for the Laws of the Game:

	<i>Metres</i>
130 yards	120
120 yards	110
110 yards	100
100 yards	90
80 yards	75
70 yards	64
50 yards	45
18 yards	16.50
12 yards	11
10 yards	9.15
8 yards	7.32
6 yards	5.50
1 yard	1
8 feet	2.44
5 feet	1.50
28 inches	0.71
27 inches	0.68
5 inches	0.12

⁴ The goal-line shall be marked the same width as the depth of the goal-posts and the cross-bar (5 inches/12 cm.) so that the line and the posts will conform to the same interior and exterior edges.

⁵ The 6 yards (for the outline of the goal-area) and the 18 yards (for the out-line of the penalty-area) which have to be measured along the goal-line, must start from the inner sides of the goal-posts.

⁶ The space within the inside areas of the field of play includes the width of the lines marking these areas.

⁷ All Associations shall provide standard equipment, particularly in International Matches, when the Laws of the Game must be complied with in every respect and especially with regard to the size of the ball and other equipment which must conform to the regulations. All cases of failure to provide standard equipment must be reported to F.I.F.A.

LAW I (*continued*)

(3) **The Goal-Area.** At each end of the field of play two lines shall be drawn at right-angles to the goal-line, 6 yards from each goal-post. These shall extend into the field of play for a distance of 6 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a goal-area.

(4) **The Penalty-Area.** At each end of the field of play two lines shall be drawn at right-angles to the goal-line, 18 yards from each goal-post. These shall extend into the field of play for a distance of 18 yards and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a penalty-area. A suitable mark shall be made within each penalty area, 12 yards from the mid-point of the goal-line, measured along an undrawn line at right angles thereto. These shall be the penalty-kick marks. From each penalty-kick mark an arc of a circle, having a radius of 10 yards, shall be drawn outside the penalty-area.

(5) **The Corner-Area.** From each corner-flag post a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play.

(6) **The Goals.** The goals shall be placed on the centre of each goal-line and shall consist of two upright posts, equidistant from the corner-flags and 8 yards apart (inside measurement), joined by a horizontal cross-bar the lower edge of which shall be 8 ft. from the ground. The width and depth of the goal-posts and the width and depth of the cross-bars shall not exceed 5 in.

Nets may be attached to the posts, cross-bars and ground behind the goals. They should be appropriately supported and be so placed as to allow the goal-keeper ample room.

⁸ So long as the width and depth of 5 inches/12 cm of the goal-posts and the cross-bar are not exceeded, the goal-posts and the cross-bar may be square, rectangular, round, half-round or elliptical in shape.

⁹ 'Curtain-raisers' to International matches should only be played following agreement on the day of the match, and taking into account the condition of the field of play, between representatives of the two Associations and the referee (of the International Match).

¹⁰ National Associations, particularly in International Matches, should restrict the number of photographers and have a line marked at least 2 metres and not more than 10 metres from the goal-lines and a similar distance from the angle formed by the goal-line with the touchlines; they should prohibit photographers from passing over these lines and finally forbid the use of artificial lighting in the form of 'flashlights.'

Footnote:

Goal nets. The use of nets made of hemp, jute or nylon is permitted. The nylon strings may, however, not be thinner than those made of hemp or jute.

LAW II.—THE BALL

The ball shall be spherical; the outer casing shall be of leather and no material shall be used in its construction which might prove dangerous to the players. The circumference of the ball shall not be more than 28 in. nor less than 27 in. The weight of the ball at the start of the game shall not be more than 16 oz. nor less than 14 oz. and it shall not be changed during the game unless authorised by the Referee.

LAW III.—NUMBER OF PLAYERS

(1) The game shall be played by two teams each consisting of not more than eleven players, one of whom shall be the goalkeeper. One of the other players may change places with the goalkeeper during the match provided notice be given to the Referee before such change is made.

(2) Substitutes for players who are injured during a match played under the rules of a competition, and who are unable to continue to play, will only be permitted if the approval of the National Association or International Associations concerned has been obtained.

(3) Substitutes for injured players may be introduced in other matches subject to this arrangement being agreed upon by both teams before the start of a match.

Punishment. If, without notifying the Referee, a player changes to goalkeeper during the game, and then handles the ball within the penalty-area, a penalty-kick shall be awarded. Any player leaving the field during the progress of the game (except through accident) without the consent of the Referee shall be deemed guilty of ungentlemanly conduct.

¹ The ball used in any match shall be considered the property of the Association or Club on whose ground the match is played, and at the close of play it must be returned to the referee.

² The provision of Law II, specifying that the outside covering of the ball must be of leather, shall be strictly observed. Footballs covered with any other material (rubber, etc.) must not be used.

³ The Board has approved these equivalents of the weights specified in the Law: 14 to 16 ounces = 396 to 453 grammes.

⁴ If the ball bursts or becomes deflated during the course of a match, the game shall be stopped and restarted by dropping the new ball at the place where the first ball became defective.

⁵ If this happens during a stoppage of the game (place-kick, goal-kick, corner-kick, free-kick, penalty-kick or throw-in) the game shall be restarted accordingly.

¹ The minimum number of players in a team is left to the discretion of National Associations.

² The Board is of the opinion that a match should not be considered valid if there are fewer than seven players in either of the teams.

³ If a team decides, during the halftime interval, to replace the goalkeeper by another player, the referee must be informed of the change before the match is restarted.

⁴ If National Associations decide to allow substitutes in accordance with clauses 2 and 3 of Law III, the Board advises the replacement of the goalkeeper at any time during the match and of one other player before the end of the first half, if they are injured and unable to take part again in the match, this fact having been confirmed by the Referee.

⁵ In International Matches of this character, National Associations shall, before the start of the match, exchange the names of possible substitutes of the goalkeepers.

LAW IV.—PLAYERS' EQUIPMENT

A player shall not wear anything which is dangerous to another player. Boots must conform to the following standard:—

(a) Bars shall be made of leather or rubber and shall be transverse and flat, not less than half an inch in width and shall extend the total width of the boot and be rounded at the corners.

(b) Studs shall be made of leather, rubber, aluminium, plastic or similar material and shall be solid and round in plan and not less than half an inch in diameter. Where studs are tapered, the minimum diameter of any section of the stud must not be less than half an inch. Where metal seating for the screw type is used, this seating must be embedded in the sole of the boot and any attachment screw shall be part of the stud. Other than the metal seating for the screw type of stud, no metal plates even though covered with leather or rubber shall be worn, neither studs which are threaded to allow them to be screwed on to a base screw that is fixed by nails or otherwise to the soles of boots, nor studs with any form of protruding edge rim, or relief marking or ornament should be allowed.

(c) Combined bars and studs may be worn, provided the whole conforms to the general requirements of this law. Neither bars nor studs on the soles or heels shall project more than three-quarters-of-an-inch. If nails are used they shall be driven in flush with the surface.

(N.B.—The usual equipment of a player consists of a jersey or shirt, shorts, stockings and boots. A goalkeeper shall wear colours which distinguish him from the other players.)

Punishment:

For any infringement of this Law, the player at fault shall be sent off the field of play to adjust his equipment and he shall not return without first reporting to the Referee, who shall satisfy himself that the player's equipment is in order; the player shall only re-enter the game at a moment when the ball has ceased to be in play.

¹ In International Matches the jerseys of the goalkeepers shall be distinct from the colours of the other players taking part in the game.

² If the referee finds that a player is wearing articles not permitted by the Laws and which may constitute a danger to other players, he shall order him to take them off. If he fails to carry out the referee's instruction, the player shall not take part in the match.

³ The Law does not insist that football boots must be worn, but the Board is of opinion that, in competition matches, referees should not allow one or a few players to play without wearing football boots, when all the other players do wear them.

⁴ If a player has been sent off because of an infringement of Law IV, and he re-enters the field whilst the match is in progress, the referee shall stop play and caution the offender, restarting the game by dropping the ball as indicated in Law XII section 3 (j).

⁵ In International Matches, International Competitions and friendly matches between clubs of different National Associations, the referee, prior to the start of the game, shall inspect the players' boots and prevent any player whose boots do not conform to the requirements of Law IV from playing until they comply with the Law. Leagues and Competitions may include a similar provision in their rules.

⁶ The provision of Law XII, relating to a player joining or rejoining his team after the match has started, does NOT affect Law IV. A player who has been sent off the field for infringing Law IV must present himself to the referee during a stoppage of the game, and may not re-enter the field of play unless and until the referee has satisfied himself that the faulty equipment is in order, and has given permission to the player to take part in the game.

LAW V.—REFEREES

A Referee shall be appointed to officiate in each game. He shall:

(a) Enforce the Laws and decide any disputed point. His decision on points of fact connected with the play shall be final so far as the result of the game is concerned. His jurisdiction begins from the time he signals for the kick-off, and his power of penalising shall extend to offences committed when play has been temporarily suspended or when the ball is out of play. He shall, however, refrain from penalising in cases where he is satisfied that by doing so he would be giving an advantage to the offending team.

(b) Keep a record of the game; act as timekeeper and allow the full or agreed time, adding thereto all time lost through accident or other cause.

(c) Have discretionary power to stop the game for any infringement of the Laws and to suspend or terminate the game whenever, by reason of the elements, interference by spectators, or other cause, he deems such stoppage necessary. In such a case he shall submit a detailed report to the competent authority, within the stipulated time, and in accordance with the provisions set up by the National Association under whose jurisdiction the match was played. Reports will be deemed to be made when received in the ordinary course of post.

(d) Have discretionary power, from the time he enters the field of play, to caution any player guilty of misconduct or ungentlemanly behaviour and, if he persists, to suspend him from further participation in the game. In such cases the Referee shall send the name of the offender to the competent authority, within the stipulated time, and in accordance with the provisions set up by the National Association under whose jurisdiction the match was played. Reports will be deemed to be made when received in the ordinary course of post.

(e) Allow no person other than the players and linesmen to enter the field of play without his permission.

(f) **Stop the game if, in his opinion, a player has been seriously injured; have the player removed as soon as possible from the field of play, and immediately**

¹ Referees in International Matches shall wear a **blazer or blouse** the colour of which is distinctive from the colours worn by the contesting teams.

² Referees for International Matches will be selected from a neutral country unless the countries concerned agree to **appoint** their own officials.

³ The referee must be chosen from the official list of International Referees. This need not apply to Amateur and Youth International Matches.

⁴ The authority of the referee on the field of play and the exercise of the powers granted to him by the Laws of the Game, commence with the kick-off. His discretionary powers commence as soon as he enters the field of play, consequently, players at fault may be sent off the field before the game has commenced.

⁵ If a player is sent off the field before a game actually begins another player may take his place, but the kick-off must not be delayed.

⁶ Linesmen are assistants of the referee. In no case shall the referee consider the intervention of a linesman if he himself has seen the incident and from his position on the field, is better able to judge. With this reserve, and the linesman neutral, the referee can consider the intervention and if the information of the linesman applies to that phase of the game immediately before the scoring of a goal, the referee may act thereon and cancel the goal.

⁷ The referee, however, can only reverse his first decision so long as the game has not been restarted.

⁸ If the referee has decided to apply the advantage clause and to let the game proceed, he cannot revoke his decision if the presumed advantage has not been realised, even though he has not, by any gesture, indicated his decision. This does not exempt the offending player from being dealt with by the referee.

⁹ The Laws of the Game are intended to provide that games should be played with as little interference as possible, and in this view it is the duty of referees to penalise only deliberate breaches of the Law. Constant whistling for trifling and doubtful breaches produces bad feeling and

LAW V (continued)

resume the game. If a player is slightly injured, the game shall not be stopped until the ball has ceased to be in play. A player who is able to go to the touch or goal-line for attention of any kind, shall not be treated on the field of play.

(g) Have discretionary power to suspend from further participation in the game, without previous caution, a player guilty of violent conduct.

(h) Signal for recommencement of the game after all stoppages.

(i) Decide that the ball provided for a match meets with the requirements of Law II.

LAW VI.—LINESMEN

Two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be to indicate when the ball is out of play and which side is entitled to the corner-kick, goal-kick, or throw-in. They shall also assist the Referee to control the game in accordance with the Laws. In the event of undue interference or improper conduct by a Linesman, the Referee shall dispense with his services and arrange for a substitute to be appointed. (The matter shall be reported by the Referee to the competent authority.) The Linesmen should be equipped with flags by the Club on whose ground the match is played.

LAW VII.—DURATION OF THE GAME

The duration of the game shall be two equal periods of 45 minutes, unless otherwise mutually agreed upon, subject to the following: (a) Allowance shall be made in either period for all time lost through accident or other cause, the amount of which shall be a matter for the discretion of the Referee; (b) Time shall be extended

loss of temper on the part of the players and spoils the pleasure of spectators.

¹⁰ By para. (c) of Law V the referee is empowered to terminate a match in the event of grave disorder, but he has no power or right to decide, in such event, that either team is disqualified and thereby the loser of the match. He must send a detailed report to the proper authority who alone has power to deal further with this matter.

¹¹ If a player commits two infringements of a different nature at the same time, the referee shall punish the more serious offence.

¹² It is the duty of the referee to act upon the information of neutral linesmen with regard to incidents that do not come under the personal notice of the referee.

¹ Linesmen where neutral shall draw the referee's attention to any breach of the Laws of the Game of which they become aware if they consider that the referee may not have seen it, but the referee shall always be the judge of the decision to be taken.

² National Associations are advised to appoint official referees of neutral nationality to act as linesmen in International Matches.

³ In International Matches linesmen's flags shall be of a vivid colour, bright reds and yellows. Such flags are recommended for use in all other matches.

⁴ A linesman may be subject to disciplinary action only upon a report of the referee for unjustified interference or insufficient assistance.

¹ If a match has been stopped by the referee, before the completion of the time specified in the rules, for any reason stated in Law V it must be replayed in full unless the rules of the competition concerned provide for the result of the match at the time of such stoppage to stand.

² Players have a right to an interval at half-time.

LAW VII (continued)

to permit of a penalty kick being taken at or after the expiration of the normal period in either half.

At half-time the interval shall not exceed five minutes except by consent of the Referee.

LAW VIII.—THE START OF PLAY

(a) **At the beginning of the game**, choice of ends and the kick-off shall be decided by the toss of a coin. The team winning the toss shall have the option of choice of ends or the kick-off.

The Referee, having given a signal, the game shall be started by a player taking a place-kick (i.e., a kick at the ball while it is stationary on the ground in the centre of the field of play) into his opponents' half of the field of play. Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 yards from the ball until it is kicked-off; it shall not be deemed in play until it has travelled the distance of its own circumference. The kicker shall not play the ball a second time until it has been touched or played by another player.

(b) **After a goal has been scored**, the game shall be restarted in like manner by a player of the team losing the goal.

(c) **After half-time**; when restarting after half-time, ends shall be changed and the kick-off shall be taken by a player of the opposite team to that of the player who started the game.

Punishment. For any infringement of this Law, the kick-off shall be retaken, except in the case of the kicker playing the ball again before it has been touched or played by another player; for this offence, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred. A goal shall not be scored direct from a kick-off.

(d) **After any other temporary suspension**; when restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these Laws, provided that immediately prior to the suspension the ball has not passed

¹ If, when the referee drops the ball, a player infringes any of the Laws before the ball has touched the ground, the player concerned shall be cautioned or sent off the field according to the seriousness of the offence, but a free-kick cannot be awarded to the opposing team because the ball was not in play at the time of the offence. The ball shall therefore be again dropped by the referee.

² Kicking-off by persons other than the players competing in a match is prohibited.

LAW VIII (*continued*)

over the touch or goal-lines, the Referee shall drop the ball at the place where it was when play was suspended and it shall be deemed in play when it has touched the ground; if, however, it goes over the touch or goal-lines after it has been dropped by the Referee, but before it is touched by a player, the Referee shall again drop it. A player shall not play the ball until it has touched the ground. If this section of the Law is not complied with the Referee shall again drop the ball.

LAW IX.—BALL IN AND OUT OF PLAY

The ball is out of play:

(a) When it has wholly crossed the goal-line or touch-line, whether on the ground or in the air.

(b) When the game has been stopped by the Referee.

The ball is in play at all other times from the start of the match to the finish including:

(a) If it rebounds from a goal-post, cross-bar or corner-flag post into the field of play.

(b) If it rebounds off either the Referee or Linesmen when they are in the field of play.

(c) In the event of a supposed infringement of the Laws, until a decision is given.

LAW X.—METHOD OF SCORING

Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or propelled by hand or arm, by a player of the attacking side. Should the cross-bar become displaced for any reason during the game, and the ball cross the goal-line at a point which, in the opinion of the Referee, is below where the cross-bar should have been, he shall award a goal.

The team scoring the greater number of goals during a game shall be the winner; if no goals, or an equal number of goals are scored, the game shall be termed a "draw".

¹ The lines belong to the areas of which they are the boundaries. In consequence, the touch-lines and the goal-lines belong to the field of play.

¹ Law X defines the only method according to which a match is won or drawn; no variation whatsoever can be authorised.

² A goal cannot in any case be allowed if the ball has been prevented by some outside agency from passing over the goal-line. If this happens in the normal course of play, the game must be stopped and re-started by the referee dropping the ball at the place where the ball came into contact with the interference.

³ If the ball is going into goal, but before it passes wholly over the goal-line, a spectator enters the field and tries to prevent the goal but fails to make contact with the ball which then goes into goal, the referee shall allow the goal.

LAW XI.—OFF-SIDE

A player is off-side if he is nearer his opponents' goal-line than the ball at the moment the ball is played unless:

(a) He is in his own half of the field of play.

(b) There are two of his opponents nearer to their own goal-line than he is.

(c) The ball last touched an opponent or was last played by him.

(d) He receives the ball direct from a goal-kick, a corner-kick, a throw-in, or when it was dropped by the Referee.

Punishment. For an infringement of this Law, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred.

A player in an off-side position shall not be penalised unless, in the opinion of the Referee, he is interfering with the play or with an opponent, or is seeking to gain an advantage by being in an off-side position.

LAW XII.—FOULS AND MISCONDUCT

A player who intentionally commits any of the following nine offences:—

- (a) Kicks or attempts to kick an opponent;
- (b) Trips an opponent, i.e., throwing or attempting to throw him by the use of the legs or by stooping in front of or behind him;
- (c) Jumps at an opponent;
- (d) Charges an opponent in a violent or dangerous manner;
- (e) Charges an opponent from behind unless the latter be obstructing;

⁴ The word 'thrown' does NOT apply to the goalkeeper when he is within his own penalty-area.

⁵ A goal shall be scored when the ball has wholly passed over the surface formed by the outside edge of the cross-bar and the goal-posts and the outside edge of the goal-line.

¹ Off-side shall not be judged at the moment the player in question receives the ball, but at the moment when the ball is passed to him by one of his own side. A player who is not in an off-side position when one of his colleagues passes the ball to him or takes a free-kick, does not therefore become offside if he goes forward during the flight of the ball.

¹ If the goalkeeper throws the ball vigorously into the face of an attacking opponent, the referee shall caution the player at fault and award an indirect free-kick. But if he pushes the opponent with the ball whilst holding it, the referee shall award a penalty-kick for an intentional foul within the penalty-area.

² If a player turns so as to face his own goal when he is tackled, or is obviously aware that he is about to be tackled by an opponent, he is intentionally obstructing, and may be charged from behind.

LAW XII (*continued*)

- (f) Strikes or attempts to strike an opponent;
- (g) Holds an opponent with his hand or any part of his arm;
- (h) Pushes an opponent with his hand or any part of his arm;
- (i) Handles the ball, i.e., carries, strikes or propels the ball with his hand or arm. (This does not apply to the goalkeeper within his own penalty-area);

shall be penalised by the award of a **direct free-kick** to be taken by the opposing side from the place where the offence occurred.

Should a player of the defending side intentionally commit one of the above nine offences within the penalty-area he shall be penalised by a **penalty-kick**.

A penalty-kick can be awarded irrespective of the position of the ball, if in play, at the time an offence within the penalty-area is committed.

A player committing any of the five following offences:—

1. Playing in a manner considered by the Referee to be dangerous, e.g., attempting to kick the ball while held by the goalkeeper;
2. Charging fairly, i.e., with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it;
3. When not playing the ball, intentionally obstructing an opponent, i.e., running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
4. Charging the goalkeeper except when he—
 - (a) is holding the ball;
 - (b) is obstructing an opponent;
 - (c) has passed outside his goal-area;
5. When playing as goalkeeper, carrying the ball, i.e., taking more than four steps while holding the ball without bouncing it on the ground;

shall be penalised by the award of an **indirect free-kick** to be taken by the opposing side from the place where the infringement occurred.

A player shall be **cautioned** if:—

- (j) he enters the field of play to join or rejoin his team after the game has

³ In case of body-contact in the goal-area between an attacking player and the opposing goalkeeper not in possession of the ball, the referee, as sole judge of intention, shall stop the game if, in his opinion, the action of the attacking player was intentional, and award an indirect free-kick.

⁴ If a player leans on the shoulders of another player of his own team in front of him in order to head the ball, which he succeeds in doing, the referee shall stop the game, caution the player for ungentlemanly conduct and award an indirect free-kick to the opposing side.

⁵ A player's obligation when joining or rejoining his team after the start of the match to 'report to the referee' must be interpreted as meaning 'to draw the attention of the referee from the touch-line.' The signal from the referee shall be made by a definite gesture which makes the player understand that he may come into the field of play; it is not necessary for the referee to wait until the game is stopped, but the referee is the sole judge of the moment in which he gives his signal of acknowledgment.

⁶ If play is stopped in order to caution a player who infringes Law XII (j) the game must be restarted by the referee dropping the ball at the place where the infringement occurred and not at the place where the ball was at the moment of the stoppage. In this respect, the letter and spirit of Law XII do not oblige the referee to stop the game to administer the caution, but that he can always apply the advantage clause.

⁷ A goalkeeper after having taken four steps who touches the ground with the ball without losing contact with it and making it bounce takes further steps infringes this Law and shall be punished by an indirect free-kick.

⁸ If a player covers up the ball without touching it in an endeavour not to have it played by an opponent, he obstructs but does not infringe Law XII para. 3 because he is already in possession of the ball and covers it for tactical reasons whilst the ball remains within playing distance. In fact, he is actually playing the ball and does not commit an infringement; in this case,

LAW XII (continued)

commenced without first having received a signal from the Referee showing him that he is in order to do so. (This clause is not applicable in the case of Law IV.)

If the game has been stopped (to administer the caution) it shall be restarted by the Referee dropping the ball at the place where the infringement occurred, but if the player has committed a more important offence he shall be penalised according to that section of the Law infringed;

- (k) he persistently infringes the Laws of the Game;
- (l) he shows by word or action, dissent from any decision given by the Referee;
- (m) he is guilty of ungentlemanly conduct.

For any of these last three offences, in addition to the caution, an **indirect free-kick** shall also be awarded to the opposing side from the place where the offence occurred.

A player shall be **sent off** the field of play:—

- (n) if he is guilty of violent conduct, i.e., using foul or abusive language, or if, in the opinion of the Referee, he is guilty of serious foul play;
- (o) if he persists in misconduct after having received a caution.

If play be stopped by reason of a player being ordered from the field for an offence without a separate breach of the Law having been committed, the game shall be resumed by an **indirect free-kick** awarded to the opposing side from the place where the infringement occurred.

LAW XIII.—FREE-KICK

Free-kicks shall be classified under two heads: "Direct" (from which a goal can be scored direct against the **offending side**), and "Indirect" (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal).

When a direct or indirect free-kick is being taken, a player of the opposite side shall not approach within 10 yards of the ball until it is in play, **unless he be standing on his own goal-line, between the goal-posts**. If a player of the opposing team approaches

the player may be charged because he is in fact playing the ball.

⁹ If a player intentionally stretches his arms to obstruct an opponent and steps from one side to the other, moving his arms up and down to delay his opponent, forcing him to change course, but does not make "bodily contact" the referee shall caution the player for ungentlemanly conduct and award an indirect free-kick.

¹⁰ If after a referee has awarded a free-kick a player protests violently by using abusive or foul language and is sent off the field, the free-kick should not be taken until the player has left the field.

¹¹ If, during the half-time interval, a player strikes an opponent or behaves in an ungentlemanly manner towards the referee, he shall be debarred from taking any further part in the match, and shall not be replaced.

¹² If two players of opposing sides should be outside the boundary of the field of play and one intentionally trips or strikes the other, the ball being still in play, the referee shall stop the game and caution or send off the guilty player according to Law XII. The game shall be restarted by the referee dropping the ball, in conformity with Law VIII, at the place where it was in play at the moment the game was stopped.

¹³ If, in the opinion of the referee a goalkeeper intentionally lies on the ball longer than is necessary, he shall be penalised for ungentlemanly conduct and

- (a) be cautioned and an indirect free-kick awarded to the opposing team;
- (b) in case of repetition of the offence, be sent off the field.

¹ When the referee awards an indirect free-kick he **shall** signal it by raising his arm and this signal must precede the blowing of the whistle for the free-kick to be taken; no signal is required in the case of a direct free-kick.

² Players who do not retire to the proper distance when a free-kick is taken must be cautioned and on any repetition be ordered off. It is particularly requested of referees that attempts to delay the taking of a free-kick by encroaching should be treated as serious misconduct.

LAW XIII (continued)

within 10 yards before the kick is taken the Referee shall delay the taking of the kick until the Law is complied with. The ball shall not be deemed in play until it has travelled the distance of its own circumference. The ball must be stationary when the kick is taken, and after taking the kick, the kicker shall not play the ball a second time until it has been touched or played by another player. In the case of a free-kick being awarded to the defending side in the penalty-area the goalkeeper shall not receive the ball into his hands in order that he may thereafter kick it into play; the ball must be kicked direct into play beyond the penalty-area, and if this part of the Law is not complied with the kick shall be retaken.

Punishment. If the kicker after taking the free-kick, plays the ball a second time before it has been touched or played by another player an indirect free-kick shall be taken by a player of the opposing team from the spot where the infringement occurred.

LAW XIV—PENALTY-KICK

A penalty-kick shall be taken from the penalty-mark and, when it is being taken, all players with the exception of the player taking the kick, and the opposing goalkeeper, shall be within the field of play but outside the penalty-area, and at least 10 yards from the penalty-mark. The opposing goalkeeper must stand (without moving his feet) on his own goal-line, between the goal-posts, until the ball is kicked. The player taking the kick must kick the ball forward; he shall not play the ball a second time until it has been touched or played by another player. The ball shall be deemed in play directly it is kicked, i.e., travelled the distance of its circumference, and a goal may be scored direct from such a penalty-kick. If the ball touches the goalkeeper before passing between the posts, when a penalty-kick is being taken at or after the expiration of half-time or full-time, it does not nullify a goal. If necessary, time of play shall be extended at half-time or full-time to allow a penalty-kick to be taken.

³ If, when a free-kick is being taken, the opposing players, having withdrawn to the proper distance, dance about or gesticulate in a way calculated to distract the player taking the kick, it is ungentlemanly conduct for which the offender(s) shall be cautioned.

¹ When a penalty-kick is being taken the referee must not give the signal for the restart until the players have taken up the position ordered by the Law.

² If, after having given the signal, the referee sees that the goalkeeper is not in his right place on the goal-line, he must not blow his whistle for the offence by the goalkeeper, but await the result of the penalty-kick. The proper position of the goalkeeper is on the goal-line between the goal-posts. If the goalkeeper moves his feet after the blowing of the whistle but before the penalty-kick is taken and no goal is scored, the penalty-kick must be retaken.

³ If a player of the defending side enters the penalty-area before the ball has been kicked the referee will not intervene and if the ball enters the net, a goal shall be awarded.

⁴ If the ball strikes the goal-post and/or cross-bar and bursts, another ball must be provided and the penalty-kick retaken.

LAW XIV (continued)

Punishment:

(a) For any infringement by the defending team the kick shall be retaken, if a goal has not resulted.

(b) For any infringement by the attacking team, other than by the player taking the kick, the kick shall be retaken, if a goal has resulted.

(c) For any infringement by the player taking the penalty-kick, a player of the opposing team shall take an indirect free-kick from the spot where the infringement occurred.

⁵ If a colleague of the player taking the penalty-kick encroaches into the penalty-area before the ball is in play, and the ball enters the goal from the penalty-kick, the kick shall be retaken.

⁶ If, in the circumstances (described in 5), the ball had passed the goal-line outside the goal, the referee would restart the game with a goal-kick.

⁷ If, in the circumstances (described in 5 above), the ball rebounds into play from the goal-posts, cross-bar or goalkeeper, he should stop the game, caution the player at fault, and restart the game by dropping the ball provided it would not give the advantage to the offending side. The referee would apply the advantage clause.

⁸ If the signal having been given, but before the ball is kicked, a colleague of the player taking the kick encroaches into the penalty-area and the referee notices the offence but allows the kick to be taken and the ball rebounds from the goalkeeper, cross-bar or goal-posts to the player who has encroached and this player sends the ball into goal, the referee shall disallow the goal, caution the player at fault and restart the game by dropping the ball.

⁹ If the referee has whistled and so stopped the game before the result of the penalty-kick is known, the kick must be retaken. If, when the penalty-kick has been retaken, a goal is scored, no protest can be considered concerning the result of the game.

¹⁰ If a player or players of each side encroach into the penalty-area before the ball is in play, the penalty-kick must be retaken.

¹¹ When a match is extended to allow a penalty-kick to be taken or retaken, the extension shall last until the moment that the penalty-kick has been completed, that is when:

- (a) the ball goes direct into the goal. A goal is scored and the match ends the moment the ball passes wholly over the goal-line;
- (b) the ball rebounds from either goal-post or cross-bar into goal. A goal is scored and the match ends the moment the ball passes wholly over the goal-line;

- (c) the ball passes out of play outside the goal-posts or over the cross-bar. The match ends the moment that the ball passes beyond the boundary of the field of play;
- (d) the ball strikes a goal-post or the cross-bar and rebounds into play. The match is terminated at the moment the ball rebounds into play;
- (e) the ball having been touched by the goal-keeper, enters the goal. A goal is scored and the match ends the moment the ball passes over the goal-line;
- (f) the ball is clearly saved by the goal-keeper. The referee should blow for 'Time' at once. Should the goalkeeper by mischance, then drop the ball over his goal-line it is not a goal, for the game has ended;
- (g) the ball is stopped in its course by a spectator. The game should be further extended to allow the penalty-kick to be taken properly.
- (h) and if any player infringes the Law and encroaches, play shall be extended for the penalty-kick to be retaken under the provisions of this Law.

LAW XV.—THROW-IN

When the whole of the ball passes over a touch-line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line. The thrower shall use both hands and shall deliver the ball from over his head. The ball shall be in play immediately it is thrown, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored direct from a throw-in.

Punishment:

(a) If the ball is improperly thrown in the throw-in shall be taken by a player of the opposing team.

¹ If a player taking a throw-in, plays the ball a second time by handling it **within the field of play** before it has been touched or played by another player, the referee shall award a direct free-kick.

² A player taking a throw-in must face the field of play with some part of his body.

LAW XV (continued)

(b) If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free-kick shall be taken by a player of the opposing team from the place where the infringement occurred.

LAW XVI.—GOAL-KICK

When the whole of the ball passes over the goal-line excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked direct into play beyond the penalty-area from a point within that half of the goal-area nearest to where it crossed the line, by a player of the defending team. A goalkeeper shall not receive the ball into his hands from a goal-kick in order that he may thereafter kick it into play. If the ball is not kicked beyond the penalty-area, i.e., direct into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. A goal shall not be scored direct from such a kick. Players of the team opposing that of the player taking the goal-kick shall remain outside the penalty-area whilst the kick is being taken.

Punishment:

If a player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free-kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.

¹ When a goal-kick has been taken and the player who has kicked the ball, touches it again before it has left the penalty-area, the kick has not been taken in accordance with the Law and must be retaken.

LAW XVII.—CORNER-KICK

When the whole of the ball passes over the goal-line, excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a kick from within the quarter circle at the nearest corner flag-post, which must not be removed, i.e., a corner-kick. A goal may be scored direct from such a kick. Players of the team opposing that of the player taking the corner kick shall not approach within 10 yards of the ball until it is in play, i.e., it has travelled the distance of its own circumference, nor shall the kicker play the ball a second time until it has been touched or played by another player.

Punishment: For an infringement of this Law an indirect free-kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.



MEMORANDUM ON CO-OPERATION BETWEEN REFEREES AND LINESMEN

Co-operation between Referee and Linesmen—Law VI.

In the Laws of the game set out in the foregoing pages there are no instructions as to the relative positioning of Referee and Linesmen during a game. There are, however, instructions in Laws V and VI with regard to powers and duties of Referees and Linesmen which rightly interpreted would mean co-operation. Law VI stipulates that two Linesmen shall be appointed, whose duty (subject to the decision of the Referee) shall be:

- (a) To indicate **WHEN** the ball is out of play.
- (b) To indicate **WHICH** side is entitled to
 - (1) the corner-kick.
 - (2) the goal-kick.
 - (3) the throw-in.
- (c) To assist the Referee in carrying out the game in accordance with the Laws.

The assistance referred to in (c) is:

- (1) Signalling when the **WHOLE** of the ball is out of play.
- (2) Indicating **WHICH** side is entitled to the corner-kick, the goal-kick, or the throw-in.
- (3) Calling the attention of the Referee to rough play or ungentlemanly conduct.
- (4) Giving an opinion on any point on which the Referee may consult him.

Neutral Linesmen

The assistance referred to above is best given by **NEUTRAL LINESMEN**. A limitation is placed upon **CLUB LINESMEN** because points (2), (3) and (4) are not usually referred to Linesmen who are not neutral. In case of Neutral Linesmen they must be used as **ASSISTANT REFEREES**. It is appreciated that there must be a different attitude adopted by the Referee in this case, because in effect there are **THREE** officials supervising the play; the **REFEREE** remains as principal official, but the Linesmen are there to assist him to control the game in a proper manner.

Club Linesmen

To get the most effective co-operation from **CLUB LINESMEN** the following procedure should be adopted:

- (1) **BOTH** Club Linesmen should report to the Referee **BEFORE** the start of the match, and receive his instructions, and be informed that no matter what may be their personal opinion the decision of the Referee is final, and must not be questioned.
- (2) The work allotted to them as **CLUB Linesmen** is to signal **WHEN** the ball is **ENTIRELY** over the touch-line, and to indicate **WHICH** side is entitled to the throw-in, subject always to the decision of the Referee.

Keeping in mind their distinctive duties outlined above Referees should decide beforehand exactly **WHAT** they want their Club Linesmen to do, and should be able to *tell* them distinctly how they can best help him. It is essential that there should be some conference between the three officials **BEFORE** any match. As the chief of this trio, the Referee must be able to indicate clearly to his assistants how they may best help him. His instructions must be specific, in order to avoid confusion. On their side, the **LINESMEN** must fully appreciate the Referee's prior authority, and accept his rulings without question, should there be any difference of opinion amongst them. Their relationship to him **MUST** be one of assistance and neither undue intervention nor opposition.

The Referee will co-operate with his Linesmen on the following matters and indicate to them;

- (a) The time by his watch.
- (b) The side of the field which each Linesman will take in each half of the match.
- (c) Their duties prior to the commencement of the game, such as the examination of the appurtenances of the game.
- (d) Which shall be the senior Linesman in case of need.
- (e) The position to be taken for corner-kicks.
- (f) The sign that he has noticed his Linesman, but has overruled the indication therefrom.
- (g) Which action in the throw-in shall be the province of the Linesman, and which that of the Referee, e.g., many Referees ask their Linesmen to watch for foot-faults whilst they look for the hand-faults.
- (h) The general procedure which he proposes to adopt as match official, viz., diagonal system of control, or which other method he prefers.

Referees should not necessarily keep to one diagonal of the field of play. If the state of the ground, wind, sun or other conditions demand a change to the opposite diagonal, a Referee should indicate to his Linesmen his intention to make such a change-over, and the Linesmen will at once take over the other half of their particular Lines. One advantage of such a change of diagonal is that the surface of the ground, next to the touch-line, will be less severely worn because the whole length of the field will be utilized.

Other co-operative matters may be added, but it is important that each of these should be known to the three officials.

With regard to (h) above, the following diagrams illustrate the diagonal system of control, and if studied and practised will lead to uniform methods of control.

THE DIAGONAL SYSTEM OF CONTROL

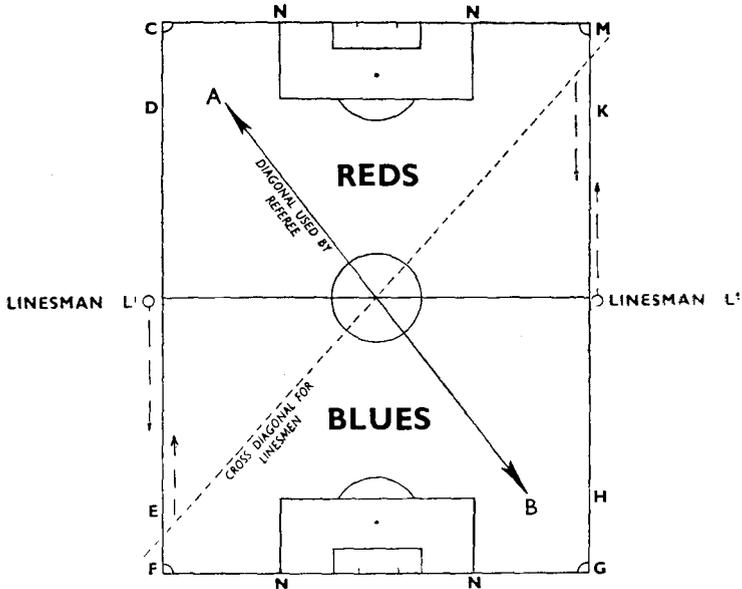


Diagram 1

The imaginary diagonal used by the Referee is the line A—B.

The opposite diagonal used by the Linesmen is adjusted to the position of the Referee; if the Referee is near A, Linesman L2 will be at a point between M and K. When the Referee is at B, Linesman L1 will be between E and F; this gives two officials control of the respective "danger zones," one at each side of the field.

Linesman L1 adopts the REDS as his side; Linesman L2 adopts the BLUES; as RED forwards move toward Blue goal, Linesman L1 keeps up with their foremost man, so in actual practice he will rarely get into Red's half of the field. Similarly Linesman L2 keeps up with the foremost

BLUE player, and will rarely get into Blue's half.

At corner-kicks or penalty-kicks the Linesman in that half where the corner-kick or penalty-kick occurs positions himself at N and the Referee takes position (see Diagram 4—corner-kick; Diagram 9—penalty-kick).

The diagonal system fails if Linesman L2 gets between G and H when Referee is at B, or when Linesman L1 is near C or D when the Referee is at A, because there are two officials at the same place. This should be avoided.

(N.B.—Some Referees prefer to use the opposite diagonal, viz., from F to M, in which case the Linesmen should adjust their work accordingly.)

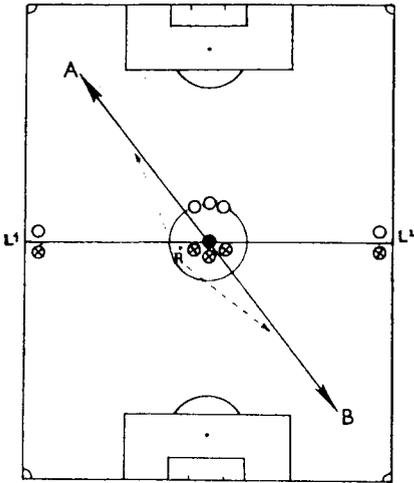


Diagram 2

Diagram 2
START OF GAME

Position of Referee at Kick-off—R.
 Position of Linesmen—L1 and L2.
 Players—O and ⊗
 Diagonal followed by Referee—A—B.
 Referee moves to diagonal along line
 ← — — → according to direction of attack.
 Ball—●.

Diagram 3
DEVELOPMENT OF ATTACK
(From Diagram 2)

Ball moves out to left wing, Referee (R) slightly off diagonal to be near play.
 Linesman (L2) level with spearhead of attack.
 Two officials, therefore, up with play.
 Linesman (L1) in position for clearance and possible counter-attack.

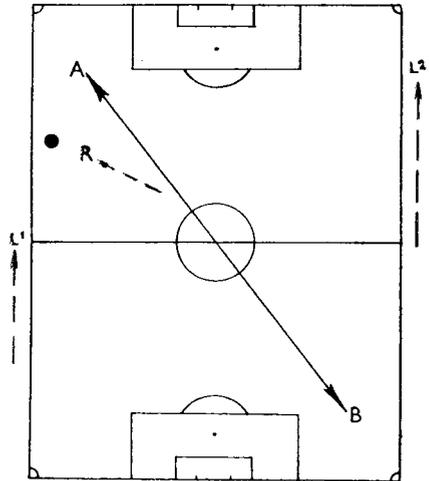


Diagram 3

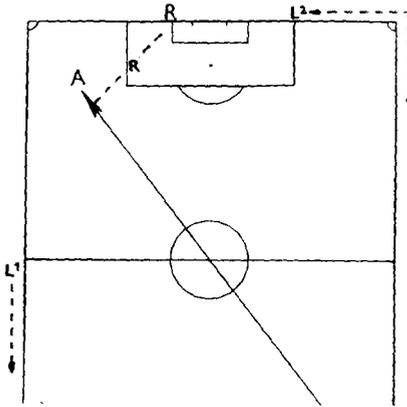


Diagram 4

Diagram 4 CORNER-KICK

Positions of officials the same no matter at which corner-area the kick is taken.

Referee (R) alongside goal-post, or at position shown.

Linesman (L2) at junction of penalty-area and goal-line to observe incidents possibly hidden from the Referee.

Linesman (L1) in position for clearance and possible counter attack.

Diagram 5 THE COUNTER ATTACK (Following Diagram 4)

Referee (R) sprints to regain correct position on diagonal along path \rightarrow

(Note: The Referee who is physically fit is able to do this easily).

Linesman (L2) hurries back to his correct position on the touch-line.

Linesman (L1) level with attack and in position to see infringements and indicate decisions until Referee regains his position.

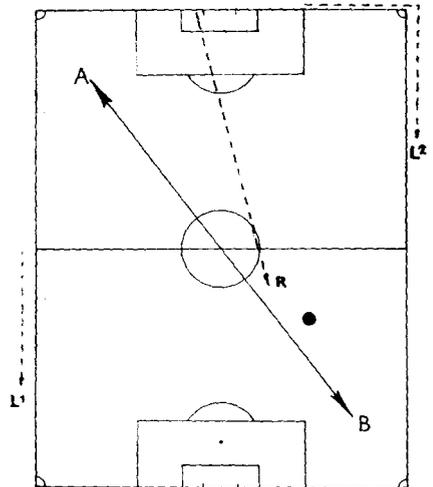


Diagram 5

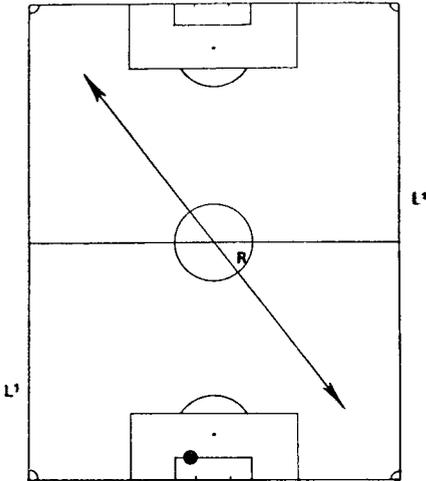


Diagram 6

**Diagram 6
GOAL-KICK**

Referee (R) in midfield adjacent to central point of diagonal.

Linesman (L1) exercising watch over goal-kick.

Linesman (L2) in position pending a possible attack by side taking goal-kick.

**Diagram 7
FREE-KICK IN MIDFIELD**

Players lined up for kick ⊗ and ○. Referee (R) and Linesman (L2) in respective diagonal positions, level with players and able to judge accurately any questions of off-side or foul play. Linesman (L1) sees that kick is taken from correct position and also is in position for possible counter attack.

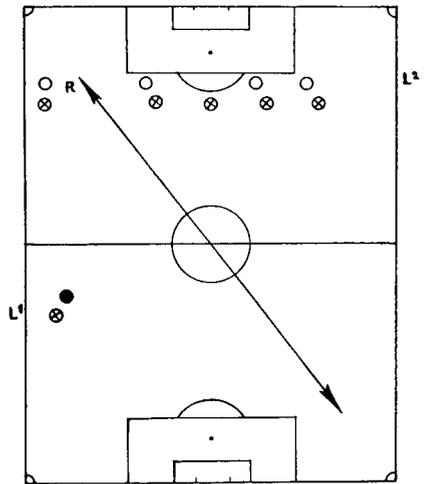


Diagram 7

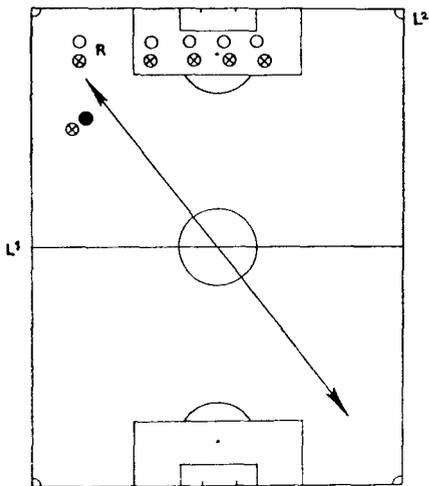


Diagram 8

Diagram 8
FREE-KICK NEAR GOAL
(Just outside penalty-area)

Players ⊗ and ○ line up for free-kick
 Referee (R) takes up his position just off his diagonal so that he is placed accurately to judge off-side. Linesman (L2) is more advanced but can watch for off-side and fouls and also is in a good position to act as goal judge in the event of a direct shot being taken.

Diagram 9
PENALTY-KICK

Players ⊗ and ○ with the exception of the goalkeeper and kicker are shown outside the penalty area and at least 10 yards from the ball—goalkeeper on goal-line.

Referee (R) is in position to see that kick is properly taken and that no encroachment takes place.

Linesman (L2) watches goalkeeper to see that he does not advance illegally and also acts as goal judge.

Linesman (L1) is in position should the goalkeeper save a goal and start a counter-attack.

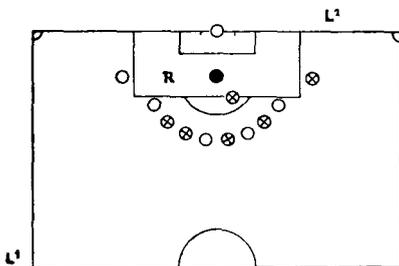


Diagram 9

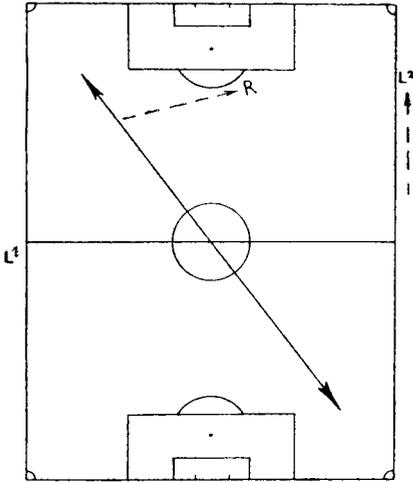


Diagram 10a

Diagram 10a
THROW-IN

Ball out of play and Linesman (L2) is in position to indicate position of throw and to which side.

Referee (R) crosses from diagonal to centre of field, in the same manner as a defence covering a throw-in.

Linesman (L1) watches his forward line against the possible counter-attack.

Diagram 10b
THROW-IN

Linesman (L1) is away from the throw-in but should be able to judge feet and probably to indicate which side is entitled to throw. He also maintains his position in the event of a clearance.

Referee (R) can judge other throw-in infringements and veers slightly from his diagonal towards touch-line.

Linesman (L2) is in position to see any infringement occurring before Referee can turn to follow play.

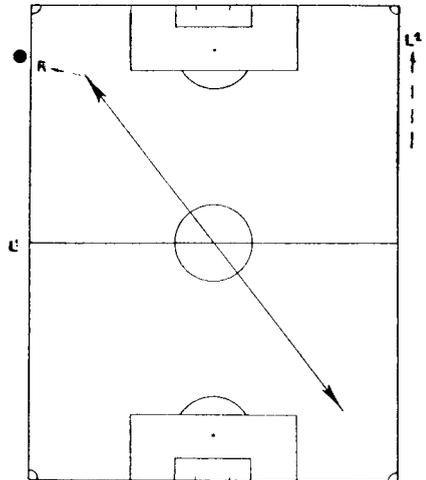


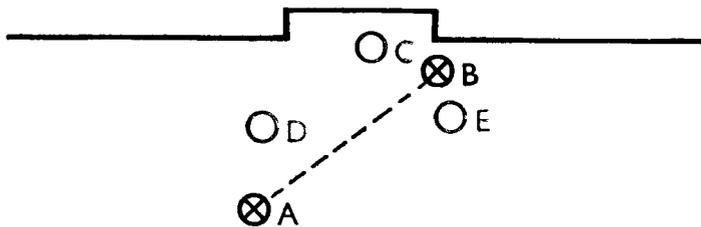
Diagram 10b

**DIAGRAMS
ILLUSTRATING POINTS
IN CONNECTION WITH
OFF-SIDE**

NOTE

The players marked ⊗ are
attacking the goal and those
marked ○ are defending

Diagram 1.—OFF-SIDE

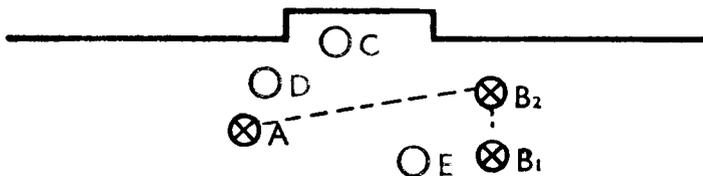


Clear pass to one of same side

A has run the ball up, and having **D** in front passes to **B**. **B** is off-side because he is in front of **A** and there are not two opponents between him and the goal-line when the ball is passed by **A**.

If **B** waits for **E** to fall back before he shoots, this will not put him on-side, because it does not alter his position with relation to **A** at the moment the ball was passed by **A**.

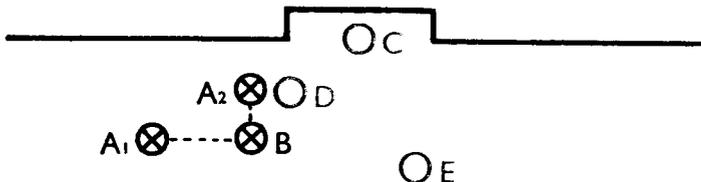
Diagram 2.—NOT OFF-SIDE



Clear pass to one of same side (continued)

A has run the ball up, and having **D** in front passes across the field. **B** runs from position 1 to position 2. **B** is not off-side because at the moment the ball was passed by **A** he was not in front of the ball, and had two opponents between him and the goal-line.

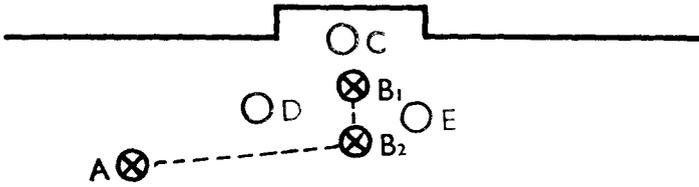
Diagram 3.—OFF-SIDE



Clear pass to one of same side (continued)

A and **B** make a passing run up the wing. **A** passes the ball to **B** who cannot shoot because he has **D** in front. **A** then runs from position 1 to position 2 where he receives the ball from **B**. **A** is off-side because he is in front of the ball and he had not two opponents between him and the goal-line when the ball was played by **B**.

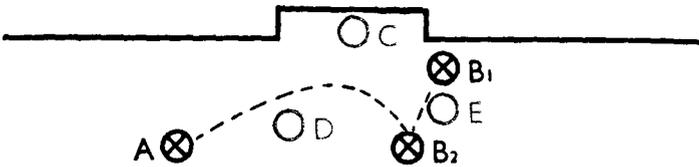
Diagram 4.—OFF-SIDE



Running back for ball

A centres the ball. B runs back from position 1 to position 2, and then dribbles between D and E and scores. B is off-side because he is in front of the ball and he had not two opponents between him and the goal-line at the moment the ball was played by A.

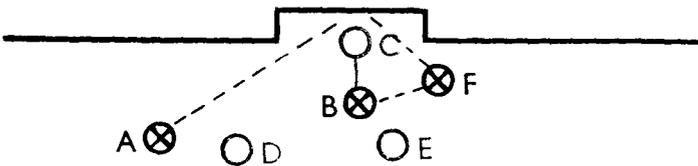
Diagram 5.—OFF-SIDE



Running back for ball (continued)

A makes a high shot at goal, and the wind and screw carry the ball back. B runs from position 1 to position 2 and scores. B is off-side because he is in front of the ball and he had not two opponents between him and the goal-line at the moment the ball was last played by A.

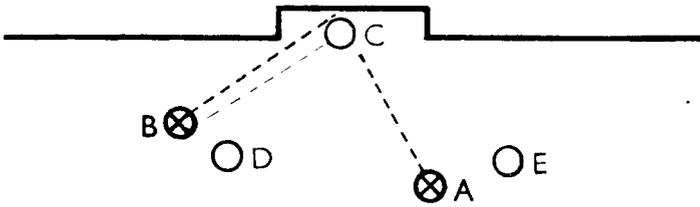
Diagram 6.—OFF-SIDE



Shot at goal returned by goalkeeper

A shoots at goal. The ball is played by C and B obtains possession, but slips and passes the ball to F who scores. F is off-side because he is in front of B, and when the ball was passed by B he had not two opponents between him and the goal-line.

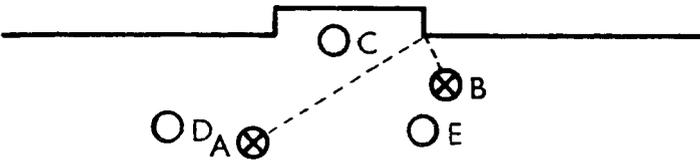
Diagram 7.—NOT OFF-SIDE



Shot at goal returned by goalkeeper (continued)

A shoots at goal. The ball is played out by C but B obtains possession and scores. B was in front of the ball and did not have two opponents between him and the goal-line when the ball was played by A, but he is not off-side because the ball has been last played by an opponent, C.

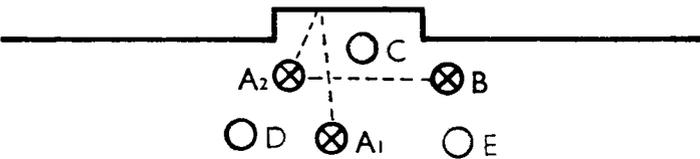
Diagram 8.—OFF-SIDE



Ball rebounding from goal-posts or cross-bar

A shoots for goal and the ball rebounds from the goal-post into play. B secures the ball and scores. B is off-side because the ball is last played by A, a player of his own side, and when A played it B was in front of the ball and did not have two opponents between him and the goal-line.

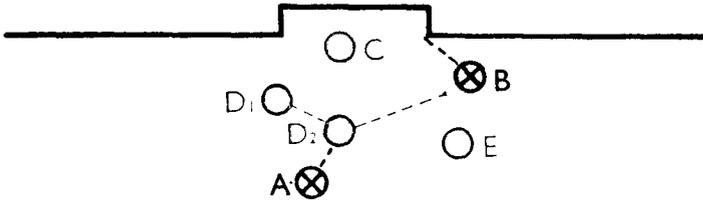
Diagram 9.—OFF-SIDE



Ball rebounding from goal-posts or cross-bar (continued)

A shoots for goal and the ball rebounds from the cross-bar into play. A follows up from position 1 to position 2, and then passes to B who has run up on the other side. B is off-side because the ball is last played by A, a player of his own side, and when A played it B was in front of the ball and did not have two opponents between him and the goal-line. If A had scored himself at the second attempt, instead of passing to B, it would have been a goal.

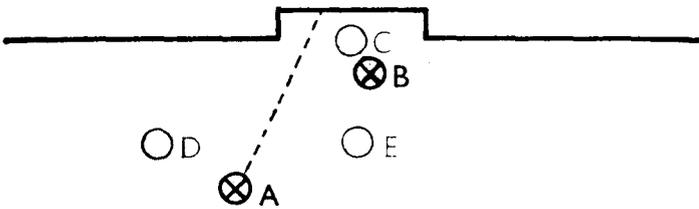
Diagram 10.—NOT OFF-SIDE



Ball touching an opponent

A shoots at goal. **D** runs from position 1 to position 2 to intercept the ball, but it glances off his foot to **B** who scores. **B** is not off-side because, although he is in front of the ball and has not two opponents between him and the goal-line the ball was last played by an opponent, **D**.

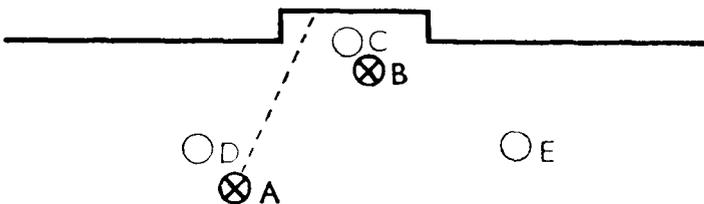
Diagram 11.—OFF-SIDE



Obstructing the goalkeeper

A shoots for goal and scores. **B**, however, obstructs **C** so that he cannot get at the ball. The goal must be disallowed, because **B** is in an off-side position and may not touch the ball himself, nor in any way whatever interfere with an opponent.

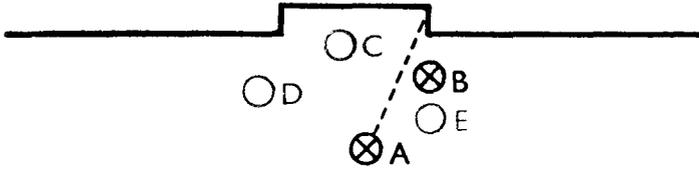
Diagram 12.—OFF-SIDE



Obstructing the goalkeeper (continued)

A shoots for goal. **B** runs in while the ball is in transit and prevents **C** playing it properly. **B** is off-side because he is in front of **A** and has not two opponents between him and the goal-line when **A** plays the ball. When in this position **B** may not touch the ball himself, nor in any way whatever interfere with an opponent.

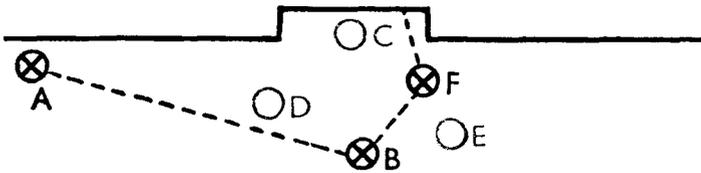
Diagram 13.—OFF-SIDE



Obstructing an opponent other than the goalkeeper

A shoots for goal. B prevents E running in to intercept the ball. B is off-side because he is in front of A and has not two opponents between him and the goal-line when A plays the ball. When in this position B may not touch the ball himself, nor in any way whatever interfere with an opponent.

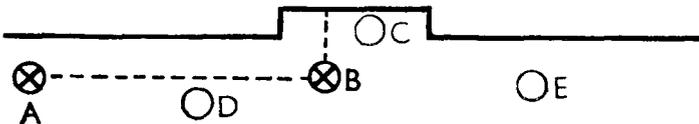
Diagram 14.—OFF-SIDE



After a corner-kick

A takes a corner-kick and the ball goes to B. B shoots for goal and as the ball is passing through, F touches it. F is off-side because after the corner-kick has been taken the ball is last played by B, a player of his own side, and when B played it F was in front of the ball and had not two opponents between him and the goal-line.

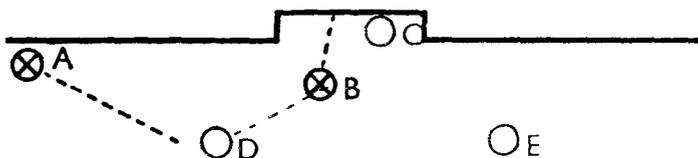
Diagram 15.—NOT OFF-SIDE



After a corner-kick (continued)

A takes a corner-kick and the ball goes to B, who puts it through goal. B has only one opponent between him and the goal-line, but he is not off-side because a player cannot be off-side from a corner-kick.

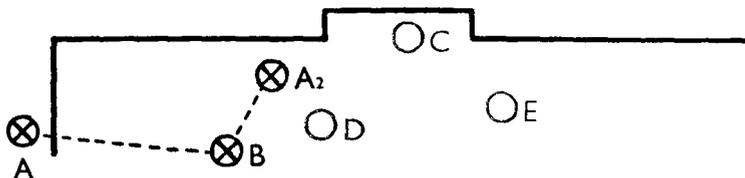
Diagram 16.—NOT OFF-SIDE



After a corner-kick (*continued*)

A takes a corner-kick and the ball glances off D and goes to B, who puts it through goal. B is not off-side because the ball was last played by an opponent, D.

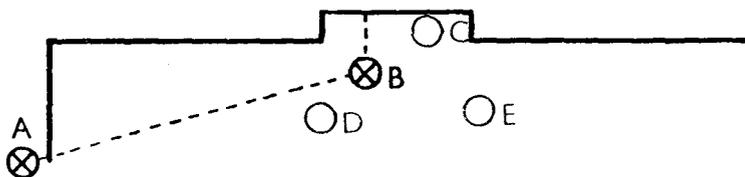
Diagram 17.—OFF-SIDE



After a throw-in from the touch-line

A throws to B and then runs from touch-line to position A2. B passes the ball to A in position 2. A is off-side because he is in front of the ball and has not two opponents between him and the goal-line when the ball is passed forward to him by B.

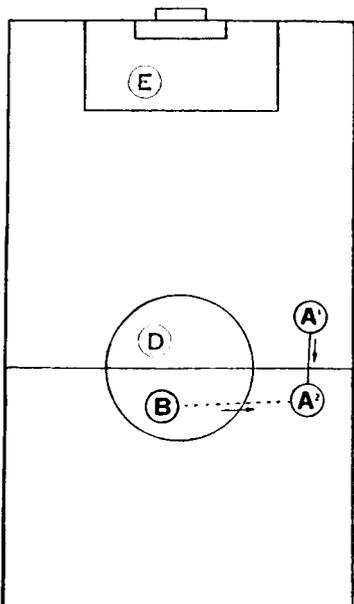
Diagram 18.—NOT OFF-SIDE



After a throw-in from the touch-line (*continued*)

A throws the ball to B. Although B is in front of the ball and has not two opponents between him and the goal-line, he is not off-side because a player cannot be off-side from a throw-in.

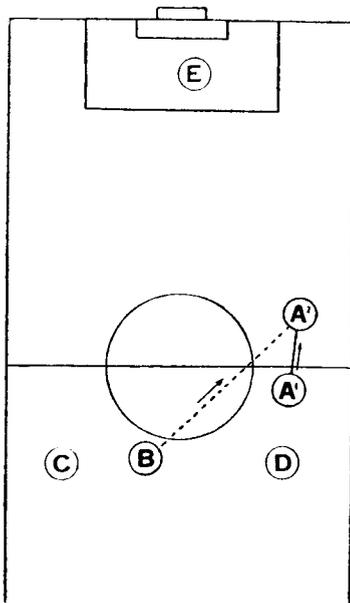
Diagram 19.—OFF-SIDE



A player cannot put himself on-side by running back into his own half of the field of play

If **A** is in his opponents' half of the field of play, and is off-side in position when **B** last played the ball, he cannot put himself on-side by moving back into his own half of the field of play.

Diagram 20.—NOT OFF-SIDE



A player within his own half of the field of play is not off-side when he enters his opponents' half of the field of play

If **A** is in his own half of the field of play he is on-side, although he is in front of the ball and there are not two opponents nearer their own goal-line when **B** last played the ball. **A** is therefore not off-side when he enters his opponents' half of the field of play.