

# **Durham Region Soccer Association**



## **FUNdamental Development Program FDP**

**U8 and U9**

### **Rules and Regulations**

## **FUNdamental Development Program**

### **Rules and Regulations**

#### **Section I – Name**

- 1) This program shall be known as the FUNdamental Development Program (hereinafter referred to as the FDP).
- 2) The FDP shall be conducted by the Durham Region Soccer Association (hereinafter referred to as the DRSA).

#### **Section II – Membership**

- 1) Dates for submission of applications by Club Teams to play in the FDP each year shall be as stated below. Actual dates will be determined by the DRSA and published by January 31st of said year.
  - a) Team applications and Team Fees are due April 1<sup>st</sup> (starting 2012)
  - b) Team placement in division will be determined by the Club Head Coaches at the March and April Club Head Coach Meetings.
- 2) Teams withdrawing prior to May 1 will be issued a 100% refund. Teams withdrawing after May 1 will receive no refund. Teams withdrawing after the start of the season will forfeit all fees paid and their Club will be subject to additional fines per team.
- 3) FDP entry fees or any other fees deemed necessary for the responsible operation of the FDP by the DRSA shall be determined and set prior to each playing season by the DRSA.
- 4) All team members shall comply with the rules and regulations of the FDP.
- 5) Failure to participate in the Year End Fun Day Festival could result in Disciplinary action.
  - a) For list of fines see Appendix A.

#### **Section III – Coaches Meetings**

There will be a Pre-Season Coach Meeting scheduled just prior to the start of the season. At this meeting, each team will receive game sheets, envelopes, league rules/regulations as well as any other information required. This meeting will also involve a component of coaching education on player development at U8/U9. Failure of a team head coach to attend the annual coaches' meeting will result in the Club being fined.

#### **Section IV – Player Eligibility**

- 1) A player must be registered at least twenty-four (24) hours before the scheduled start time of any FDP game. A Player must be in possession of their OSA Registrant Book to play.
- 2) The last date on which a player can be added to a U9 "team roster" or U8 "program roster" is July 31<sup>st</sup>.
  - a) A player must –
    - i) Be registered with a member club of the DRSA
    - ii) have a fully validated OSA player registration book which
    - iii) must be able to present their player book upon demand of
      - (1) their own coach
      - (2) the opposing coach
      - (3) any FDP official
    - iv) added to the U9 "team roster" or U8 "program roster" not later than 24 hours in advance of playing their first game
  - 3) Any player whose name appears on the game sheet is deemed to have played in that game.
  - 4) All rules and regulations set out in the OSA Published Rules regarding the signing and transferring of Players shall apply.
  - 5) A U9 Team may use Players as 'Call-Ups' provided:
    - a) **The player is a recreational player and is registered within the same Club as the Team requesting the called up player.**
    - b) An OSA registrant book shall be presented at the game in order for the Call-Up Player to play.

## FDP Rules and Regulations

- c) The Player has not played in the maximum allowable games, six (6) in the current season for this team.
- d) A player may only play for one team **per age group** in the FDP.
- e) A "Tier 1" Team can call-up a player from the same Club's "Tier 2" Team of the same age.
- f) A U9 Team can call-up a player from the U8 Program of the same club.
- 6) A U8 Team may use Players as "Call-Ups" provided:
  - a) **The player is a recreational player and is registered within the same Club as the Team requesting the called up player.**
  - b) An OSA registrant book shall be presented at the game in order for the Call-Up Player to play.
- 7) All U9 players shall be registered to the team and appear on a stamped copy of the team roster at least twenty four (24) hours prior to participating (including sitting on team bench) in an FDP game.
- 8) All U8 players shall be registered to the program and appear on a stamped copy of the program roster at least twenty four (24) hours prior to participating (including sitting on team bench) in an FDP game.
- 9) All U9 team rosters will consist of 9 players residing within the Club's municipality.
- 10) All U8 program rosters must follow the FDP residency rule. 65% of the players on the roster must be residents of the Club's municipality.
- 11) Failure to comply with any of the above shall result in a fine levied against the Club of which the team is a member of, and the Team Officials may be subject to further discipline.

### **Section V – Team Officials**

- 1) A maximum of four (4) Team Officials (e.g. coach, manager, and assistant coach) can be on a roster.
  - a) Team Officials must have a fully validated OSA Officials registration book.
  - b) Only those team officials with properly stamped books and appearing on the stamped copy of the team/program roster may participate in the game from the player's bench area.
  - c) All team officials shall be registered to the team/program and appear on a stamped copy of the team/program roster prior to participating (incl. sitting on team bench) in an FDP game.
- 2) Any Team Official whose name appears on a game sheet is deemed to have participated in that FDP game.
- 3) U8 Team Head Coaches shall have the minimum of Community Coaching Child Certification.
- 4) U9 Team Head Coaches shall have the minimum of Community Coach Youth Certification.
- 5) All Team Head Coaches must read, sign and hand in to the DRSA, the DRSA Code of Conduct and Sportsmanship prior to appearing on the bench of any teams in the FDP. Failure to do so will result in a fine to the Club.
- 6) One Club Head Coach or Club Technical Director per Club may also be carded and may participate in games from the Player's side of the field.

### **Section VI – Ages Divisions and Duration of Matches**

- 1) The age divisions formed by the FDP. Ages are to be computed as of January 1 of the current year. Age Divisions and durations are as follows:
  - a) U8 (7 v 7) – 25 min / half
  - b) U9 (7 v 7) – 25 min / half

### **Section VII – Submission of Game Sheets**

- 1) Each coach is to provide the referee with their own team's game sheet 15 minutes prior to the scheduled kick-off. The Home Team coach is responsible for providing a stamped addressed envelope to the referee. It is the referee's responsibility to mail game sheets and any other

reports to the DRSA within 48 hours of the completion of the match. The game sheets are used to verify the eligibility of all players and to track any discipline or comments made by the coaches or game official.

### **Section VIII – Rescheduling of Games**

- 1) All games shall be played as scheduled unless:
  - a) At the discretion of the Referee, postponement is necessary due to inclement weather or unplayable field conditions. A Team Official from the home Team shall be responsible for notifying the DRSA within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club for each offence.
  - b) A game is postponed at the discretion of the DRSA, no less than forty-eight (48) hours prior to the scheduled game.
  - c) A game is postponed at the discretion of an official responsible for the operation and maintenance of the field with the authority to close the field to soccer use. A Team Official from the Home Team shall be responsible for notifying the DRSA within twenty-four (24) hours of the scheduled start of the game. Failure to comply shall result in a fine to the Club for each offence.
- 2) A request for rescheduling may be brought to the DRSA within fourteen (14) days of the preliminary publication of the schedules. Valid reasons for such a request are:
  - a) conflict with a proven tournament commitment (proof in the form of a travel permission form signed by the DRSA);
- 3) **Steps to be taken to Reschedule a game due to weather or Field conditions:**
  - a) **A Team Official from the home team will inform the DRSA of the need to reschedule the game within 24 hours of the scheduled start time.**
  - b) **The Home Team has 4 business days to provide the DRSA with up to 3 alternative dates, time and places to make up the postponed game.**
  - c) **The DRSA will then inform the Visiting Coach with the proposed dates.**
  - d) **The Visiting Team has 4 Business Days to accept one of the dates offered.**
  - e) **The DRSA will inform both teams and the District Referee Coordinator (if required) of the new date, time and place of the game.**
- 4) **Steps to be taken to reschedule a future game. This can only be done within 14 days of issuing the official schedule.**
  - a) **The team requiring a postponement will contact the DRSA, informing him/her of their request for a reschedule game. The request should also include the reason for the requested change.**
  - b) **If the DRSA agrees to the request, the DRSA will inform the both teams of the need to reschedule the match.**
  - c) **The Home Team coach has 4 business days to provide the DRSA with up to 3 alternative dates, time and places for the rescheduled game.**
  - d) **The DRSA will then inform the Visiting Coach of the tentative dates.**
  - e) **The Visiting Team coach then has 4 Business Days to accept one of the dates offered.**
  - f) **The DRSA will inform the Home Team and the District Referee Coordinator (if required) of the new date, time and place of the rescheduled game.**
- 5) **Failure to meet these deadlines could result in a fine to the Club.**

### **Section XI – General Rules**

- 1) Game Sheets and Player/Team Official Identification
  - a) All Teams shall furnish a complete list of Players and Team Officials on the game sheet provided, showing the full names of all Players and Team Officials participating in the game along with their OSA registrant number and Player's sweater number. Failure to fully and accurately complete the game sheet shall result in a fine to the Club per game sheet.
- 2) OSA Player Books

## FDP Rules and Regulations

- a) Team Officials shall carry the OSA Player registrant books to all FDP games and make them available to the opposing Team Officials or a FDP Official upon request, at least fifteen (15) minutes prior to the start of the game.
  - b) Players for whom the books are not produced are deemed ineligible to play. Once a book is produced for the player they are eligible to play in the remainder of the game.**
  - c) A Team found to have used an ineligible Player shall have their club fined accordingly. In the event that both Teams are found guilty of using ineligible Players, both team's clubs will be fined. The incident(s) shall be reported to the DRSA. The Team, Team Official(s) involved and their Club shall be subject to discipline in accordance with OSA Discipline Policies and Procedures.
- 3) Team Uniforms and Player Equipment
- a) Teams shall provide each Player with an identical sweater with a different number on the back and shall declare the uniform colours on the Team registration form.
  - b) The goalkeeper shall wear a contrasting sweater, which also shall be different from the opposing Team and the Referee.
  - c) The first Team named on the schedule shall be the home Team. When uniforms are similar, the home Team shall change to a colour distinct from the opposing Team and the Referee.
  - d) The use of shin guards is mandatory in all age divisions.
- 4) Field Preparation
- a) The home Team shall be responsible for providing corner flags, nets and game ball.
- 5) Referees
- a) All FDP games shall be officiated by a qualified Referee, if applicable. If the assigned game official(s) do not show up, and a properly carded official(s) is available, the game shall be played. If the assigned game official(s) do not show up and a properly carded official(s) is not available, the Team Officials shall mutually agree upon a game official and the game shall be played. Failure to play the game may result in both Clubs being fined.
  - b) The Home Team is responsible for the Referee fees. \$25.00 per game. Clubs that pay the Referee Fees in cash should do so before the start of the game. In the event that one team does not show the Official(s) will be paid by the team that is present at the field. This team must then contact the DRSA in order to be reimbursed.
  - c) In the case of inclement weather, where the game does not start, the referees should not be paid.
- 6) Team Officials Responsible for Players and Spectators
- a) Team Officials are responsible for their Players and spectators at all times and shall conduct themselves in a proper manner, in accordance with the Laws of the Game. All Team Officials and Players shall confine themselves to the bench area, which shall be deemed to be an area ten (10) metres long commencing five (5) meters and finishing a minimum of ten (10) metres from the centre line. Both team's bench area shall be on the same side of the field.
  - b) All spectators shall be confined to the opposite side of the field from the Players and Team Officials. No Players, Team Officials or spectators shall stand behind either Goal Line.
  - c) Any Player or Team Official impeding, harassing or otherwise intimidating a game official(s), Player(s) or Team Officials, shall be subject to severe disciplinary action.
- 7) Games Abandoned
- a) Any game abandoned by a game official, except for weather or field conditions, shall be dealt with by the DRSA Discipline Committee. A Team found guilty of causing abandonment shall be subject to discipline in accordance with OSA Discipline Policies and Procedures. In the event that both Teams cause the abandonment, they shall both be subject to discipline in accordance with OSA Discipline Policies and Procedures.
  - b) A game is deemed complete if 25% or less remains un-played when called by a game official due to weather or playing conditions.
- 8) Fun Day Festival

## FDP Rules and Regulations

- a) All teams are expected to participate in the Fun Day Festival.
- b) Rules for Fun Day Festival will be made available to each team by August 1.
- 9) Discipline
  - a) Any Player receiving one or more red cards; or three (3) or more yellow cards during the season shall be subject to the Discipline by Review system as outlined in the OSA Policies and Procedures.
  - b) Any coach who is cited by a game official for inappropriate conduct shall be subject Discipline by Review as outlined in the OSA Policies and Procedures.
  - c) Any Player or Team Official has the right to request a hearing from the DRSA. A request for a hearing must be submitted in writing within two (2) days of the incident and must be accompanied by a Hearing fee.
  - d) The DRSA shall publish a list of regularly scheduled dates to review all the discipline reports and to hold any requested hearings.
  - e) All suspensions shall be based on games within the FDP. The Club of the suspended Player or Team Official shall be notified and the DRSA is required to record the suspension in the Player Book of the Player or Team Official, respectively.
  - f) The player's club is responsible for submitting the disciplined player's book to the DRSA for updating within 5 days of a suspension being issued. Failure to submit a player book for updating within the timeframe will result in a fine to the club and the player is deemed to be ineligible to play until the book is updated (See Appendix A)
  - g) All youth players must be accompanied to any hearing by a parent or guardian.
  - h) The OSA Player book or Team Official identification card shall be presented at the hearing.
  - i) All suspensions shall be for a specific game(s) as determined by the Discipline Committee at the review hearing.
  - j) In all cases of Referee assault, the Discipline Hearing shall be heard by the DRSA.

**FUNdamental Development Program**

**Rules and Regulations**

**Article I. Appendix A – Fees and Fines**

The fees and fines payable by Teams are summarized below for convenience and reference. In the case of a conflict between this summary section and the specific section elsewhere in this document the specific section shall take precedence.

**Section 1.01 Team Fees**

- 1) A Team registration fee shall be proposed by the DRSA.

**Section 1.02 Meetings**

- 6) Failure of a team head coach to attend the Pre-Season Coach Meeting and Seminar will result in a \$200.00 fine to the member club.

**Section 1.03 Games**

Fines for FDP game infractions.

	Infraction	Fine Per Occurrence
2	Rescheduling a game without DRSA permission	\$10
3	Incomplete Game Sheet (see below (i))	\$10
4	Failure to provide DRSA Code of Conduct and Sportsmanship	\$25
5	Failure to appear at an FDP game or Year End Fun Day Festival after having committed to it.	\$100 Min \$500 Max
6	Team found to have played an ineligible player	\$500
7	Failure to report a cancelled game	\$10
8	Failure to play a game with a mutually decided upon referee, if the scheduled referee does not show up	\$25
9	Withdrawal after the start of the season	\$200
10	Unrecorded Discipline in Player or Team Official Book	\$25
11	Hearing Request Fee	\$50

## FDP Rules and Regulations

- i) The following items must be completed on every game sheet:
  - (1) Game Number
  - (2) Date
  - (3) Age Division
  - (4) Field
  - (5) Home Club
  - (6) Away Club
  - (7) Your Team Name
  - (8) Your Team Colours
  - (9) Your Team OSA Number
  - (10) Player shirt number, first and last name and OSA Number
  - (11) U9 only - Call up players shirt number, first and last name and OSA Number
  - (12) Coaches name(s), signature(s) and OSA number(s)

**FUNdamental Development Program**

**Rules and Regulations**

**Article II. Appendix B – Rules**

**Section 1.01 FDP Rules (Boys and Girls)**

The FDP Divisions are classed as Developmental Soccer. As such there will be no recording of Scores and no standings will be kept. Development teams shall play 7 v 7 soccer according to the published OSA Rules for Mini-Soccer. For greater clarity the following apply:

**Law 1 - The Field of Play**

1. The field and goal dimensions as outlined below shall be considered as desirable guidelines. Failure to conform to the recommended field and goal dimensions shall not be the subject of protest.
2. Dimensions: The field of play must be rectangular. The length of the touch line must be greater than length of the goal line. Recommended field dimensions are as follows: Length: 55 to 65 yards Width: 35 to 45 yards
3. Field Markings: Distinctive lines no more than five (5) inches wide. The field of play is divided into two halves by a halfway line. The centre mark is indicated at the midpoint of the halfway line. A circle with a radius of six (6) yards is marked around it.
4. The Goal Area: A goal area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line, five (5) yards from the inside of each goal post. These lines extend into the field of play for a distance of five (5) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the goal area.
5. Penalty Area: A penalty area is defined at each end of the field as follows: Two lines are drawn at right angles to the goal line ten (10) yards from the inside of each goal post. These lines extend into the field of play for a distance of ten (10) yards and are joined by a line parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area a penalty mark is made eight (8) yards from the midpoint between the goalposts and equidistant to them. An arc of a circle with a radius of six (6) yards from each penalty mark is drawn outside the penalty area.
6. Corner-posts: Shall stand not less than 5 feet from the ground and shall be placed in each corner of the field.
7. Goal: The maximum distance between the posts is sixteen (16) feet and the maximum distance from the lower edge of the crossbar to the ground is six (6) feet.

**Law 2 - The Ball: Size four (4).**

**Law 3 - The Number of Players:**

1. A match is played by two teams, each consisting of not more than seven Players, one of whom is the goalkeeper. A maximum of fourteen (14) Players can be dressed for a game.
2. Substitution shall be allowed at any stoppage, under the control of the referee.
3. Number of Players to start or continue a game is five (5). A grace period of fifteen (15) minutes shall be allowed in the event that a Team has less than five (5) Players at the appointed kick-off time. If one team does not have the minimum number of players at the start of the game, they can share players from the other team to allow the game to proceed. Teams forfeiting games without notification, or failing to appear at a game, shall be subject to a fine to their Club plus full officials' fees. A Team forfeiting three (3) or more games may be suspended from further play in the program and shall be subject to the DRSA Discipline Process.

## FDP Rules and Regulations

4. If at any time during the game the number of Players available to play for a Team drops below five (5), the two coaches will decide if they want to share players to continue the game or end the game.
5. Replacement of Ejected Players: Players ejected by the Referee may be replaced by a teammate. (Red Card does not result in playing shorthanded). Once ejected a player cannot participate in the game.

### Law 4 - The Player's Equipment:

Players shall not wear anything which endangers themselves or other players. The referees have been instructed to not allow any player to participate if they are wearing any sort of jewellery (religious items excluded). Refer to the OSA website for the definition of jewellery.

Basic compulsory equipment shall consist of shorts, socks, shin guards, footwear and a numbered shirt. Goalkeepers must wear colours which are distinguishable from outfield players and the referee.

A player who is asked to leave the field of play because of defective or dangerous equipment may not re-enter the field of play until the referee is satisfied that the equipment is permissible.

### Law 5 - The Referee:

Clubs may choose to appoint their own Club Referees or to have them appointed by the District Referee Coordinator in acceptance with other published FDP rules. Fees are paid by the Home Team Club.

The referee appointed to officiate a mini-soccer game will have the full authority to enforce the mini-soccer rules. Referee decisions regarding facts connected to play are final.

The referee shall:

- Enforce the rules of the game.
- Refrain from penalizing in cases where the offending team may gain an advantage.
- Report in writing to the appropriate authority, any misconduct by players, parents, spectators or other persons which takes place on the field of play or its vicinity at any time during the game.
- Control who may enter or leave the field of play.
- Stop the game immediately if a player appears to be injured, bleeding or concussed.
- Signal to start the game, and to restart it after a stoppage.
- Decide if the field of play and all applicable equipment is suitable.

### Law 6 - The Assistant Referee:

Not anticipated for this age group.

### Law 7 - The Duration of the Match:

The game shall be divided into two (2) halves of twenty five (25) minutes each. The half time interval shall be 5 minutes.

### Law 8 - The Start and Restart of Play:

At the beginning of the game, choice of halves and the kick-off shall be decided by the toss of a coin. The team which wins the toss shall decide which goal to attack in the first half. The other team will take the kick-off. At a kick-off, all players shall be in their own half of the field of play. All players opposing the team taking the kick-off shall be not less than 6 yards (5.5M) from the ball until it is kicked-off. The game shall be started by the referee giving a signal. The ball will be in play when it is kicked forward into the opponent's half of the field.

For any infringement of this rule, the kick-off shall be retaken.

Should the player taking the kick-off play or touch the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.

## FDP Rules and Regulations

After a goal has been scored, the game shall be restarted by a kick-off, to be taken by a player of the team against which the goal was scored.

After the first half of play, the teams shall change halves and the kick-off shall be taken by a player of the team opposing that which started the game.

For any stoppage not mentioned elsewhere in these rules, the referee shall restart the game by dropping the ball at the place where it was when play was stopped, unless play was stopped in the penalty-area. In this case, the ball shall be dropped on the penalty-area line at the point nearest to where the ball was when play was stopped. The ball shall be in play as soon as it touches the ground.

A goal may be scored directly from a kick-off.

### Law 9 – Ball in and Out of Play

The ball is OUT of play:

- When the whole of the ball has crossed the goal-line, or touch-line, whether on the ground or in the air.
- When the play has been stopped by the referee.

The ball is IN play:

- At all other times including when it rebounds into play from a goal-post, a cross-bar, or a corner flag post, or referee and remains in the field of play.

### Law 10 – Method of Scoring

A goal is scored when the whole of the ball has crossed over the goal-line, between the goal-posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except by a goalkeeper from within his own penalty-area.

The referee shall be the sole judge as to whether a goal has been scored.

During the course of play, should any outside agent prevent the ball from passing into the goal or assist the ball into the goal, play shall be stopped. The referee shall restart the game by dropping the ball.

### Law 11 – Offside

Offside does not apply in Mini Soccer.

### Law 12 – Fouls and Misconducts

A Direct Kick is awarded in the following cases.

A player who, in the opinion of the referee, intentionally commits any of the following offences shall be penalized by the awarding of a direct free-kick to the opposing team:

- Spits at an opponent
- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Holds an opponent
- Pushes an opponent
- Handles the ball deliberately, (except a goalkeeper from within his own penalty area)
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

Should a player commit one of the above offences within his own penalty-area, a penalty kick shall be awarded.

### Law 13 – Free Kicks

For any infringement of the mini-soccer rules when the ball is in play, the referee may award a free-kick to the non-offending team. The free-kick shall be taken from the place

## FDP Rules and Regulations

where the infringement occurred, unless the infringement that took place results in a direct free-kick being awarded to the attacking team within its opponents' penalty-area. In this case, the penalty-kick shall be taken from the penalty-mark.

- At the taking of a free-kick, the ball shall be stationary and all opponents shall be not less than 6 yards (5.5M) from the ball until it has been kicked.
- The ball shall be in play when it is kicked and moved.
- A player taking a free-kick within his own penalty-area shall kick the ball into play beyond the penalty-area. The ball shall be in play when it has been kicked and moved and has passed outside the penalty-area. All opponents shall be outside the penalty area and not less than 6 yards (5.5M) from the ball until it has been kicked. For any infringement of this rule, the free-kick shall be retaken.
- A player taking a free-kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this rule, a free-kick shall be awarded to the opposing team.
- A goal may be scored directly from a direct free-kick

### Law 14 – Penalty Kicks

A penalty-kick shall be taken from the penalty-mark.

- All players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the penalty area but within the field of play, not less than 6 yards (5.5M) from the ball until it has been kicked.
- The goalkeeper shall remain on his own goal-line facing the kicker, and between the goal-posts, until the ball has been kicked.
- The player taking the penalty-kick must kick the ball forward. The ball shall be in play when the ball is kicked and moves forward. The player shall not play or touch the ball a second time until it has been played or touched by another player.
- If necessary, the time of play shall be extended to allow a penalty-kick to be taken.

For any infringement of this rule:

- By a member of the defending team, the kick shall be retaken if a goal has not been scored
- By a member of the attacking team, if a goal is scored it shall be disallowed and a free kick awarded to the defending team, to be taken from the place where the infringement occurred.
- By a member of both teams, the kick shall be retaken whether a goal has been scored or not.
- If, after the kick has been taken, the ball or the goalkeeper is interfered with by an outside agent, the kick shall be retaken.

### Law 15 – Kick-Ins.

A kick-in is awarded when the whole of the ball has crossed the touch-line, on the ground or in the air.

- The ball shall be kicked-in from the point where it left the field of play, by a member of the team opposing that of the player who last played or touched it.
- The player taking the kick-in shall face the field of play and kick the ball from on or behind the touch line.
- The ball will be in play immediately after it enters the field of play.
- If the player taking the kick-in plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- At the taking of a kick-in all opponents must be at least 2 yards from the ball.
- A goal may not be scored directly from a kick-in.

### Law 16 – Goal Kicks

## FDP Rules and Regulations

A Goal Kick is awarded:

- When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the attacking team, a goal-kick shall be awarded to the defending team. The ball shall be kicked into play from a point within that half of the penalty area nearest to where the ball crossed the goal-line.
- At the taking of a goal-kick, all opponents shall be outside the penalty-area until it has been kicked into play. The ball shall be in play when it has traveled directly beyond the penalty-area.
- If the player taking the goal-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- A goal may be scored directly from a goal-kick.

Law 17 – Corner Kicks

A Corner Kick is awarded when:

- When the whole of the ball has crossed the goal-line, either on the ground or in the air, excluding that portion between the goal-posts, having last been played or touched by a member of the defending team.
- The corner-kick shall be taken from within the corner-arc nearest to where the ball crossed the goal-line. All opponents shall be not less than 6 yards (5.5M) from the ball until it has been kicked. The ball is in play when it is kicked and moves.
- If the player taking the corner-kick plays or touches the ball a second time before it has been played or touched by another player, a free-kick shall be awarded to the opposing team.
- A goal may be scored directly from a corner-kick