

## Goal Kick – Ball in Play

Ball is in play once it is kicked and moves - The same applies to defending team free kicks in their penalty area. Opponents are to be outside the penalty area. **LSA playing rules will not change for U9 & U10 due to the Build Up Line.**

## Dropped Ball

Drop to ONE player of the team that last touched the ball.

1. Who – ONE player
2. Where – where the player last touched the ball
3. Opponents must be 1 yard away

## Ball hits the Referee/AR and stays on field of play.

If the ball changes possession, or a team starts a promising attack, or a goal is scored directly from contacting the referee, restart with a drop ball where the referee was contacted. The team who lost possession gets the drop ball.

## Injured player/PK/ kicker

INJURED PLAYER - PREVIOUSLY INJURED PLAYER RECEIVING MEDICAL ATTENTION ON THE FIELD HAD TO LEAVE BEFORE THE RESTART.

**NOW ONLY FOR A PHYSICAL OFFENCE WHERE THE OPPONENT IS CAUTIONED/SENT OFF, IF A INJURED PLAYER CAN BE QUICKLY ASSESSED/TREATED CAN REMAIN ON THE FIELD**

PENALTY KICK – IF THE INJURED PLAYER IS THE KICKER AND CAN BE QUICKLY ASSESSED/TREATED PLAYER CAN REMAIN ON FIELD TO TAKE KICK

### **Coin Toss**

WINNER MAY NOW CHOSE TO KICKOFF OR DEFEND AN END OF FIELD DEPENDING ON WINNERS CHOICE, THE OPPONENT WILL KICKOFF OR CHOOSE END OF FIELD TO DEFEND

WHOEVER DOES NOT KICK OFF THE 1<sup>ST</sup> HALF WILL KICK OFF THE 2<sup>ND</sup> HALF

### **GOAL KEEPER SCORING BY THROWING THE BALL INTO THE GOAL**

IF A GOAL KEEPER THROW THE BALL DIRECTLY INTO AN OPPONENTS GOAL A GOAL KICK IS AWARDED

### **Penalty Kick**

At least part of one foot must be touching the line until the ball is kicked

### **Hand ball**

Deliberate has been removed. Accidental handball occurrence could result in a foul being called

### **Free Kicks**

Attacking players no longer allowed as part of wall. A wall is defined as 3 or more players. Attacking players must be a yard away.

### **Referee can show cards to coaches**

- 1. Ask (Warning)**
- 2. Tell (Caution)**
- 3. Dismiss (Send off)**