

Southwest Illinois Soccer League (SWISL)

Rule Book

This booklet contains information about SWIS and the "Laws of the Game" for our inhouse Recreational League. The information contained herein will give you a better understanding of our organization and the game of soccer.

Our objective is to develop programs to benefit youth both physically and mentally by learning soccer skills, team participation, leadership and fair play in a fun yet competitive atmosphere.

SWISL is administered by a volunteer, membership elected Board of Directors, with rotating terms of office. Other volunteers such as coaches, League directors and committee members are vital to our program. Coaches and other individuals in the recreation program are non-paid volunteers. Referees are paid by each town to officiate League games.

Soccer is a fast-growing sport. Play is fast, spirited and continuous, providing excitement to players and spectators. We, as parents, spectators, coaches, and referees, have a unique responsibility and obligation to develop the best qualities of our League and our players.

Please obey to these rules and help us accomplish our objective.

Thank you,

Board of Directors

SWISL – 2017 Rule Book

The following statements and regulations were issued as a guideline for situations that may occur during League play. These statements and regulations may be revised at the discretion of the Board of Directors. Any rule not mentioned or amended by the Board of Directors will fall back to USFF Guidelines.

GENERAL RULES

Demonstrate sportsmanship, courtesy, and respect at all times.

Obey the soccer rules at all times.

B. WEATHER

1. Coaches will govern conditions of weather up to the time of the game, and then the referee will govern conditions during the game. The referee is authorized to shorten periods or, in severe cases, to call the game.

2. If a game is called, play will resume at a later date (at the discretion of the coaches) from that point unless the second half kickoff has been properly executed; in which case, the game will be ruled as complete.

C. POSTPONING, RESCHEDULING AND CANCELLATION OF GAMES

1. It is up to the league representative and/or coaches to reschedule games after the initial schedules are posted.

2. It is responsibility of the home team to make sure fields are available at time of reschedule and to supply referee(s).

D. COACHING AND SPECTATOR AREA

1. All coaches and players will remain within 1 - 3 yards from the touchline and 10 yards of the centerline and/or in the close vicinity to their assigned bench.

Spectators are to stay on the opposite side of the field as the players and coaches. No coaches/spectators are allowed behind the goal area. No coaches are allowed on the spectator side.

2. Abuses of this regulation, as determined by the referee, can lead to ejection from the field/area.

3. Two (2) coaches per team will be allowed in the coaching area.

E. GOALKEEPER

1. The goalkeeper, when in possession of the ball, shall not be contacted by an opposing player at any time. Possession will be determined by the referee (possession is firm control of the ball between his/her hands and the body or ground). A direct free kick shall be awarded for this offense. The referee may also issue a yellow or red card, as appropriate.

2. A goalkeeper, not in possession of the ball, who obstructs an opponent inside the goal area (6-yard box), shall cause an indirect kick to be awarded to the opposing side from the part of the goal area which runs parallel to the goal line, at the point nearest to where the offense was committed.

3. Once the goalkeeper obtains possession of the ball and gains control he/she has 6 seconds to release the ball back into play. The number of steps is no longer a factor nor will the referee be asked to count out loud or make counting gestures with their hands.

F. CONDUCT

The principals of good sportsmanship will govern competition. All participants are asked to realize, accept and practice the principle that a reputation is built not only on playing skills but also good sportsmanship. If in the opinion of the referee, all is not being done to accomplish this, he may issue a yellow card to the team for unsporting behavior.

1. Coaches and players:

- a) Each coach will insure that their conduct sets the proper example for team members and spectators.
- b) The coaches and team captains will meet with the referees at the center of the field at the beginning of the game for the coin toss.
- c) Each player will insure that their playing conduct is that of fair play while competing to the limits of their ability.
- d) Each coach will make every effort to prevent "running up the score" against an opponent. Referees have the authority to remind the coach not to continue "running up the score" and to stop the game if this situation continues.
- e) Both will know the rules and abide by them at all times. Coaches are to instruct the teams in such a way as to motivate each player to compete according to the rules at all times.
- f) Both will show respect for the officials. Coaches are to refrain from questioning official's decisions in a disrespectful or abusive manner. Players are to refrain from addressing officials or commenting on their decisions during the play of the game. The game captains may address the officials during the game but only within the provisions of the rules and in a courteous, respectful manner.
- g) Both will show respect for coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship at the conclusion of a game.
- h) Both will maintain control of emotions; avoid the use of abusive language or profanity, humiliating remarks, and/or gestures of ill temper, and physical assault upon another player at any time.
- i) Both will follow all facility rules and regulations, respecting at all times the property of others.
- J) Coaches are to ensure that team spectators conduct themselves with sportsmanship and maturity at all times while in attendance at game sites and assist the game officials in maintaining control of spectators during games.
- k) A coach cannot officiate games in the same division of the team they currently coach. Exception: They can be participating in A/R position only.
- l) In addition to the normal one game suspension for a player/coach who is ejected, any player/coach who receives a second red card (for any reason) during the season will be suspended for the remainder of that season. Furthermore, any player/coach guilty of fighting or of physical contact with a referee will be suspended immediately for the remainder of the current season and placed on probation for the following season. Additional penalties may be imposed as deemed appropriate.

m) A PLAYER/COACH WHO RECEIVES THREE (3) YELLOW CARDS DURING THE SEASON WILL RECEIVE AN AUTOMATIC ONE GAME SUSPENSION.

2. Spectators

- a) Will insure that conduct while in attendance at games shall reflect courtesy, sportsmanship, good citizenship and a positive example for the players at all times.
- b) Will show respect for the rules of the game.
- c) Will show respect for officials and refrain from questioning decisions or from addressing them in a loud, disrespectful or abusive manner.
- d) Will cheer for their team in a positive, supportive manner refraining at all times from making hostile, negative, or abusive remarks about the opposing team.
- e) Will refrain at all times from coming onto the playing area or from throwing foreign objects or other material onto the playing field.
- f) Will follow all facility rules and regulations, respecting at all times the property of others.
- g) Will be responsible for insuring that their children do not violate these codes.
- h) Coaches can be yellow carded for failure of their teams' spectators to conduct themselves properly. If necessary, they can be red carded.

3. Officials

- a) Knows the rules.
- b) Is fair and firm in all decisions. Calls them as they see them.
- c) Officials shall blow their whistle loudly and make the proper signal to ensure players/coaches understand the call.
- d) Treats players and coaches courteously and demands the same treatment.
- e) Knows the game is for athletes and lets them have the spotlight.
- f) Referees will be of 13 years of age or have entered the eighth grade for 1/2 & 3/4 games. High school age and above 5/6 & 7/8 games.
- g) A referee cannot officiate games in which they have family members participating. Exception: They can be participating in A/R position only.

G. BLOOD RULE

ANY BLOOD ON A PLAYER OR THEIR UNIFORM WILL BE TAKEN CARE OF IMMEDIATELY. THIS MEANS THE PLAY STOPS NOW. IF A TEAM IS IN CLEAR POSSESSION OF THE BALL THEY WILL BE AWARDED AN INDIRECT FREE KICK AFTER THE PLAYER WITH BLOOD IS REMOVED FROM THE FIELD AND THE COACH IS AWARE OF THE PROBLEM AND THE COACH TAKES CORRECTIVE ACTION. THE WOUND ON THE PLAYER WILL BE BANDAGED AND WRAPPED TO THE SATISFACTION THE CENTER REFEREE AND NO ONE ELSE. ANY BLOOD ON THE UNIFORM WILL HAVE TO BE RINSED OUT OR A CLEAN JERSEY MAY BE WORN. NO EXCEPTIONS.

USSF/SWISL LAWS OF THE GAME

Common sense should be the basis for applying the Laws of the Game and making additional interpretations. USSF rules shall be followed at all times except where herein provided as SWISL rules.

Table 1: Field Dimensions and General Rules

General Rules Kindergarten 1/2 Grade, 3rd/4th Grade, 5th/6th Grade, 7/8th Grade

Players on the field: 1/2 grade, number of players 6v6, field size 30x50 yards, Goal Size 4'x6', size 3 ball, length of game 4 - 12min quarters with 2min between quarters and max 5min at half. **HEADING THE BALL IS NOT ALLOWED.** No offsides and no penalty kicks. Throw-ins are given more than 1 chance.

Players on the field: 3/4 and 5/6 grades, number of players 7v7 & 8v8, field size 50x75 yards, Goal size 6'x18 min or 7'x21' max, size 4 ball, length of game 3/4 will play 4 -12min quarters with 2min between quarters and 5min max at half. **HEADING THE BALL IS NOT ALLOWED.** Length of game 5/6 will play 2-30min halves with a 5min break at half. Note: under condition of heat or request of the coach referee can play quarters. **HEADING THE BALL IS NOT ALLOWED**

Players on the field: 7/8 grades, number of players 9v9 or 11v11, field size 60x100 yards min or 80x120 yards max, goal size 7'x21' min and 8'x24' max, ball size 5, length of game 2-35min halves with a 5min break at half. NOTE: under condition of heat or request of the coach referee can play quarters. **HEADING THE BALL IS ALLOWED.**

1/2 and 7/8 will play coed. A coed team consist of a minimum of 3 girls for 3/4 and 5/6 grades and 4 girls for 7/8.

Law 1: FIELD OF PLAY

1) A proper field of play is rectangular and consists of an outer boundary, two goals at opposite ends of the field, a penalty area, a halfway line, and a few other more specialized markings. Corner flags and clear markings are necessary to assist the players and the referee during the conduct of the game. The outer boundary lines are part of the field of play. Regulation goals are eight yards wide and eight feet high (inside dimensions).

- 2) SWISL has determined 1/2 teams will play on field 30x50 yards and the goal 4x6'.
- 3) The penalty area is a rectangular area in front of each goal with lines 18 yards in front and 18 yards from each goal post. There is no penalty area for the 2nd Grade division and below.
- 4) The goal area is a rectangular area in front of each goal with lines 6 yards in front of the goal and from each goal post.
- 5) The goal area for 1/2nd Grade divisions.
- 6) The corner area is a quarter circle at each corner of the field having a radius of one yard.

Law 2: THE BALL

1. The size and weight of the ball shall comply with the following specifications: 1/2 grade # 3, 3/4 grade and 5/ 6 GRADE # 4 25-26" 11-13 oz. 7/8 GRADE # 5 27-28" 14-16 oz. Note: Inflation should follow the manufacturer's specifications.
2. The material and construction of the ball must not be dangerous for the players.

Law 3: NUMBER OF PLAYERS (AND SUBSTITUTIONS)

1. A full team on the field consists of 11 players, one of whom shall be the goalkeeper. Both USSF and the SWISL recommend that a game not be considered valid if there are fewer than 7 players on the field for either of the teams.
2. 1/2 GRADE will play with a maximum of 6 players on the field and a minimum of 4 players at (which there will be no goalies).
3. 3/4 GRADE will play with a maximum of 8 players on the field a minimum of 6 players.
4. 5/6 GRADE will play with a maximum of 8 players on the field a minimum of 6 players.
5. 7/8 GRADE will play with a maximum of 11 players and a minimum of 8 players.
6. Any of the field players may change places with the goalkeeper, with the consent of the referee, provided the change is made during a stoppage of the game.
7. An ejected (red carded) player may not be replaced. A player receiving a yellow card will be substituted for upon receiving the card.
8. SWISL allows unlimited substitutions. Substitutions may be made, with the consent of the referee, at the following time: Prior to a throw-in (either team); prior to a goal kick (either team); after a goal (either team); after an injury (either team) when the referee stops play; and at half-time. The substitute shall not enter the field of play until the player they are replacing has left, and then only after having received a signal from the referee.

Law 4: PLAYER'S EQUIPMENT

1. A player shall not wear anything that is dangerous to another player (necklaces, earrings, watches, rings, unpadded casts, etc. are not allowed). Hair control devices are limited to elastic/flexible materials.
2. Shoes must comply with detailed safety standards. All players must wear tennis shoes or officially recognized soccer shoes. Neither metal cleats, nor shoes with toe or side studs will be allowed. Any shoe deemed unsafe by an official or referee will not be allowed.
3. Uniforms consist of a shirt that is tucked into the shorts, shorts, socks that are pulled up over their shin guards, shin guards and shoes. The goalkeeper shall wear a different color shirt than the referee and the other players (both teams).
4. Shin guards are REQUIRED at all times.
5. Players wearing glasses are recommended to use safety lenses and straps.
6. If a player must wear any external medical device or bracelet, the coach is required to inform the referee and the opposing coach. The player may play only with consent of the referee and the device must be taped to the body.

Law 5: REFEREES

1. The referee has jurisdiction from the time they enter the field of play until both teams leave the field. Their decisions are final.
2. The referee shall enforce the Laws of the Game but shall refrain from stopping the game for an infraction when they are satisfied that doing so would be giving an advantage to the offending team.
3. SWISL PROVIDES THAT ALL RULE INFRACTIONS SHALL BE BRIEFLY EXPLAINED TO THE OFFENDING PLAYER.
4. The referee can stop the game for infringement of the rules.
5. The referee can stop or terminate a game whenever they deem necessary (severe weather, interference by spectators or coaches, running up the score, etc.).
6. The referee will eject (red card) any player or coach guilty of any of the offenses list.
 - a) Is guilty of serious foul play.
 - b) Is guilty of violent conduct.
 - c) Spits at an opponent or any other person.
 - d) Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
 - e) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.

f) Uses offensive, insulting or abusive language.

g) Receives a second caution in the same match.

7. The referee acts as the timekeeper and keeps a record of the game on the game card.

8. Referees scheduled for a game are expected to report to the field no later than 20 minutes prior to the scheduled starting time.

9. In the event a referee fails to appear, the Head Referee will designate a replacement. All involved parties will abide by the Head Referee decision and the game will begin promptly.

10. 1/2 grade 1 ref is recommended but not required. 3/4 minimum of 2 referee or 1 center and 2 parents sideline, 5/6 and 7/8 grades 3 referee with a minimum of 2 for 5/6 for 7/8 recommend 3 referees if a 3rd is not available a parent volunteer is recommended for the player side. If a coach should referee they are not allowed to coach either team.

Law 6: ASSIST REFEREE (AR)

1. One or two assistant referees shall be appointed to assist the referee for 5th Grade and above divisions.

2. The duties of the AR are to signal by use of the AR's flag: When the ball is out of play; which team is entitled to a corner kick, goal kick, or throw-in; when an offside infraction has occurred; when substitutions may be taken; and when an infraction has occurred that the referee may not have seen.

3. The referee always makes the final decision of the action to be taken even if the initial AR's signal is to the contrary. Only the referee can stop the game.

Law 7: DURATION OF THE GAME

1. SWISL provides that duration of the game will be as follows:

1/2 Grades= four 12 minute quarters, 2min break between quarters and 5min at half.

3/4 Grade= four 12 minute quarters, 2min break between quarters and 5min at half.

5/6 Grade =Two 30 minute halves, 5min break at half

7/8 Grade=Two 30 minute halves, 5min break at half

2. Allowance shall be made in either period for all time lost through substitution, the transport from the field of injured players, time-wasting or other causes, the amount of time added will be at the discretion of the referee. Time shall be extended to permit a penalty kick being taken at the end of the half or at the end of the match.

Law 8: START OF PLAY

1. The game will begin within 10 minutes of the scheduled time or 5 minutes from the end of the preceding game.
2. The start of play at the beginning of each half and after a goal shall proceed with a kickoff.
3. At the beginning of the game, the team winning the toss shall decide which goal it will attack in the first half of the match. The other team takes the kick off to start the match.
5. After half time, the ends shall be changed and the kickoff shall be taken by the team opposite from the team that took the kickoff at the beginning of the game.
6. On a kickoff, the ball must be stationary on the ground at the center of the field and can move in any direction to start play.
7. The player taking the kickoff may not play the ball a second time until it has been touched by another player. If this rule is violated, the opposing team is awarded an indirect free kick.
8. Every player on each team must be in their own half of the field, and all players of the team opposing the kicker must be at least ten yards away from the ball when the ball is put into play. If this rule is violated, the kickoff shall be retaken.
9. A goal may be scored directly from a kickoff.
10. After a temporary suspension of play for any reason not otherwise mentioned in the Laws of the Game. The referee shall restart the game by a drop ball where the ball was when play was stopped, unless it was within the goal area at that time, in which case it shall be dropped on that part of the goal area line which runs parallel to the goal line, at the point nearest to where the ball was when play was stopped. A player may not play the ball until it touches the ground. If this rule is violated, the drop ball shall be retaken. A goal may not be scored directly from a drop ball.
11. If one of the scheduled teams is a no-show or does not have the minimum number of players, ten minutes past the scheduled start time, the game shall be recorded as a 1 - 0 forfeiture.

Law 9: BALL IN AND OUT OF PLAY

1. The ball is out of play only: when it has crossed the goal line or touchline in its entirety, whether on the ground or in the air, or when the game has been stopped by the referee.
2. The ball is in play at all other times during the game, even if: it rebounds from the goal post, crossbar, or corner flag into the field of play, it rebounds off the referee or a linesman when they are in the field of play, or an apparent infraction has occurred but the referee has not stopped the game.

Law 10: METHOD OF SCORING

1. A goal is scored when the whole of the ball crosses the goal line between the goal posts and under the crossbar, provided it was not thrown, carried, or intentionally propelled by arm or hand by an attacking player (except the opposing goalkeeper who throws the ball from his/her own penalty area).
2. If a defending player deflects the ball with their hand or arm and the ball goes in the goal, a goal is scored.

Law 11: OFFSIDE

1. A player is in an offside position if they are nearer the opposing team's goal line than the ball at the moment the ball is played unless: They are in their own half of the field; two opposing players are nearer their goal line than they are (including the opposing goalkeeper); the ball is last touched by an opponent; or they receive the ball directly from a goal kick, corner kick, throw-in, or drop ball.
2. A player in an offside position is not offside unless, in the opinion of the referee, they are interfering with play or with an opponent, actively involved in the play or are seeking to gain advantage by being in an offside position.
3. For an offside infraction, the defending team is awarded an indirect free kick from the place where the offside occurred.
4. SWISL PROVIDES THAT THERE SHALL BE NO OFFSIDE IN THE 1/2 Grade DIVISION

Law 12: FOULS AND MISCONDUCT

1. Any player at the age of 10 or younger cannot head the ball during play. The misconduct will be rewarded with an indirect free kick to the opposing team at the point of the misconduct. For applicable purpose, this will apply to 6th Grade and below during League play.
2. Awarding free kicks to the opposing team penalizes fouls and misconduct. The guilty player may also be cautioned or ejected, even if a free kick is not awarded due to application of the advantage clause (Law 5).
3. A player who commits any of the following seven fouls in a manner considered by the referee to be careless, reckless or involving disproportionate force are penalized by awarding a direct free kick to the opposing team:
 - (a) Kicks or attempts to kick an opponent.
 - (b) Trips or attempts to trip an opponent.
 - (c) Jumps at an opponent.
 - (d) Charges an opponent.
 - (e) Strikes or attempts to strike an opponent.

(f) Pushes an opponent.

(g) Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.

(h) Holds an opponent.

(i) Spits at an opponent

(j) Handles the ball deliberately (except as goalkeeper, inside the goal area). A penalty kick is awarded if any of the above eleven offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

3. SWISL PROVIDES THAT ALL FOULS IN THE 1/2 GRADE DIVISIONS WILL RESULT IN AN INDIRECT FREE KICK.

4. The following rule infractions are penalized by awarding an indirect free kick to the opposing team:

a) Plays in a dangerous manner.

b) Impedes the progress of an opponent.

c) Prevents the goalkeeper from releasing the ball from his hands.

d) An indirect free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following five offences:

e) Takes more than 6 seconds while controlling the ball with his hands, before releasing it from his possession.

f) Touches the ball again with his hands after it has been released from his possession and has not touched any other player.

g) Touches the ball with his hands after it has been deliberately kicked to him by a team mate.

h) Touched the ball with his hands after he has received it directly from a throw-in taken by a team mate.

i) Wastes time.

j) If this infraction occurs within the goal area, the free kick is taken from the goal area line nearest to the infraction.

5. A player shall be cautioned (referee shows yellow card) and substituted for if they:

a) Is guilty of unsporting behavior.

- b) Shows dissents by word or action.
- c) Persistently infringes the Laws of the Game.
- d) Delays the restart of play.
- e) Fails to respect the required distance when play is restarted with a corner kick or free kick.
- f) Enters or re-enters the field of play without the referee's permission.
- g) Deliberately leaves the field of play without the referee's permission.

The game referee will report the caution to the home league rep and fill out a game report, which in turn will pass it on to the league rep, who will report the caution to the League President.

6. A player shall be ejected from the game (referee shows red card) if they are guilty of:

- a) Is guilty of serious foul play.
- b) Is guilty of violent conduct.
- c) Spits at an opponent or any other person.
- d) Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
- e) Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- f) Uses offensive, insulting or abusive language.
- g) Receives a second caution in the same match.

An ejected player may not be replaced. SWISL provides that a player or coach who is ejected from a game normally will not be allowed to participate in their next game to be played. The ejected player or coach must leave the "field of play" immediately before the match is to restart. The field of play is defined as 100 yards from the outer lines of the pitch or the parking lot whichever is further away from the pitch.

The game referee will report the ejection to the home league rep and fill out a game report, which in turn will pass it on to the league rep, who will report the ejection to the League President.

Law 13: FREE KICKS

1. The two kinds of free kicks are:

a) Direct free kick (from which a goal may be scored directly against the offending team.)

b) Indirect free kick (from which a goal cannot be scored unless the ball is touched by a player other than the kicker before going into the goal.)

2. Direct free kicks are awarded only for the direct free kick fouls under Law 12. All other offenses are awarded an indirect free kick unless specifically stated otherwise in the law that describes the offense.

3. SWISL PROVIDES THAT 1/2 GRADE DIVISIONS, ALL FOULS WILL RESULT IN AN INDIRECT FREE KICK.

4. A free kick is taken from the place where the offense occurred, except when awarded in the goal area:

a) Any free kick awarded to the defending team, within its own goal area, may be taken from anywhere within the goal area.

b) Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal line, at the point nearest to where the offense was committed.

5. The ball must be stationary on the ground before the kick is taken. The ball is in play when it is kicked and moves, and may not be played by the kicker a second time before being touched by another player.

6. All opposing players must be at least ten yards away from the ball when the ball is put into play. If this rule is violated, the free kick is retaken.

7. SWISL PROVIDES THAT THE MINIMUM DISTANCE IS 5 YARDS FOR 1/2 GRADE

8. If the offense occurred less than ten yards from the opponent's goal line the opposing players may stand on their own goal line between the goal posts.

9. On free kicks taken within its penalty area by the defending team, all opposing players must be outside the penalty area and at least 10 yards away from the ball. The ball must travel outside the penalty area before being in play. The goalkeeper shall not receive the ball into his/her hands, in order that they may kick it into play.

Law 14: PENALTY KICK

1. A penalty kick is awarded if the defending team commits one of the 9 direct free kick fouls within its own penalty area.

2. SWISL PROVIDES THAT PENALTY KICKS WILL NOT BE TAKEN IN THE 1/2 GRADE.

3. The penalty kick is taken from the penalty mark, which is centered 12 yards (10 yards for 3rd and 4th Grade) in front of the goal.

4. All players except the kicker and the goalkeeper must be outside the penalty area, behind the ball and at least 10 yards (8 yards for 3rd and 4th Grade) away from the penalty mark.

5. The goalkeeper must stand with both feet touching the goal line until the ball is kicked. The keeper can move their feet along the goal line.
6. The ball must be kicked forward and is in play when it moves. The kicker may not play it a second time before being touched by another player.
7. A goal may be scored directly on a penalty kick.
8. For any violation of 3, 4 or 5 above:
 - a) If by the attacking team other than the kicker and a goal results, the penalty kick shall be retaken
 - b) If by the attacking team other than the kicker and a goal does not result, play continues as normal
 - c) If by the defending team and a goal does not result, the penalty kick shall be retaken
 - d) If by the defending team and a goal results, the goal shall be counted
9. Time shall be extended to allow a penalty kick to be taken.

Law 15: THROW-IN

1. A throw-in is awarded if the ball passes completely over a touchline, on the ground or in the air.
2. The ball is thrown in within one yard from the place where it crossed the line by a player of the team opposite to that of the player who last touched it. A throw-in taken from any position other than the point where the ball passed over the touchline shall be considered to have been improperly thrown.
3. The thrower must face the field and part of each foot must be on the ground, either on the touchline or outside the field of play. The ball must be thrown with both hands and must be delivered from behind and over their head.
4. A goal cannot be scored directly from a throw-in.
5. If the throw-in is improper, a throw-in from the same place shall be awarded to the opposing team.
6. SWISL PROVIDES THAT IN THE 1/2 GRADE DIVISION, A SECOND THROW-IN MUST BE ALLOWED IF A PLAYER COMMITS A FOUL ON THE INITIAL ATTEMPT. THE REFEREE SHALL EXPLAIN THE PROPER METHOD BEFORE ALLOWING THE PLAYER TO RE-THROW.
7. The ball is in play immediately upon entering the field of play, but may not be played by the thrower before being touched by another player.

16: GOAL KICK

1. A goal kick is awarded the defending team if the ball passes completely over its goal line, outside the goal, after having last been touched by a player of the attacking team.

2. The goal kick is taken from any point within the goal area.
3. All opposing players must be outside the penalty area.
4. SWISL PROVIDES THAT 1/2 GRADE DIVISION OPPONENTS MUST BE 5 YARDS AWAY FROM THE BALL.
5. The ball must travel outside the penalty area before being in play and may not be played by the kicker a second time before being touched by another player.
6. A goal may be scored directly from a goal kick.
7. If the ball does not travel outside the penalty area, the goal kick shall be retaken.

Law 17: CORNER KICK

1. A corner kick is awarded the attacking team if the ball passes completely over the defending team's goal line, outside the goal, after having last been touched by a player of the defending team.
2. The corner kick is taken from within the quarter circle nearest the place where the ball crossed the goal line. The corner flag must not be moved while taking the corner kick.
3. All opposing players must be at least 10 yards away from the ball (5 yards for 1/2 Grade).
4. The ball is in play when it is kicked and moves, and may not be played by the kicker a second time before being touched by another player.
5. A goal may be scored directly from a corner kick.
6. If the kicker plays the ball before another player touches it, the opposing team shall be awarded an indirect free kick. For any other violation of this law, the corner kick shall be retaken.
7. A player may not be offside if they receive the ball directly from the corner kick.