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Glossary of Terms

Introduction

The Laws of the Game of Soccer, as maintained by the Federation International de Football Association (FIFA), are designed to provide safe, fair play for the participants. The players, coaches, and fans will increase their enjoyment of the game if they understand the rules.

The information in this booklet describes the rules of soccer as they apply to WSYSA games. We hope it will be helpful to youth coaches and parents to better understand the game. If you wish to learn all the nitty-gritty details then you should purchase an official copy of the Laws of the Game at a local soccer store and/or take a referee course.

The rules for high school soccer games may slightly differ. High school soccer rules are available through the WIAA.

Bill Echert, Original Author
Terrace Brier Soccer Club

2002 Update

Very few items in this book have changed since Bill graciously put it together for our club. Minor things that won't make that much of a difference so that whether you have a 1999 version or this new 2002 version, you will still get the benefit. If there are any errors, please contact Tammy Baltazar at the club: registrar@terrace-brier.org.

Tammy Baltazar, document nitpicker
Terrace-Brier Soccer Club

The Field of Play

Dimensions

The field must be rectangular.

Fields for U-11 to U-19

Length: minimum 100 yards
 maximum 130 yards

Width: minimum 50 yards
 maximum 100 yards

Fields for U-6 to U-10

See the league rules

Goals

The goals are 24 feet wide and 8 feet high.

Safety

Goals must be anchored securely to the ground

Touch Line

The lines forming the long sides of the rectangular field of play.

End Line

The lines forming the short sides of the rectangular field of play.

Coaches and team members not on the field of play must:

- remain at least 1 yard back from the touch line
- be at least 18 yards from the end line

The Players' Equipment

Safety

A player must not use equipment or wear anything which is dangerous to himself or another player (including any kind of jewelry).

Basic Equipment

The basic compulsory equipment of a player is:

- A jersey or shirt
- Shorts (if spandex is worn underneath, they are the same main color as the shorts)
- Socks
- Shinguards
- Footwear

Shinguards

- must be worn at all practices and games.
- must be covered entirely by the socks

The Referee

The referee enforces the Laws of the Game and controls the match in cooperation with the assistant referees.

- Ensures that the players' equipment meets the requirements of the rules.
- Acts as timekeeper and keeps a record of the match.
- Stops, suspends or terminates the match, at his discretion, for any infringement of the rules or because of outside interference of any kind.
- Stops the match if, in his opinion, a player is seriously injured and ensures that he is removed from the field.
- Ensures that any player bleeding from a wound leaves the field of play. The player may return on receiving a signal from the referee, who must be satisfied that the bleeding has stopped. The player can have no blood on his/her uniform or equipment
- Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time. See “Advantage” in the Glossary of Terms.
- Takes action against team officials who fail to conduct themselves in a responsible manner and may at his/her discretion, expel them from the field of play and its immediate surroundings.
- Confers with the assistant referees (formerly: linesmen) regarding incidents which he/she has not seen.

Assistant Referee

One of two assistants to the center referee (formerly called linesmen)

Assistant Referees help the referee by calling his/her attention to matters that they are better positioned to see. Their duties may include indicating (with a flag) when the ball is out of play, determining the team that is awarded a corner kick, goal kick or throw-in, calling offside and noting acts of misconduct. The referee may grant them more or less authority, depending on their experience and qualifications. Final authority remains with the center referee.

Duration of the Game

A soccer game consists of two halves that must be of equal length, with a required timeout for halftime in between. The equal-length halves for youth games will vary in length (from 25 minutes to 45 minutes), depending on the age of the players.

1. The center referee is the official timekeeper and has flexible discretion to determine and extend the amount of official time remaining in the game.
2. The official clock runs continuously except at halftime; stopping again only at the end of the game. The following rules are outgrowths from the nonstop nature of the clock:
 - a. there are no timeouts
 - b. the clock does not stop for any stoppage in active play, whether it be for a player foul or to retrieve and place a ball that has gone out and back into play.
3. Instead of stopping the clock, the referee is authorized to add extra time to each half to compensate for time lost due to:
 - a. attending to injuries on the field
 - b. completing player substitutions
 - c. delays in putting the ball back into active play after it goes out, whether through deliberate time-wasting tactics or accidental causes as having to retrieve the game ball when it goes out of play and rolls down a slope into dense brush
 - d. any other cause for interruption to active play the referee deems sufficient.The amount of time, if any, to add is at the discretion of the referee.
4. The players have a mandatory right to a halftime break, which neither the referee nor coaches may waive, of not longer than 15 minutes.
5. Provided both teams and the referee mutually agree before the game starts, both halves may be shortened by equal amounts. This might be done, for example, if an afternoon game played on a field without lights might extend until after dark.
6. If a referee calls a foul before time expires for which the referee must award a penalty shot and the time remaining in the half or game then expires before the penalty shot can be taken, the half or game cannot end until the penalty shot has been taken and completed. In such time-expired penalty kicks, the attacking team only gets the one touch of the penalty kick itself, even if the shot rebounds off the goalkeeper back into the field, so only the kicker and the goalkeeper participate.

The Start and Restart of Play

Preliminaries

A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the game. The other team takes the kick-off to start the game.

The team that wins the toss takes the kick-off to start the second half of the game.

In the second half of the game, the teams switch ends and attack the opposite goals.

Kick-off

A kick-off is a way of starting or restarting play:

- at the start of the game
- after a goal has been scored
- at the start of the second half
- at the start of each period of extra time

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

Drop Ball

A drop ball is a way of restarting the game after a temporary stoppage while the ball is in play, for any reason not mentioned elsewhere in the Laws of the Game.

The referee drops the ball between two opposing players at the place where it was located when play was stopped. The players may not kick the ball until the ball touches the ground.

The Ball In and Out of Play

Ball Out of Play

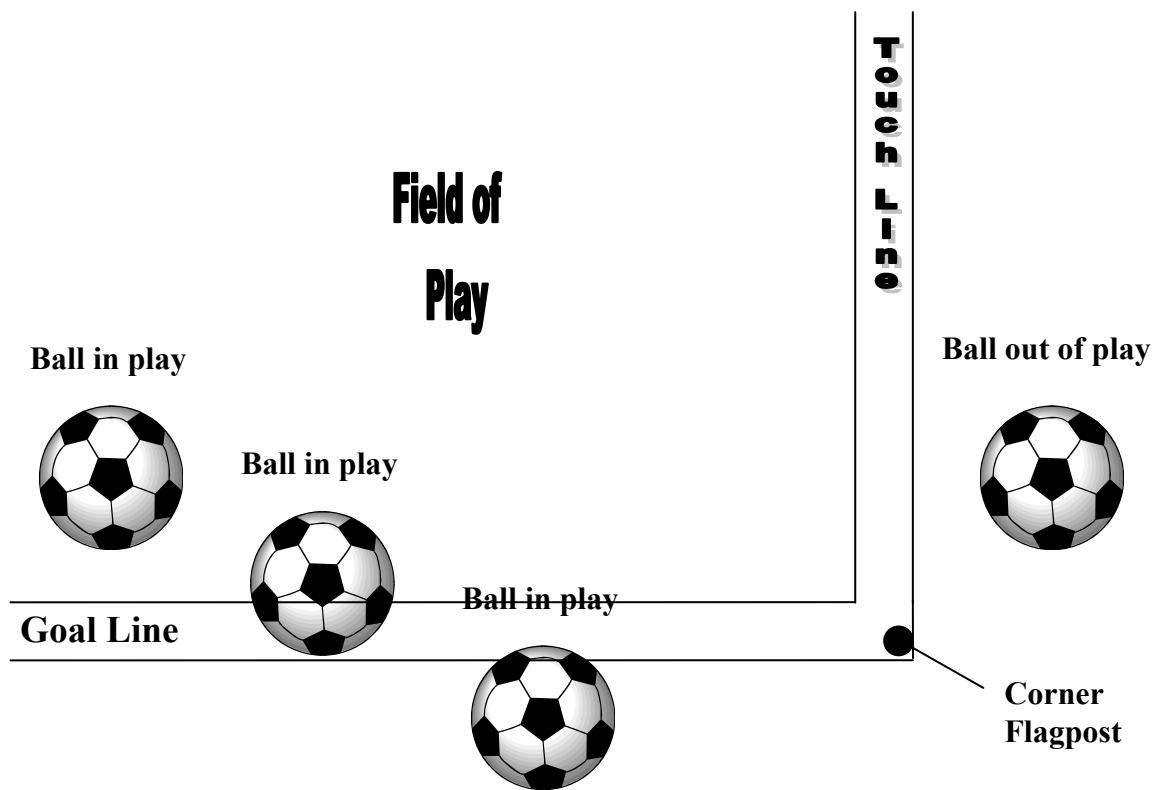
The ball is out of play when:

- it has entirely crossed the goal line or touch line whether on the ground or in the air
- play has been stopped by the referee.

Ball in Play

The ball is in play at all other times, including when:

- it rebounds from a goalpost, crossbar or corner flagpost and remains in the field of play
- it rebounds from either the referee or an assistant referee when they are on the field of play.



The Method of Scoring

Goal Scored

A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team scoring the greater number of goals during a game is the winner. If both teams score an equal number of goals or if no goals are scored, the game is a tie.

For games ending in a tie, competition rules may state provisions involving overtime or a shootout.

Overtime

There are two overtime periods of equal length. The overtime periods range from 5 to 15 minutes depending on the age of the players. League rules will specify the type of overtime.

There are two types of overtime:

- 1) If both teams have an equal number of goals at the end of the second overtime period the game may be declared a tie or a shootout may be used to decide the winner.
- 2) "Sudden Death". The first team to score a goal is declared the winner. If both teams have an equal number of goals at the end of the second overtime period the game may be declared a tie or a shootout may be used to decide the winner.

Offside

Offside Position

It is not an offense in itself to be in an offside position.

A player is in an offside position if s/he is nearer her/his opponent's goal line than both the ball and the second to last opponent.

A player is not in an offside position if:

- she is in her own half of the field of play
- or
- s/he is even with the second to last opponent
- or
- s/he is even with the last two opponents

Offense

A player in an offside position is penalized only if, at the moment the ball touches or is played by one of his/her teammates, s/he is, in the opinion of the referee, involved in active play by:

- interfering with play
- or
- interfering with an opponent
- or
- gaining an advantage by being in that position

No Offense

There is no offside if a player receives the ball directly from:

- a goal kick
- or
- a throw-in
- or
- a corner kick

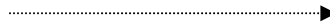
For any offside offense, the referee awards an indirect free kick to the opposing team to be taken from the place where the offense occurred.

Examples of Offside

Direction of movement of player:



Direction of movement of ball:

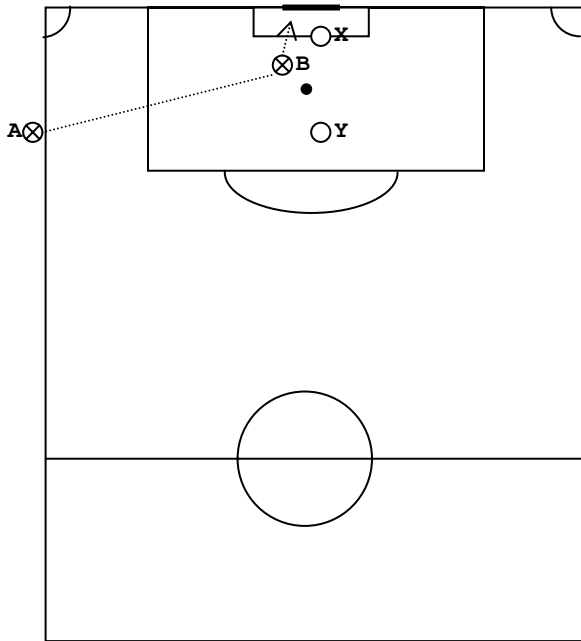


Attackers ⊗

Defenders ○

Diagram 1 - **NOT OFFSIDE**

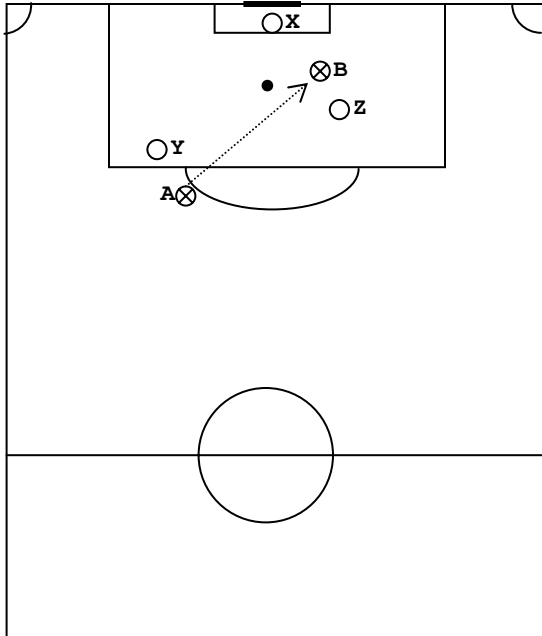
After a throw-in from the touch-line



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

Diagram 2 - OFFSIDE

A clear pass to one of the same side

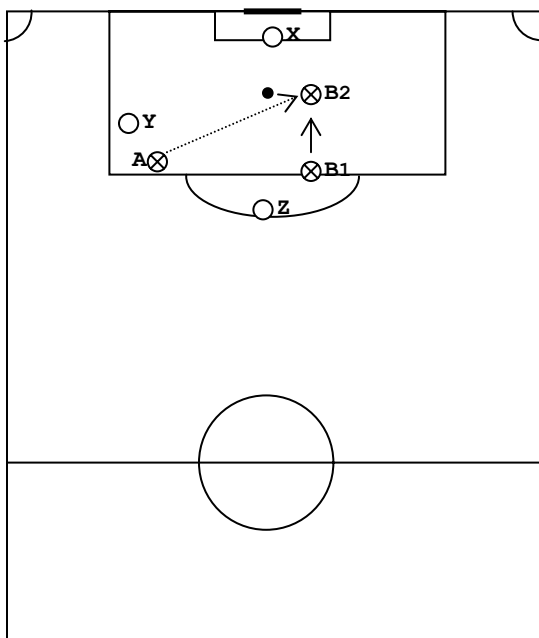


A is in possession of the ball, and having **Y** in front passes to **B**.

B is offside because he is in front of **A** and there are not two opponents between **B** and the goal-line when the ball is passed by **A**.

Diagram 3 - NOT OFFSIDE

A clear pass to one of the same side

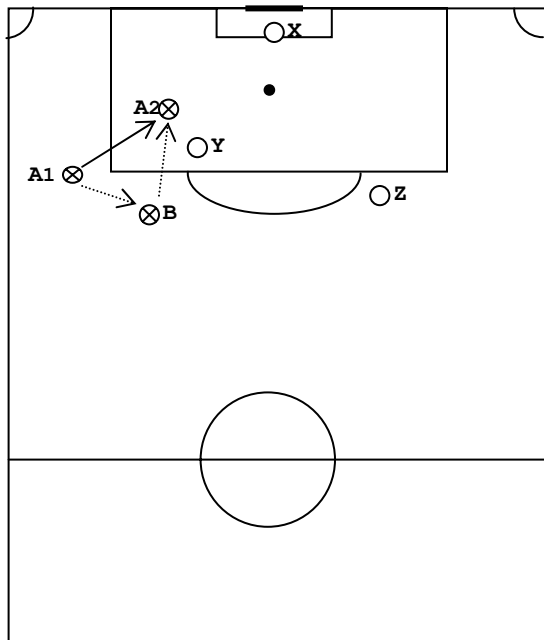


A is in possession of the ball, and having **Y** in front passes across the field. **B** runs from position **1** to position **2**.

B is not offside 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 4 - OFFSIDE

Clear pass to one of the same side



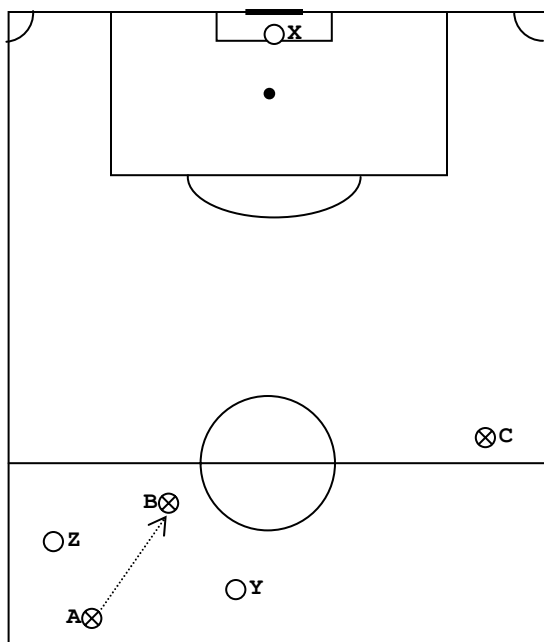
A and **B** are make a passing run up the wing. **A** passes the ball to **B** who cannot

shoot because he has **Y** in front. **A** then runs from position **1** to position **2** and **B** then passes to him.

A is offside because he is in front of the ball and there are not two opponents between him and the goal-line when the ball was played by **B**.

Diagram 5 - NOT OFFSIDE

Pass in your own half of the field



A is in possession of the ball, and having **Z** in front passes to **B**.

B is not offside because at the moment the ball is passed by **A** he is on his team's defensive half of the field.

C is not offside. He is in an offside position at the time **A** passes to **B**. However, he is not involved in the play.

Fouls and Misconduct

Fouls and misconduct are penalized as follows.

Direct Free Kick

A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- charges an opponent from behind unless the latter is obstructing
- strikes or attempts to strike an opponent
- pushes an opponent
(see “Pushing” in the Glossary of Terms)

See “Dangerous Play” in the Glossary of Terms for additional information.

A direct free kick is also awarded to the opposing team if a player commits any of the following offenses:

- holds an opponent
(see “Holding” in the Glossary of Terms)
- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- spits at an opponent
- commits a "hand ball" - intentionally playing the ball with one's hand or any part of the arm. (except the goalkeeper within his own penalty area)

A penalty kick is awarded if any of the above offenses are committed by a player inside her/his own penalty area, irrespective of the position of the ball, provided it is in play.

Indirect Free Kick

An indirect free kick shall be awarded to the opposing team if a player, in the opinion of the referee, commits any of the following offenses.

- plays in a dangerous manner
- impedes the progress of an opponent
- prevents the goalkeeper from releasing the ball from his hands

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

- takes more than six seconds while controlling the ball with his hands, before releasing it from his possession
- touches the ball again with his hands after it has been released from his possession and has not touched another player
- touches the ball with his hands after it has been deliberately kicked to him by a teammate
- touches the ball with his hands after he has received it directly from a throw-in taken by a teammate
- wastes time

See “Keeper Control” in the [Glossary of Terms](#) for additional information.

The Indirect free kick is taken from where the offense occurred.

The referee can decide to not call a foul, but instead allow advantage. See “Advantage” in the [Glossary of Terms](#).

Disciplinary Sanctions

Cautionable Offenses

A player is cautioned and shown the yellow card if s/he commits any of the following offenses.

- is guilty of unsportmanlike behavior
- shows dissent by word or action (talking back to the referee)
- persistently infringes the Laws of the Game
- delays the restart of play
- fails to respect the required distance (10 yards) when play is restarted with a corner kick or free kick
- enters or re-enters the field of play without the referee's permission
- deliberately leaves the field of play without the referee's permission

Sending-Off Offenses

A player is sent off and shown the red card if she commits any of the following offenses:

- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
- denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball

- denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
- receives a second caution in the same game

Free Kicks

Free kicks are either direct or indirect.

For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker may not touch the ball a second time until it has touched another player.

The Direct Free Kick

- if a direct free kick is kicked directly into the opponent's goal, a goal is awarded
- if a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

The Indirect Free Kick

Signal

The referee indicates an indirect free kick by raising her arm above her head. She maintains her arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

Ball Enters the Goal

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

- if an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded.
- if an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

For all free kicks all opponents must be at least 10 yards from the ball until it is in play. The team taking the free kick must ask the referee to insure the 10 yards is given.

The Penalty Kick

The penalty kick is awarded against a team that commits an offense inside its own penalty area for which a direct free kick is awarded.

A goal may be scored directly from a penalty kick.

Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of extra time periods.

Position of the Ball and Players

The ball:

- is placed on the penalty mark (12 yards from the goal line)

The defending goalkeeper:

- remains on his/her goal line, facing the kicker, between the goalposts until the ball is kicked
- s/he may move along the goal line before the ball is kicked.

Players other than the kicker are located:

- outside the penalty area
- behind the penalty mark
- at least 10 yards from the penalty mark.

The player taking the penalty kick cannot touch the ball a second time until another player has touched it.

The Throw-in

A throw-in is a method of restarting play.

A throw-in is awarded:

- when the entire ball passes over the touch line, either on the ground or in the air
- from the point where it crossed the touch line
- to the opponent of the player who last touched the ball

A goal cannot be scored directly from a throw-in.

A player cannot be offside from a throw-in.

The goalkeeper cannot catch a throw-in. An indirect free-kick will be awarded to the opposing team at the point where the goalkeeper caught the ball.

Procedure

At the moment of delivering the ball, the thrower:

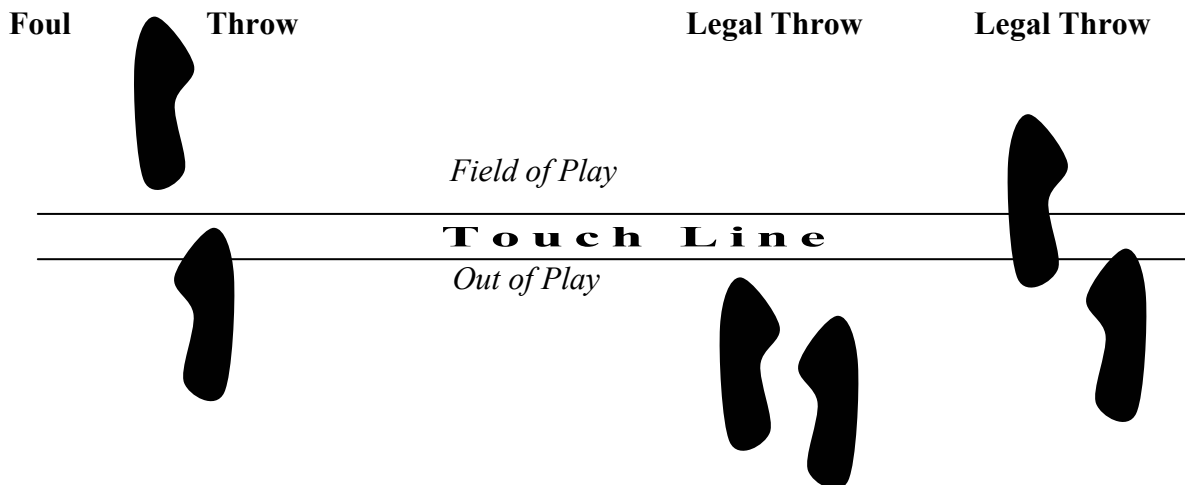
- faces the playing field
- has part of each foot either on the touch line or on the ground outside the touch line
- uses both hands
- delivers the ball from behind and over his/her head

The thrower may not touch the ball again until it has touched another player.

The ball is in play when it enters the playing field.

Referees may allow the ball to be thrown in within few yards of the point where the ball crossed the touch line.

If the ball is improperly thrown in, a throw-in will be awarded to the opposing team at the same location. At U-6 and U-7 games a referee may provide instruction on the proper throw-in method and allow multiple throw-in attempts by the same player.



The Goal Kick

A goal kick is a method of restarting play.

A goal may be directly scored from a goal kick, but only against the opposing team.

A goal kick is awarded when the entire ball, having last touched a player of the attacking team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Procedure

- the ball is kicked from any point within the goal area by a player of the defending team
- the ball is in play when it is kicked beyond the penalty area
- opponents remain outside the penalty area until the ball is in play (outside the penalty area)
- the kicker does not touch the ball a second time until another player has touched it

The Corner Kick

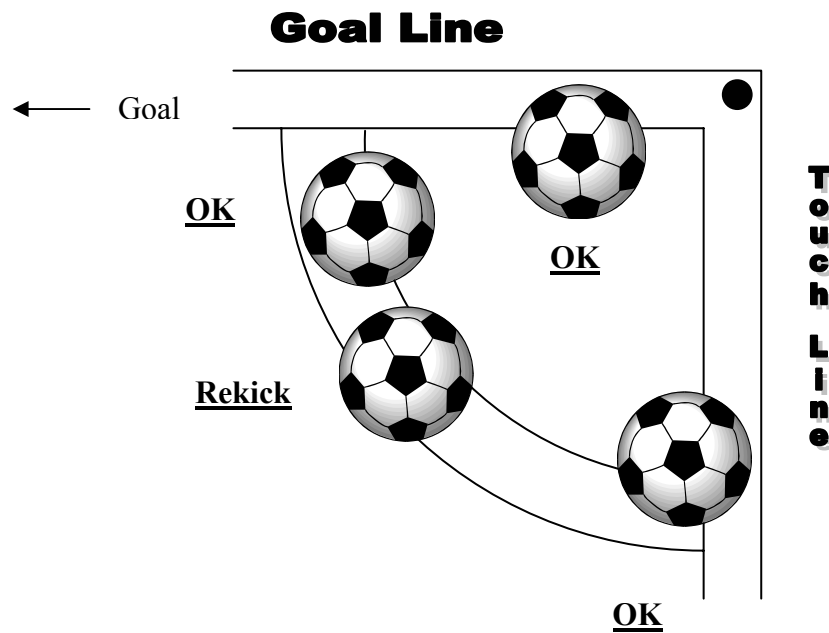
A corner kick is a method of restarting play.

A goal may be scored directly from a corner kick.

A corner kick is awarded when the entire ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

Procedure

- the ball is placed inside the corner arc at the nearest corner flagpost
- the corner flagpost is not moved
- opponents remain at least 10 yards from the ball until it is in play
- the ball is kicked by a player of the attacking team
- the ball is in play when it is kicked and moves
- the kicker does not play the ball a second time until it has touched another player



Glossary of Terms

Advantage

A discretionary judgement which allows the referee to permit play to continue rather than stopping play to call a foul. This is because the foul did not put the offended team at a disadvantage, or the foul, should it have been called, may take away a favorable opportunity for the offended team.

For example.

Suppose a breakaway is starting, and three attackers, with the ball, have just crossed the halfway line and are confronted by two defenders. There's nothing else between them and the goal except about forty yards of field and the goalkeeper. One defender deliberately throws herself at the attacker, bringing down both the attacker and herself. The action is a clear foul, and probably deserves a caution as well. However, the ball squirts free and goes right to one of the other attackers, and suddenly a two-on-one breakaway has started.

Consider the referee's options:

- 1) Stop play, show a yellow card, and have the ball brought back to the location of the foul for the free kick. While this is happening, the defenders will get organized, and the free kick will probably not lead to a breakaway.
- 2) Allow play continue, on the basis that a two-on-one breakaway is a major advantage for the attacking team, possibly even better than the original three-on-two. If the referee is going to show a yellow card, he can still do so the next time play stops.

In either case, a genuine foul was observed. However, under the second option, although the referee called the foul, he didn't stop play for the free kick, and play continued because the play going on was more advantageous to the fouled team than a free kick would have been. (Advantage implies that the foul was called, i.e., recognized by the referee -- however, play was not stopped.)

The signal for Advantage is for the referee to extend both arms forward. The referee may also say "Play on," or "Advantage." This means that the referee saw a foul, but elected not to stop play for a free kick.

Dangerous Play

How many times during a game do we hear "High kick, Ref"? There is not a foul in soccer called 'High Kick'. The Laws of the Game are not specific about the height of the leg or foot above the ground for a dangerous play foul. The referee must decide if the action taken by one player results in a dangerous situation for another player.

1. The orange player is in the act of kicking the ball and his foot is about chest level. The nearest player is about three yards away.

No players were in a dangerous situation - no foul

2. The yellow player is in the act of kicking the ball and her foot comes up to chest level. As she kicks the purple player puts her head down to head the ball. The players are about two feet from each other.

The player kicking the ball has not caused the dangerous situation; therefore the foul is on the player with her head down. Any player can cause dangerous play, not just the offense.

3. The pink player is standing at the top of the penalty box waiting for the ball to come down from a high, long pass. As the ball comes down he makes a bicycle kick in an attempt to score a goal. The player is surrounded by defenders. Is this dangerous play?

Because the player takes a giant kick and falls to the ground does not mean a foul has been committed. Did he create a dangerous situation? In this case no. No foul.

4. The blue player is going to play the ball and as she kicks, the defender ducks back to avoid her leg. The blue player's foot never rises past her waist. Is this dangerous play?

Usually an indication of a dangerous situation is a player hesitates or ducks from the other player. This also depends on the skill level of the participants in the game. In this case the blue player has committed a foul.

5. Two players are attacking the loose ball. The red player gets there first and kicks the ball, the green layer arrives a second later and he puts his leg out to block the ball with the bottom of his foot. The green player misses and crashed into the red player. Is this dangerous play?

This one depends on the situation. The green player could be involved in a charging foul and dangerous play with the leg straight and cleats up. The decision is based on the level of player's ability.

A key issue is who initiated the foul and did a dangerous situation occur because of the foul. A final thought about dangerous play: a player is allowed to play the ball while the player is on the ground. A foul occurs when the player on the ground creates a dangerous situation for other players. The same holds true when a player falls and the ball is under him. If the opponent kicks the ball while the player is on the ball it is a dangerous play.

By Brian Langlais, North Chapter Referees

Dissent

Expressing disagreement by word or action with any decision of the referee.

Dive

An exaggeration of the effect of contact, including falling to the ground, intended to influence the referee to award a free kick in favor of the player's team. This is considered unsportsmanlike behavior, possibly punishable by a yellow card.

Encroachment

Being within 10 yards of the ball when a free kick, corner kick, goal kick or penalty kick is being taken by an opponent.

Handball

Intentionally playing the ball with one's hand or any part of the arm.

Here are some situations that occur during a game that involves the ball and hand.

1. The green team has the ball and is passing to a teammate down field, the defender raises his arm as the pass is made and swings his/her arm striking the ball as it passes near him/her.
2. The blue team has the ball and is passing the ball to a teammate down field, the defender stumbles and in the act of falling throws his/her arms out to break his/her fall. When the arms extend the ball hits his/her arm.
3. The yellow team is attacking the goal and inside the penalty box when, in a mass of players, a defender falls and braces herself with her arms on the ground when a shot is taken and bounces off her arm to another defender and the ball is cleared.
4. The red team is pressing for a goal and one of the players takes a shot. The defender places his hands in a position to protect a tender or delicate area of his body. The ball strikes his hand and bounces away.
5. The purple team is taking a free kick and the defense has set up a wall. Some of the female defenders have crossed their arms over their chest to protect a tender area of their body. The kick is taken and as the ball strikes a defender's arm she turns to direct the ball to a teammate.
6. The gold team is taking a goal kick and the ball goes high and deep. The receiving player decides to trap the ball on his chest, squeezes his arms together to have better control of the ball, in doing so he plays the ball to a teammate when it bounces off his arm.

The above situations occur every year on the field, which is a handball and which is not, you have 5 tenths of a second to make a decision on each. The position of the referee, the movement of the players, and other factors have an influence in what the

referee sees. Remember the referee can only call what he sees, not what the fans see. The law states that the hand must play the ball and not the ball play the hand. Also, the hand is a point of the shoulder to the tip of the fingers. With all these things in mind and with the referee having a clean view of the action we need to decide what is a handball and what is not?

The answer is situations 1, 5, and 6 are hand balls because the players moved their hands/arms to play the ball and 2,3 and 4 are nothing more than actions that occur during a game.

By Brian Langlais, North Chapter Referees

High Kick

See Dangerous Play.

Holding

Intentionally closing one's hand on an opposing player or any part of his/her equipment in an attempt to interfere with his/her progress.

Keeper Control

What is goalkeeper control of the ball? When the goalkeeper has the ball in his hands.

There are two sets of soccer rules, FIFA and WSYSA. The goalkeeper is allowed more protection in the WSYSA rules. According to WSYSA rules the goalkeeper has control of the ball anytime he or she is touching the ball.

1. The goalkeeper is lying on the ground and has her hand on the top of the ball. A player runs up and kicks the ball into the goal.

The goalkeeper has control. This action is a foul.

2. The goalkeeper is standing in front of the goal tossing the ball up and down. A player runs in and heads the ball into the goal as the goalkeeper tosses it up in the air

The goalkeeper has control of the ball by WSYSA rules. This action is a foul.

3. The goalkeeper saves a shot and the players are running back into position, an opposing player bumps the goalkeeper, who drops the ball and the ball goes into the goal.

Any contact with the goalkeeper, when the goalkeeper has control of the ball is a foul and the goal is not awarded.

There are situations where the goalkeeper will be knocked down or an attacker and goalkeeper will collide. Not all contact with the goalkeeper is a foul, only when the goalkeeper has control of the ball. Referees will usually error on the side of protecting goalkeepers.

By Brian Langlais, North Chapter Referees

Pushing

"Hey Ref, she's pushing". How many times do we hear this during a game? Or "When are you going to call the pushing"? Well the answer is when it is a problem.

A push is the act of exacting force in one direction to cause a reaction in the opposite direction. So how does this work on the soccer field? When a player leans against an opponent or puts a hand on their back, side, chest, leg, arm, head, etc. you have the start of a possible push.

1. The blue player has his/her hand on the back of the red player. Is this a push? Possibly. Did the red player have a change of direction from the placement of the hand? Change of direction, foul; no change of direction, no foul.
2. The green player is guarding the ball and the purple player runs up and places his/her stomach against the green player and drives into him/her. Is this pushing? It usually leads to an elbow in the ribs by the green player.
3. The yellow player and the red player are running down the field and both have their arms extended trying to gain an advantage, either by fending off the opponent or by pushing the opponent.
4. The black player is waiting for a goal kick at mid-field next to the blue player, as the ball comes down the black player puts his/her hand into the blue player's back.

These scenarios are all from a game, are they pushing? Yes and no. In number 2 the act of pushing has occurred as soon as the player leans into the opponent. The argument that "I was going for the ball" has no validity since this is not an excuse to push. The same holds true for the player with the ball; if he/she leans into the defender in order to push his/her way out of trouble he/she is guilty of the foul. Both 3 and 4 have the potential to be pushing but until one player changes direction then no foul has occurred. In other words did a player gain an advantage by the act of pushing an opponent? If an advantage is gained then the foul was committed.

From Brian Langlais, President North Chapter Referees

Obstruction

Impeding a player's progress. Playing the player, not the ball. A player uses his/her body as an impediment or an obstruction merely to prevent a play on the ball.

Red Card

Disciplinary action of sending a player, or players off the field of play. The player(s) cannot return to the game and cannot be replaced.

Yellow Card

A cautionary measure used by the referee to warn a player not to repeat an offense. A second yellow card in a match results in a red card. In youth games a player receiving a yellow card must leave the field. The player can be replaced on the field. The cautioned player can return to the game.