

Restart Matrix for Referees

| Type | Causes for Restart | Location of Restart | Who takes it? | When is Ball in Play? | 2-Touch Rule [2] | Score Direct | Off-side | Restrictions |
|-------------|---|---|--|---|------------------|--------------|----------|---|
| KO | Start of Half/Period + After each Goal | Center Mark in Center Circle | Win Coin Flip-goal to attack or ball; Switch for 2 nd half; Team scored on. | Ball Kicked and Clearly Moves in any direction | Yes | Yes | N/A | All Players, <u>except Kicker</u> , on their Half of Field Defenders ≥ 10 yds away. Ball must be stationary. |
| DB | Injury, Odd Stoppage, or Ball Hits Official: 1. Ball in goal, 2. Change team possession, or 3. Start promising attack. | Where Ball was at stoppage or struck referee. | One player – team last touched ball, if ball outside PA. KEEPER, if in PA. | Ball Touches the Ground | No | *No | No | Ball must touch Ground, then Player may touch it. <u>All</u> other players except DB player must be 4.5 yards away from DB. *Must be touched by 2 nd player to Score |
| DFK | DFK Fouls and fouls with contact | Point of Foul. Touchline if committed off field of play. | Team Fouled | Ball Kicked and Clearly Moves, even inside PA | Yes | Yes | Yes | Defenders move 10 yds away can be Quick Kick (Wall and Whistle) – If referee involved in any way – must be ceremonial. 3+Wall oppnt 1 yard away. |
| IDFK | IDFK Fouls, Offside, impeding w/out contact, 2-Touch violations, Misconduct w/o Foul, 1 ft 3+Wall & 2 ft TI encroachments | Point of Foul, Violation of Misconduct. Opponent's GA line for Attackers. | Team not Fouled or Committing Misconduct | Ball Kicked and Clearly Moves, even inside PA | Yes | *No | Yes | Defenders move 10 yds away can be Quick Kick (Wall and Whistle) – If referee involved in any way – <u>must</u> be ceremonial. Wall 3+ oppnt 1 yard away. *Must be touched by 2 nd player to Score |
| PK | DFK Foul by Defender inside own Penalty Area | Penalty Mark (12 Yds from back of Goal Line) | Team Fouled, kicker must be clearly identified | Ball Kicked and Clearly Moves <u>FORWARD</u> | Yes | Yes | N/A | Referee signals Start (whistle) Keeper <u>one foot on/over/behind Goal Line</u> , Warn/caution if they jump line before ball is in play. Others outside PA, Arc, & behind PK mark. |
| TI | Ball Wholly Crosses over Touch Line (Ground or Air) | Within 1 yd of where Ball went out | Opponents of Team last Touching Ball | Part of Ball Crosses over any of the Touch Line | Yes | No | No | Thrower-both feet on ground, standing, facing field, feet on/behind Touchline. Throw w/both hands, over & behind head. Defender - 2 yds Away |
| GK | [1] Ball Wholly Crosses over Goal Line last Touched By Attacker | Anywhere in Goal Area | Defending Team | Ball Kicked and Clearly Moves | Yes | Yes | No | Ball must be stationary. Opponents out of or leaving Penalty Area. If Quick Kick, opponent inside PA may play ball. GK into own goal = CK to opponents |
| CK | [1] Ball Wholly Crosses over Goal Line last Touched By Defender | Anywhere in/on Corner Arc – on side where out | Attacking Team | Ball Kicked and Clearly Moves | Yes | Yes | No | Kicker cannot move Corner Flag. Defender moves 10 yds Away CK into own goal = CK to opponents |

[1] And not a Goal [2] 2-Touch Rule – Player taking the restart is not allowed to touch the ball again, until touched by 2nd player

Updated: 1 July 2022

Restart Matrix for Referees (2023) Fill-In Exercise

| Type | Causes for Restart | Location of Restart | Who takes it? | When is Ball in Play? | 2-Touch Rule [2] | Score Direct | Off-side | Restrictions |
|------|--------------------|---------------------|---------------|-----------------------|------------------|--------------|----------|--------------|
| KO | | | | | | | | |
| DB | | | | | | | | |
| DFK | | | | | | | | |
| IDFK | | | | | | | | |
| PK | | | | | | | | |
| TI | | | | | | | | |
| GK | | | | | | | | |
| CK | | | | | | | | |

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