## Direct Free Kicks (DFK)

## Restart: From location of foul/offense unless if in opponent's penalty area then is a penalty

 kick. A goal may be scored directly.1. Kicks (or attempts to)
2. Trips (or attempts to)
3. Strikes (or attempts to)
4. Jumps at
5. Unfairly charges (fair is shoulder-to-shoulder, within reach of the ball, by a defender)
6. Pushes
7. Tackles
8. Holds an opponent (e.g., grabs jersey, arm, shoulder) or impedes with contact
 Spits at an opponent
9. Handles the ball deliberately (includes goalkeeper when ball is outside the penalty area)


Kicks


Strikes


Unfairly charges


## Indirect (IFK) Free Kicks

Restart: From location of foul/offense unless if in opponent's goal area then is taken at top of goal area. Indirect free kicks needs to touch any other player before going into the goal. If it doesn't, a goal kick is awarded.


1. Plays in a dangerous manner (e.g., high kick, plays ball while on ground, tries to head a low ball)
2. Impedes progress of an opponent without contact (e.g., slowing down an attacker trying to get the ball rolling towards the defending goalkeeper)
3. Prevents goalkeeper from releasing the ball
4. Misconduct (caution/sendoff) where a DFK is not awarded (e.g., dissent, foul/abusive language)
5. Double-touch on all restarts except dropped ball: KO, TI, CK, GK, PK, DFK, IFK
6. Offside
7. Controls the ball with hands for $>6 \mathrm{sec}$
8. Touches the ball with hands after releasing it before the ball touches another player

Unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, touches the ball with hands after:
9. It has been deliberately kicked by a teammate
10. Receiving it directly from a throw-in by a teammate


Impeding

Prevent
 goal line between goalposts


Dangerous Play


Goalkeeper Releasing Ball

Direct Free Kicks (DFK) in the Penalty Area

## For the ATTACKING TEAM



A penalty kick (PK) is awarded if there is a direct free kick offence within the offender's penalty area.

| Depth | $9 \mathrm{U}, \mathbf{1 0 U}$ | $\mathbf{1 1 U}, \mathbf{1 2 U}$ | $13 \mathrm{U}+$ |
| :--- | :--- | :--- | :--- |
| Penalty Area | 12 yds | 14 yds | 18 yds |
| Penalty Spot | $\mathbf{1 0} \mathbf{y d s}$ | $\mathbf{1 0} \mathbf{y d s}$ | $\mathbf{1 2} \mathbf{y d s}$ |
| Goal Area | $\mathbf{4}$ yds | 5 yds | 6 yds |



All other players are outside the Penalty Area, outside the Penalty Arc and behind the ball.

Review the Laws for the proper restart if players cross the line before the kick is taken.

For the DEFENDING TEAM


All attackers must be 10 yards away and outside the penalty area when the DFK is taken.


## Indirect (IFK) Free Kicks in the Penalty Area

For the ATTACKING TEAM


If an IFK is given to the attackers inside the defender's goal area, the ball is placed on the goal area line closest to where the foul or misconduct occurred.
Opponents may be closer than 10-yds to an IFK, but only if they are standing on their own goal line and between the goal posts.


If the referee forgets to raise an arm straight overhead and a goal is scored directly, the indirect free kick must be retaken.

For the DEFENDING TEAM


All attackers must be 10 yards away and outside the penalty area when the IFK is taken.


