

## MASTER COPY--RESTART MATRIX FOR REFEREES

Type	Cause	Location of Restart	Who	When Is Ball in Play	2-Touch Rule	Score Direct	Off Side	Restrictions
<b>KO</b>	Start of half + After each goal	Center mark in center circle	1H=loser of Coin Flip; 2H=CF winner; Team scored on	Ball Kicked and <b>Moves any direction</b>	Y	Y	N/A	Players on their half of field  Defenders >10 yds away
<b>DB</b>	Injury or Odd stoppage	Where ball was at stoppage	"Usually" one player each team	Ball touches the ground	N	N	N	Ball must touch ground before it is kicked by players
<b>DFK</b>	Only for 10 DFK fouls	Point of foul	Team fouled	Ball kicked and <b>Clearly Moves</b>	Y	Y	Y	Defender moving 10 yds away  Can be quick kick or ceremonial (wall and whistle)
<b>IFK</b>	IFK Fouls, 2-touch violations, Misconduct w/o foul	Point of foul, violation or misconduct	Team not fouled or committing misconduct	Ball kicked and <b>Clearly Moves</b>	Y	Y	Y	Defender moving 10 yds away  Can be quick kick or ceremonial (wall and whistle)
<b>PK</b>	DFK foul by defenders in own Penalty Area	Penalty Mark (12 yds out)	Team Fouled	Ball Kicked and moves <b>FORWARD</b>	Y	Y	N/A	Referee signals start (whistle) Keeper-both feet on goal line Kicker-moves w/o excessive change Others behind PK mark and 10 yds away
<b>TI</b>	Ball wholly crosses over touch line (on ground or in 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	Y	N	N	Thrower-both feet on ground on or behind the touchline 2 hand throw from behind + over head  Defender-2 yds away
<b>GK</b>	Ball wholly crosses over goal line last touched by attackers	Anywhere in goal area	Defending Team	Ball leaves PA on initial kick + enters field of play	Y	Y	N	Defender out of or leaving Penalty Area
<b>CK</b>	Ball wholly crosses over goal line last touched by defenders	Anywhere in quarter circle-side where out	Attacking Team	Ball kicked and <b>Clearly Moves</b>	Y	Y	N	Kicker can not move corner flag  Defender moving 10 yds away