

FOULS		AND/OR	MISCONDUCT		
WHILE BALL IS IN PLAY		WHEN	ANYTIME - BEFORE/DURING/AFTER		
ON THE FIELD OF PLAY		WHERE	ANYWHERE - FIELD/BENCH/STAND/PARKING		
DIRECT		INDIRECT		CAUTION	SEND OFF
REQUIRED (ALL BUT #10)	OPONENT	MAY, BUT NOT NECESSARILY		“SPIRIT OF THE GAME”	LOSS OF PERSONAL CONTROL (BY PLAYER OF SELF)
REQUIRED (1 TO 6)	CARELESS, RECKLESS EXCESSIVE FORCE	MAY, BUT NOT NECESSARILY		“BRINGING GAME INTO DISREPUTE” “FOUL TO STOP PLAY”	(BY REFEREE OF PLAYER) “FOUL TO INJURE PLAYER”
10 “MAJOR FOULS” 1. KICKS/ATTEMPTS 2. TRIPS/ATTEMPTS 3. JUMPS AT 4. CHARGES 5. STRIKES/ATTEMPTS 6. PUSHES ----- 7. HOLDS 8. SPITS AT 9. CONTACT WITH OPPONENT DURING TACKLE PRIOR TO CONTACT WITH BALL 10. HANDLES BALL DELIBERATELY (EXCEPT GK IN OWN PENALTY AREA)		“MINOR FOULS”/INFRACTIONS 1. PLAYS IN A DANGEROUS MANNER 2. IMPEDES THE PROGRESS OF AN OPPONENT 3. PREVENTS GOALKEEPER FROM RELEASING BALL FROM HANDS 4. GOALKEEPER IN OWN PEN. AREA: -TAKES MORE THAN 6 SECONDS TO RELEASE BALL FROM HANDS - REGAINS HAND CONTROL PRIOR TO TOUCH BY ANOTHER PLAYER - TOUCHES BALL WITH HANDS WHEN KICKED BY TEAMMATE - TOUCHES BALL WITH HAND AFTER THROW-IN BY TEAMMATE - WASTES TIME 5. IF PLAY IS STOPPED TO CAUTION OR SEND-OFF A PLAYER FOR AN OFFENSE NOT OTHERWISE MENTIONED		UB- UNSPORTING BEHAVIOR DT- SHOWS DISSENT BY WORD OR ACTION PI- PERSISTENTLY INFRINGES THE LAWS OF THE GAME DR- DELAYS THE RESTART OF PLAY FRD- FAILS TO RESPECT THE REQUIRED DISTANCE E- ENTERS OR RE-ENTERS THE FIELD W/O REFEREE'S PERMISSION L- LEAVES THE FIELD W/O REFEREE'S PERMISSION	SFP- SERIOUS FOUL PLAY VC- VIOLENT CONDUCT S- SPITS AT OPPONENT OR ANY OTHER PERSON DGH-DENIES GOAL-SCORING OPPORTUNITY BY HANDLING THE BALL DGF- DENIES GOAL-SCORING OPPORTUNITY TO AN OPPONENT MOVING TOWARDS THE GOAL BY A FOUL AL- USES OFFENSIVE, INSULTING OR ABUSIVE LANGUAGE OR GESTURES 2CT- RECEIVES A 2nd CAUTION IN THE SAME MATCH
JUDGEMENT OF ACTION EYES UNUSUAL ACTIONS UNUSUAL BODY MOVEMENTS TACKLE AN ATTEMPT TO GET POSSESSION OF THE BALL-USUALLY WITH THE FEET (STANDING/RUNNING/SLIDING) CHARGE DELIBERATE PHYSICAL CONTACT		“TECHNICAL” IFK'S 1. 2nd TOUCH BY RE-STARTER (KICK OFF, THROW-IN, GOAL KICK, CORNER KICK, FREE KICK, PENALTY KICK) 2. OFFSIDE 3. REBOUND FROM PENALTY KICK PLAYED BY AN ENCROACHING ATTACKER		OTHER RELATED TOPICS MOST DANGEROUS TIMES FOR REFEREE - WHEN BALL IS OUT OF PLAY! - WHEN FOUL OCCURS IN FRONT OF BENCH AREA - ALL OFFICIALS MUST BE ESPECIALLY ALERT! READING THE GAME - JUDGEMENT OF PLAYERS SKILLS - TRACKING TEAM TACTICS - KEEPING “SCORE” BETWEEN PLAYERS READING THE PLAY - ANTICIPATING ACTION - EXPERTISE/LOGICAL MOVES - STARTING MOVEMENT TOWARD NEXT AREA OF PLAY	