

## Upward Referee Rule Highlights

- Kick-offs start the game and the half and are after goals. Substitution stoppages result in a throw/kick in by the team in possession at sideline nearest where the play ended.
- Shooting Arc:
  - **There is no ball contact allowed within the shooting arc.**
  - Any part of the ball or player's body on the line is considered in the shooting arc.
  - If the ball comes to a stop within the arc, a goal kick is awarded to the defensive team regardless of who touched the ball last.
  - If the defending player touches the ball inside the arc, a corner kick is awarded. If the ball would have went in and was deliberately stopped then it's a Penalty Kick.
  - If the attacking player touches the ball inside the arc, a goal kick is awarded.
- **Penalty Kick** is awarded for deliberate handling of the ball or Shooting Arc infraction that denies the opposing team a goal or an obvious goal-scoring opportunity. The penalty kick will be taken 5 yards from the top of the shooting arc and all players should be positioned behind the player taking the penalty kick. If the kick does not result in a goal and the ball is still in the playing field, it is a live ball and play continues from the spot of the ball.
- A goal is not scored if a player kicks or throws the ball into his or her own goal. A corner kick is awarded for the opposing team.
- Goals may **not** be scored directly from a throw-in or kick in. They are Indirect.
- A goal may only be scored from a player's offensive end of the field. This prohibits a player from scoring a goal from the center circle on a kickoff.
- Slide Tackling is not allowed in Upward Soccer.
- No offside is called in Upward Soccer
- **Goal Kick** - The ball should be placed on the end line/goal line, on the side in which the ball went out. The defending team must be at least 10 yards away from the player taking the goal. K5 and first- and second-grade divisions must retreat behind midfield until the ball is kicked.
- **Corner Kick** - The defensive team must be at least 5 yards away when the kick is taken.
- **Throw-in** - K3/K4 and K5 teams kick the ball in from an out of bounds. Other teams Throw-In. The defensive team must be at least two yards away from the thrower/kicker.

<b>RULE</b>	<b>K4/K5</b>	<b>1ST AND 2ND GRADE</b>	<b>3RD AND 4TH GRADE</b>	<b>5TH AND 6TH GRADE</b>
<b>KEEPING SCORE</b>	NO	YES	YES	YES
<b>BALL SIZE</b>	3	3	4	4
<b>GAME SEGMENTS</b>	TWO 18-MINUTE HALVES DIVIDED INTO THREE 6-MINUTE SEGMENTS			
<b>GOALS SWITCHED AT HALFTIME</b>	NO	YES	YES	YES
<b>DEFENSE POSITION FOR GOAL KICK</b>	MID-FIELD	MID-FIELD	10 YARDS FROM LOCATION OF BALL	10 YARDS FROM LOCATION OF BALL
<b>COACH ALLOWED ON FIELD DURING GAME PLAY</b>	YES	NO	NO	NO
<b>RESTART FROM SIDELINE</b>	KICK	THROW	THROW	THROW