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 2nd half; Team scored on.	Ball Kicked and Clearly Moves in any direction	Yes	Yes	N/A	All Players, except Kicker, 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. All other players except DB player must be 4.5 yards away from DB. *Must be touched by 2nd 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 – must be ceremonial. Wall 3+ oppnt 1 yard away. *Must be touched by 2nd 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 FORWARD	Yes	Yes	N/A	Referee signals Start (whistle) Keeper one foot on/over/behind Goal Line, 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**