

Learning The Laws

7+3+7

Greetings Refs! Here's another "Learning The Laws" newsletter.

This one is about Law 12. It involves Fouls and Misconducts. But I'm only going to cover the Fouls in this week's "Learning The Laws". Next time I'll discuss Misconducts.

I'm NOT going to cover each foul in detail, or try to tell you how to recognize each one. I'm just going to help you remember them with acronyms....7+3+7. I'm NOT trying to teach you...you've already been taught. You already "know it all!!!"...I'm just trying to help you remember. You must know these very well....like you know your name!

Each of you should have and should study the LOTG (Laws Of The Game) AYSO handbook (Law 12, pg 34):

[LOTG](#)

AYSO Guidance on fouls:

[AYSO Guidance](#)

Fouls, 7+3+7

"DIRECTLY SPEAKING"....that is....**7**...Plus **3**...Plus **7**....but who's counting???

The first seven, that result in a Direct Free Kick (DFK), are straight forward. These are offenses considered in the opinion of the referee to either be careless, reckless, or with excessive force. The next three only require you to decide whether or not they occurred. "Did they, or did they not happen?" And as a side-note, if any DFK fouls happen within the penalty box, results in a PK.

Now, the younger players are usually just clumsy; while the older players are more intense and their challenges come with more vigorous contact. Just falling down on a challenge is not necessarily a foul. Don't be a "mind-reader"; you don't need to decide if the act was deliberate. Just decide if the challenge was careless; then you award a DFK. (If decide the foul is reckless, or with excessive force, I'll tell you how to handle it next time with Misconducts (yellow and red cards).

Here we go with the seven fouls that result in a direct free kick: "attempts **T**o **K**ee**P** **S**ilent, while **C**onstantly **P**leasing **T**he **J**udge at **H**ome **S**weet **H**ome"

Tripping...or attempts to trip an opponent.

Kicking...or attempts to kick an opponent.

Strikes...or attempts to strike an opponent.

Charges

Pushes

Tackles
Jumping

There you have the first seven fouls that result in a direct free kick..."attempts **To Keep Silent**, while **Constantly Pleasing The Judge**."

And the other 3 are simply whether or not they occurred: "**Home Sweet Home**"... Holds, Spits, or Handles. No judgement on your part. Did it happen or not?

More Fouls...7

INDIRECTLY SPEAKING HERE...and **7** of them here too!

These fouls result in an indirect free kick (IFK). After the kick, the ball has to touch another player before a goal can be scored or it goes out of play. The referee (that's YOU), keeps their arm raised over their head, before the kick, after the ball is kicked, and UNTIL the ball is touched by a player, or goes out of play. Keep that arm up to signal that someone has to touch it before a goal can be scored.

Here we go: **4 Drunk In Public**.....

4...

4 fouls by the goalie:

Controls the ball with hands more than 6 seconds

Touches ball again after releasing it, before another player touches it

Touches ball after team mate deliberately kicks it to them

Touches ball directly from a team mate's throw-in

And **DIP**....

Dangerous play

Impedes the progress of an opponent

Prevents goalie from releasing the ball

There you have it for all DFK fouls and for all IFK fouls:

"attempts **To Keep Silent**, while **Constantly Pleasing The Judge** at **Home Sweet Home 4** being **Drunk In Public**"

Just repeat the acronym, over and over, and remember the first letter for each foul.

All these fouls are expanded upon in the two links I provided above. Please study them.

Practice, practice, and practice. You need to know these COLD so that when you're on the pitch, you will remember them, without hesitation, with courage, conviction, and with a "command presence". Be the Ref!

As Always,
We appreciate all you do!

John Mitchell