

The rectangular playing field of 200x100 yd must be marked with a flag in each corner. Sometimes the field is additionally marked with a line of chalk or a V-shaped furrow.

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. A player is not allowed onto the field by the team captain because a piece of iron projects from his boot. He has to change his boots, so he can take part in the play.

The captains shake hands, one of them throws a coin in the air. Before that, they agreed who would take which side. The captain's crew, whose coin side faces upwards, gets the kick-off.

The ball is an animal bladder wrapped in pieces of leather sewn together. The play starts with a shot from the centre of the [...] field, where the attacking players can choose the direction. All opposing players must be 10 yd from the ball until it is in play. And he's in play once he's turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he loses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. All players run to the ball and the player who first touches it throws it back into the field in right angles from the point where it went out and plays it directly.

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. And once again all the players run to the ball. A player from team A touches the ball first, so there is a goal kick from team B's goal. And from the goalpost on whose side the ball went out. (If a player from team B had touched him first, that team would have taken an indirect free-kick 15 yd behind the goal of team A.)

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and are right: The teammate was in that unintended pass between the ball and the opposing goal - that is offside. The said teammate goes back, and the captains agree that the game will continue from the place where the ball was passed to the player in the offside. Team A is therefore back in play and refuels bit by bit in front of the opponent's goal. A player [...] shoots the ball 6 yd up between the goalposts behind the goal line - the score is 1:0.

Both teams change sides. The game begins with Team B's kick-off from the center. Shortly afterwards, a player from team A shins his opponent and holds him, team B complains. A gentleman doesn't do that! But somehow there is agreement, because the code does not regulate rule infringements.

Team B comes close to goal A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal. Protest again, because it was an unfair handball. However, there is no fixed regulation for this. The captains agree that it will be considered a goal. It's 1 to 1.

Again, the sides are exchanged, now team A starts [...]. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. Team B is very happy about this Fair Catch and the game will be continued with a free kick for team B.

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But 3 yd in front of the opponent's goal he is unfairly hacked [...] by an opponent. Again, the captains discuss and agree in some way.

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. The captains believe his assurances, although the captain of team A admonishes him to be slightly more careful.

The further course the play is not worth mentioning. After the time previously determined by the teams - usually 2x 45 minutes, interrupted by a very short break - the players finish this match.

The game ends 1-1.

The rectangular playing field of 200x100 yd must be marked with a flag in each corner. Sometimes the field is additionally marked with a line of chalk or a V-shaped furrow.

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. A player is not allowed onto the field by the team captain because a piece of iron projects from his boot. He has to change his boots, so he can take part in the play.

The captains shake hands, one of them throws a coin in the air. Before that, they agreed who would take which side. **The side of the coin selected by the captain of team A points upwards. He has the choice between the choosing sides or the kick-off. He wants to choose the side and switch it. This means the kick-off for team B.**

The ball is an animal bladder wrapped in pieces of leather sewn together. The play starts with a shot from the centre of the [...] field, where the attacking players can choose the direction. All opposing players must be 10 yd from the ball until it is in play. And he's in play once he's turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he losses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. **A player in team A has a throw-in from the point where the ball went out into the touch. He must throw the ball in right angles and may not touch the ball again until it has been touched by another player. When throwing in, all players of teams A and B must be 6 yd away from the ball. The ball is in play once it has turned around his axis.**

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. **Team A gets a free-kick (goal kick) from that own goalposts closer to the point at which the ball went behind the goal line. (If a player of team B had touched it first, that team would have taken a free kick (corner kick) from the next corner flag, with all other players at least 6 yd away from the ball.)**

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and **but are wrong. At the moment the ball was passed, the player had three opponents in front of him. Only from less than three opponents it would have been offside.**

Team A continues to play and refuels bit by bit in front of the opponent's goal. A player [...] shoots the ball 6 yd up between the goalposts behind the goal line- **and unfortunately far over the band that limits the goal height to 8 ft. It's still 0-0.**

Team A has a goal kick, again. Shortly afterwards, a player from team A shins his opponent and holds him, team B complains. A gentleman doesn't do that! But somehow there is agreement, because the code does not regulate rule infringements.

There is another kick-off from team A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal.

Protest again, **but the goalkeeper is allowed to touch the ball with his hands (but not carry it) to protect his goal.**

The goalkeeper shoots the ball further into the field. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. **Protest, because it's an unfair handball. A member of team B asks the ball catcher to try to play the ball in this case with his head in future, because there hasn't been a Fair Catch for two years now. (But it will take decades until the head ball becomes common for everyone.) There is a free kick (where and how is not specified) for team A to punish the rule infringement of team A.**

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But 3 yd in front of the opponent's goal he is unfairly hacked [...] by an opponent. Again, the captains discuss and agree in some way.

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. **But all assurances do not help, because the captain of team A insists on the rules. It was repeatedly emphasised that touching the ball with the hand was prohibited under any circumstances and that it was irrelevant whether the touch was intentional or unintentional. The play restarts free kick for team A.**

The further course the play is not worth mentioning. After the time previously determined by the teams - usually 2x 45 minutes, interrupted by a very short break - the players finish this match.

The game ends 0-0.

The rectangular playing field must be marked with a flag in each corner. **In addition, the touch lines and goal lines are marked as continuous markings of chalk sludge or as V-shaped furrows. The size of the field is variable: it must be 100-200 yd long and 50-100 yd broad. Quarter circles of 1 yd radius are drawn at all four corners.**

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. **With them one umpire per team, who does not let a player directly onto the field, because a piece of iron projects from his boot. He has to change his boots, so he can take part in the game. Another player will also not be admitted to the game for the time being. He is wearing one of the recently introduced shin guards, but there is also a piece of iron projecting from it. He also has to change the shin guard or play without it. The two umpire are supplemented by a referee. Both teams have already agreed on these in advance.**

The captains shake hands, one of them throws a coin in the air. Before that, they agreed who would take which side. The side of the coin selected by the captain of team A points upwards. He has the choice between the choosing sides or the kick-off. He wants to choose the side and switch it. This means the kick-off for team B. **Umpires and referee remain standing or sitting outside of the field.**

The ball is **provided by the home team and is** an animal bladder wrapped in pieces of leather sewn together **with a circumference of 27-28 in.** The game starts with a shot from the centre of the field, **with the player shooting only in direction to the opposing half.** All opposing players must be 10 yd from the ball **and all players must stand in their half until the ball** until it is in game. And it is in **game** once it has turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he losses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. A player in team A has a throw-in from the point where the ball went out into the touch. **The umpire will show him the correct point.** He must **throw or shoot** the ball in **any angle** and may not touch the ball again until it has been touched by another player. When throwing in **or shooting in**, all players of teams A and B must be 6 yd away from the ball. The ball is in **game** once it has turned around his axis.

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. Team A gets a free-kick (goal kick) from that own goalposts closer to the point at which the ball went behind the goal line. (If a player of team B had touched it first, that team would have taken a free kick (corner kick) from the next corner flag. **The ball should have been within a quarter circle of 1 yd radius** and all other **players** at least 6 yd away from the ball.)

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and but are wrong. At the moment the ball was passed, the player had three opponents in front of him. Only from less than three opponents it would have been offside.

Team A continues to play and refuels bit by bit in front of the opponent's goal. A player shoots the ball 6 yd up between the goalposts behind the goal line- and unfortunately far over the **bar** that limits the goal height to 8 ft. It's still 0-0.

Team A has a goal kick, again. Shortly afterwards, a player from team A shins his opponent and holds him. **One hears the whistles of the two umpires, because they recognized the rule violation. A free kick is awarded to team B at the point where the infringement was committed. These, like all other free kicks, are indirect free kicks, i.e. they may not be used to score a goal directly but must have been touched by another player beforehand.**

Team B gets close to goal A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal. Protest again, but the goalkeeper is allowed to touch the ball with his hands (but not carry it) to protect his goal. **He may do so in his own half, but only to defend his own goal.**

The goalkeeper shoots the ball further into the field. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. Protest, because it's an unfair handball. **The umpires whistle, giving a free kick for the rule infringement and sends the player who committed the handball off the field. He must not be replaced.**

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But **3 yd in front of** the opponent's goal he is unfairly hacked by an opponent. **Again you hear the whistle of an umpire. But the two umpires have different opinions and cannot agree. That's why they call the referee. He decides on goal, because the ball would have gone through the goal without the foul. His judgment is a factual decision. It's 1-0.**

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. But all assurances do not help, because the **whistle of the umpires sound and they insist on the rules.** It was repeatedly emphasised that touching the ball with the hand was prohibited under any circumstances and that it was irrelevant whether the touch was intentional or unintentional. The **game** restarts free kick for team A.

The further course the **game** is not worth mentioning. After the time previously determined by the teams the **umpires will** finish this match. It is usually twice 45 minutes, interrupted by a very short break. **After the break, the same team as at the beginning has the kick-off from the centre.**

The game ends 1-0.

The rectangular field must be marked with a flag in each corner. In addition, the touch lines and goal lines are marked as continuous markings of chalk sludge or as V-shaped furrows. The size of the field is variable: it must be 100-200 yd long and 50-100 yd broad. Quarter circles of 1 yd radius are drawn at all four corners. **There is also a semi-circle with a radius of 6 yd in front of the goalposts on both short sides of the pitch, called the goal area, and a line parallel to the goal line, but 12 yd inside the field, called the penalty line.**

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. With them one **referee and two linesmen** per team. **The referee does not let a player directly onto the field, because a piece of iron projects from his boot. He has to change his boots, so he can take part in the game. The equipment of all other players is also checked, because not only projecting objects on boots are a reason to be excluded from the game, but also the studs on the boots may project at a maximum of 0,5 in.** Another player will also not be admitted to the game for the time being. He is wearing one of the recently introduced shin guards, but there is also a piece of iron projecting from it. He also has to change the shin guard or play without it. **The referee takes notes these and all subsequent rule violations.**

The captains shake hands. **The referee** throws a coin in the air. Before that, they agreed who would take which side. The side of the coin selected by the captain of team A points upwards. He has the choice between the choosing sides or the kick-off. He wants to choose the side and switch it. This means the kick-off for team B. **The referee runs along the field and the linesmen run along the touch line.**

The ball is provided by the home team and is an animal bladder wrapped in pieces of leather sewn together with a circumference of 27-28 in. **Its weight must be 2,4- 2,5 oz at the start of play (rounded).** The game starts with a shot from the centre of the field, with the player shooting only in direction to the opposing half. All opposing players must be 10 yd from the ball and all players must stand in their half until the ball until it is in game. And it is in game once it has turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he losses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. A player in team A has a throw-in from the point where the ball went out into the touch. **The linesman indicates that the ball is out of position and the referee show him the correct point. He may only throw in the ball in the following manner: Facing the playing field, holding both hands over your head in any direction, but on the playing field.**

When throwing in or shooting in, all players of teams A and B must be 6 yd away from the ball. The ball is in game once it has turned around his axis.

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. Team A gets a free-kick (goal kick) from where **the ball went behind the goal line.** (If a player of team B had touched it first, that team would have taken a free kick (corner kick) from the next corner flag. The ball should have been within a quarter circle of 1 yd radius and all other players at least 6 yd away from the ball. **The ball must be on the line with the circumference but must not touch it.**)

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and but are wrong. At the moment the ball was passed, the player had three opponents in front of him. Only from less than three opponents it would have been offside.

Team A continues to play and refuels bit by bit in front of the opponent's goal. A player shoots the ball 6 yd up between the goalposts behind the goal line- and unfortunately far over the bar that limits the goal height to 8 ft. It's still 0-0.

Team A has a goal kick, again. Shortly afterwards, a player from team A shins his opponent and holds him. One hears the whistles of the **referee**, because **he** recognized the rule violation. A free kick is awarded to team B at the point where the infringement was committed. These, like all other free kicks, are indirect free kicks, i.e. they may not be used to score a goal directly but must have been touched by another player beforehand.

Team B gets close to goal A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal. Protest again, but the goalkeeper is allowed to touch the ball with his hands (but not carry it) to protect his goal. He may do so in his own half, but only to defense his own goal.

The goalkeeper shoots the ball further into the field. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. Protest, because it's an unfair handball. The umpires whistle, giving a free kick for the rule infringement and sends the player who committed the handball off the field. He must not be replaced.

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But 3 yd in front of the opponent's goal he is unfairly hacked by an opponent. Again, you hear the whistle of **the referee**. **He decides the penalty kick. A player from team A places the ball on a spot on the penalty line at any angle to the goal. Apart from him, all players may approach the ball up to a maximum of 6 yd - including the goalkeeper, who does not have to stay on the goal line. The performer must not touch the ball twice successive and must not interrupt the run-up. (If it were to take place at the end of the agreed playing time, it would have to be accomplished in any case. Even if the playing time had expired.) The player of team A takes a run-up - and the ball goes into the goal, the irony goal net rattles.** It's 1-0.

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. But all assurances do not help, because the whistle of the **referee** sounds and **he** insists on the rules. It was repeatedly emphasised that touching the ball with the hand was prohibited under any circumstances and that it was irrelevant whether the touch was intentional or unintentional. The game restarts free kick for team A.

The further course the game is not worth mentioning. After the time previously determined by the teams the **referee** will finish this match. It is usually twice 45 minutes, interrupted by a very short break. After the break, the same team as at the beginning has the kick-off from the centre.

The game ends 1-0.

1903

The rectangular field must be marked with a flag in each corner. **The flags must be 5 ft high.** In addition, the touch lines and goal lines are marked as continuous markings of chalk sludge or as V-shaped furrows. The size of the field is variable: it must be 110-120 yd long and 70-80 yd broad. Quarter circles of 1 yd radius are drawn at all four corners. **Goal lines and touch lines must be in right angles. The penalty line becomes a penalty point 12 yd in front of the goal. The goal area is no longer a semicircle, but a square of 6x6 yd in front of the goal, the lines connected at right angles. Also connected at right angles are the lines of the penalty area, 18x44 yd.**

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. With them one referee and two linesmen per team. The referee does not let a player directly onto the field, because a piece of iron projects from his boot. He has to change his boots, so he can take part in the game. The equipment of all other players is also checked, because not only projecting objects on boots are a reason to be excluded from the game, but also the studs on the boots may project at a maximum of 0,5 in. **Nothing peaked or tapered should project from the boot.** Another player will also not be admitted to the game for the time being. He is wearing one of the recently introduced shin guards, but there is also a piece of iron projecting from it. He also has to change the shin guard or play without it. The referee takes notes these and all subsequent rule violations. **His report must be submitted to the national association, the FA, within three days.**

The captains shake hands. The referee throws a coin in the air. Before that, they agreed who would take which side. The side of the coin selected by the captain of team A points upwards. He has the choice between the choosing sides or the kick-off. He wants to choose the side and switch it. This means the kick-off for team B. The referee runs along the field and the linesmen run along the touch line.

The ball is provided by the home team and is an animal bladder wrapped in pieces of leather sewn together with a circumference of 27-28 in. Its weight must be 2,4- 2,5 oz at the start of play (rounded). The game starts with a shot from the centre of the field, with the player shooting only in direction to the opposing half. All opposing players must be 10 yd from the ball and all players must stand in their half until the ball until it is in game. And it is in game once it has turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he losses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. A player in team A has a throw-in from the point where the ball went out into the touch. The linesman indicates that the ball is out of position and the referee show him the correct point. He may only throw in the ball in the following manner: Facing the playing field, holding both hands over your head in any direction, but on the playing field. **The performing player may stand with a part of his feet on the touch line, but not entirely on the field.**

When throwing in or shooting in, all players of teams A and B must be 6 yd away from the ball. The ball is in game once it has turned around his axis.

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. Team A gets a free-kick (goal kick). **The goal kick must be taken from any point in the penalty area and is not in game until it has left the penalty area.** (If a player of team B had touched it first, that team would have taken a free

kick (corner kick) from the next corner flag. The ball should have been within a quarter circle of 1 yd radius and all other players at least 6 yd away from the ball. The ball must be on the line with the circumference but must not touch it.)

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and but are wrong. At the moment the ball was passed, the player had three opponents in front of him. Only from less than three opponents it would have been offside.

Team A continues to play and refuels bit by bit in front of the opponent's goal. A player shoots the ball 6 yd up between the goalposts behind the goal line- and unfortunately far over the bar that limits the goal height to 8 ft **and must have a diameter of 5 in.** It's still 0-0.

Team A has a goal kick, again. Shortly afterwards, a player from team A shins his opponent and holds him. One hears the whistles of the referee, because he recognized the rule violation. A free kick is awarded to team B at the point where the infringement was committed. These, like all other free kicks, are indirect free kicks, i.e. they may not be used to score a goal directly but must have been touched by another player.

Team B gets close to goal A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal **and rightly so. The goalkeeper is allowed to play a handball in his own goal area to defend the goal. However, the referee was not informed about the change of the goalkeeper and therefore did not approve it. There's a penalty shot.** A player from team B places the ball on the **penalty kick point.** Apart from him, all players may approach the ball up to a maximum of 6 yd - including the goalkeeper, who does not have to stay on the goal line. The performer must not touch the ball twice successive and must not interrupt the run-up. **The referee tells that it has now been decided that the ball must be kicked directly at the goal.** (If it were to take place at the end of the agreed playing time, it would have to be accomplished in any case. Even if the playing time had expired.) The player of team B takes a run-up - and the ball goes into the goal, the irony goal net rattles. It's 0-1.

Kick-off by team A. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. Protest, because it's an unfair handball. The referee whistles, giving a free kick for the rule infringement and sends the player who committed the handball off the field. He must not be replaced.

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But 3 yd in front of the opponent's goal he is unfairly hacked by an opponent. Again, you hear the whistle of the referee. He decides the penalty kick. **The same regulations apply as a few minutes ago.** The player of team A takes a run-up - and the ball goes into the goal, the irony goal net rattles. It's 1-1.

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. But all assurances do not help, because the whistle of the referee sounds and he insists on the rules. It was repeatedly emphasised that touching the ball with the hand was prohibited under any circumstances and that it was irrelevant whether the touch was intentional or unintentional. The game restarts free kick for team A.

The further course the game is not worth mentioning. After **2x 45 minutes, interrupted by a half-time break of maximum 5 minutes**, the referee will finish this game. **The playing time could have been extended by 2x 15 minutes in case of a draw.** After the break, the same team as at the beginning has the kick-off from the centre.

The game ends 1-1.

1913

The rectangular field must be marked with a flag in each corner. The flags must be 5 ft high. In addition, the touch lines and goal lines are marked as continuous markings of chalk sludge or as V-shaped furrows. The size of the field is variable: it must be 110-120 yd long and 70-80 yd broad. Quarter circles of 1 yd radius are drawn at all four corners. Goal lines and touch lines must be in right angles. The penalty line becomes a penalty point 12 yd in front of the goal. The goal area is no longer a semicircle, but a square of 6x6 yd in front of the goal, the lines connected at right angles. Also connected at right angles are the lines of the penalty area, 18x44 yd. **Alternatively, two flags may be placed to the side of the centre line, which must be 5 ft high and 1 yd out to the touch.**

The players come onto the field; there are usually eleven in each team, although a number is not fixed in the rules. With them one referee and two linesmen per team. The referee does not let a player directly onto the field, because a piece of iron projects from his boot. He has to change his boots, so he can take part in the game. The equipment of all other players is also checked, because not only projecting objects on boots are a reason to be excluded from the game, but also the studs on the boots may project at a maximum of 0,5 in. Nothing peaked or tapered should project from the boot. Another player will also not be admitted to the game for the time being. He is wearing one of the recently introduced shin guards, but there is also a piece of iron projecting from it. He also has to change the shin guard or play without it. The referee takes notes these and all subsequent rule violations. His report must be submitted to the national association, the FA, within three days.

The captains shake hands. The referee throws a coin in the air. Before that, they agreed who would take which side. The side of the coin selected by the captain of team A points upwards. He has the choice between the choosing sides or the kick-off. He wants to choose the side and switch it. This means the kick-off for team B. The referee runs along the field and the linesmen run along the touch line.

The ball is provided by the home team and is an animal bladder wrapped in pieces of leather sewn together with a circumference of 27-28 in. Its weight must be 2,4- 2,5 oz at the start of play (rounded). The game starts with a shot from the centre of the field, with the player shooting only in direction to the opposing half. All opposing players must be 10 yd from the ball and all players must stand in their half until the ball until it is in game. And it is in game once it has turned on his own axis.

The game starts lively; one of the forwards dribbles towards the goal and tries to dribble the ball as long as possible. All the other players run after him in order to win the ball back in case he losses it. A player from team B stands in between and deflects the ball. It goes out across the touch line. A player in team A has a throw-in from the point where the ball went out into the touch. The linesman indicates that the ball is out of position and the referee show him the correct point. He may only throw in the ball in the following manner: Facing the playing field, holding both hands over your head in any direction, but on the playing field. The performing player may stand with a part of his feet on the touch line, but not entirely on the field.

When throwing in or shooting in, all players of teams A and B must be 6 yd away from the ball. The ball is in game once it has turned around his axis.

Team A continues to attack the goal, i.e. one of the forwards dribbles while all the others follow him. He shoots at the 8 yd broad goal, but the ball is again distracted by a player of team B - now behind the goal line. Team A gets a free-kick (goal kick). The goal kick must be taken from any point in the penalty area and is not in game until it has left the penalty area. (If

a player of team B had touched it first, that team would have taken a free kick (corner kick) from the next corner flag. The ball should have been within a quarter circle of 1 yd radius and all other players at least 6 yd away from the ball. The ball must be on the line with the circumference but must not touch it. **The corner flag may not be removed for the corner kick.**)

So now a player of team A shoots the ball from the opposing goalpost of course only a bit far, so that the ball does not come too close to his own goal. A player of team A stops and control it, but it bounces away. However, a team-mate can touch it, and has only three opponents left in front of him. The opposing players shout "Offside" and but are wrong. At the moment the ball was passed, the player had three opponents in front of him. Only from less than three opponents it would have been offside.

Team A continues to play and refuels bit by bit in front of the opponent's goal. A player shoots the ball 6 yd up between the goalposts behind the goal line- and unfortunately far over the bar that limits the goal height to 8 ft and must have a diameter of 5 in. It's still 0-0.

Team A has a goal kick, again. Shortly afterwards, a player from team A shins his opponent and holds him. One hears the whistles of the referee, because he recognized the rule violation. A free kick is awarded to team B at the point where the infringement was committed. **This free kick can be a direct free kick, so a goal can be scored directly from it.**

Team B gets close to goal A. The previous player closest to the goal, the so-called goalkeeper, plays meanwhile as a forward. The new player closest to the goal - and therefore considered as the goalkeeper - catches the ball with his hands to defend his goal and rightly so. The goalkeeper is allowed to play a handball in his own **penalty** area to defend the goal. However, the referee was not informed about the change of the goalkeeper and therefore did not approve it. There's a penalty shot. A player from team B places the ball on the penalty kick point. Apart from him, all players may approach the ball up to a maximum of 6 yd **But not the goalkeeper, who is only allowed to move on the goal line.** The performer must not touch the ball twice successive and must not interrupt the run-up. The referee tells that it has now been decided that the ball must be kicked directly at the goal. (If it were to take place at the end of the agreed playing time, it would have to be accomplished in any case. Even if the playing time had expired.) The player of team B takes a run-up - and the ball goes into the goal, the irony goal net rattles. It's 0-1.

Kick-off by team A. This shot is taken by a player of team B with his hands, without the ball having touched anything or anyone else before. Protest, because it's an unfair handball. The referee whistles, giving a free kick for the rule infringement and sends the player who committed the handball off the field. He must not be replaced.

A player of team A dribbles the ball close to the goal again, all other players follow it in the slipstream. But 3 yd in front of the opponent's goal he is unfairly hacked by an opponent. Again, you hear the whistle of the referee. He decides the penalty kick. The same regulations apply as a few minutes ago. The player of team A takes a run-up - and the ball goes into the goal, the irony goal net rattles. It's 1-1.

A few minutes later there's another protest. A player in team A asserts that he played the ball completely unintentionally with his hand. Surely, when jumping up it happens that the arm is a little bit in the air. It was not his intention that the ball would come against it at this moment. But all assurances do not help, because the whistle of the referee sounds and he insists on the rules. It was repeatedly emphasised that touching the ball with the hand was prohibited under any circumstances and that it was irrelevant whether the touch was intentional or unintentional. The game restarts free kick for team A.

The further course the game is not worth mentioning. After 2x 45 minutes, interrupted by a half-time break of maximum 5 minutes, the referee **does not** finish this game, **but denotes 3 minutes added time**. The playing time could have been extended by 2x 15 minutes in case of a draw. After the break, the same team as at the beginning has the kick-off from the centre.

The game ends 1-1.