

# National Intercollegiate Soccer Officials Association

A COMPARATIVE STUDY OF RULES AND LAWS



# 2016 SOCCER GUIDE



*INTERSCHOLASTIC (HIGH SCHOOL) EDITION*

By

**Don Dennison**

*NISOA National Clinician and National Assessor*

**George Wescott**

*NISOA President*

**Based Upon:**

- *NCAA Soccer Rules and Interpretations – 2016-2017*
  - *National Federation Soccer Rules Book – 2016-2017*
  - *[USSF] FIFA Laws of the Game – 2016/2017*
- And Other Officially Authorized Supplemental Materials*

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Many High School officials officiate soccer matches using Rules and Laws of soccer organizations and rule-making bodies other than the NFHS. As is to be expected, officials on occasion have some confusion regarding a specific rule or interpretation. For these reasons a study guide is needed for the officials to have easy references to the differences between NFHS, NCAA and FIFA Laws and Rules. Over the past twenty-five years the more significant rules have been brought generally into conformity by the three groups. Nevertheless, there are distinct differences in language and interpretation that still exist and each group has adopted specific rules that are believed to be more appropriate for their players and their ages.

This guide is not an all-inclusive listing of each difference between the sets of Rules and Laws, but rather only lists the more important differences where such differences exist. Many technical and administrative rules such as player eligibility and accumulated cautions do not generally and directly concern the referee but rather the match administrators and have therefore been omitted from this study.

The guide has been designed by the author for easy reference and many officials have carried this guide in their kit or in their cars for quick review prior to a match. It is also useful as a teaching aid for High School entry level and in-service clinics. Changes for the current year are shown in *italics* for easy reference.




The comparisons are in tabular form following the particular topic and are in order of the specific Laws or Rules to which they are relevant except for the listing on page 3 which compares general Topics not referred to in specific Rules or Laws and several miscellaneous topics which are referred to on page 15.

It should be noted that the three sets of Rules and Laws are constantly changing and the different bodies publish their changes at different times of the year. Generally the FIFA Laws are published in May and take effect the following July. The NCAA Rules are enacted early in the year, but are not normally published until early or mid summer. NFHS rule changes are enacted by their Rules Committee in January of each year and are distributed in late spring or early summer. The NCAA Rule Book is published every other year and will be published this year (2016). Accordingly, this guide is current only up to the date of its publication and includes all rules changes for the year as presently known by the author. If any errors are noted, it would be appreciated if they are brought to attention of Don Dennison at [donsar@comcast.net](mailto:donsar@comcast.net)

NOTE: Modifications for the 2016 season are shown in *italics*.

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<b>TOPIC</b>  <b>ABOUT THE RULES AND LAWS</b>	<b>NFHS</b>  	<b>NCAA-NISOA</b>  	<b>FIFA – USSF</b>  
Terminology - (It is important to use the proper terminology, especially in writing game reports if required)	Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game 4 <sup>th</sup> Official Obstruction	Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official (AO) Obstruction	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4 <sup>th</sup> Official Impedes progress of Opponent
Where the Rules or Laws are Employed	Most public high and intermediate schools and some private schools	NCAA, NAIA, NJCAA, NIRSA and NCCAA	International matches, professional leagues, most club and semi-pro matches, and some private schools
Interpretations	Play rulings in the Rules book are interpretations approved by the NFHS Soccer Rules Committee. Member state associations of the NFHS independently make decisions regarding compliance with or modification of the playing rules for the student athletes in their respective states. The Rules describe 3 possible systems of mechanics that may be used; the Dual Officiating System, the Diagonal System and the Double-Dual System	Approved Rulings (A,R.) appearing in the Rule book are official decisions of the NCAA. The Secretary Rules Editor can be contacted for interpretations. Generally it is preferable to first go through the local chapter clinician. The NCAA Rules Book does NOT contain the description of standardized procedures for the allowed System of Mechanics. NISOA describes the Diagonal System of Control (DSC) for its members in other publications.	Decisions of the Int'l F.A. Board are official interpretations. Additional Interpretations in the U.S. can be obtained initially through the State Director of Instruction (SDI). The USSF Advice to Referees and Questions and Answers on the Laws of the Game are also official sources in the U.S. The diagonal system of control (DSC) is described in other FIFA and USSF publications.

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<b>TOPIC</b> <b>FIELD OF PLAY</b>	<b>NFHS</b> <b>RULE 1</b>	<b>NCAA-NISOA</b> <b>RULE 1</b>	<b>FIFA - USSF</b> <b>LAW 1</b>
11 Yd. Encroachment Hash Mark	Optional	Mandatory – Correction should occur before match begins, if not game shall begin and report filed	Optional
Penalty Kick Mark	2 foot line or 9" diameter spot	Same as NFHS	Penalty mark (no fixed size)
Goal Nets	Mandatory	Same as NFHS	Not mandatory (may be used)
Coaching and Team Area	20 yds. long and 10ft from touchline Caution to coach who leaves this area R1, Sec. 5. Should be on same side of field – if not, benches should be diagonally opposed from each other	Same size as NFHS. Caution to coach who leaves the area <u>after</u> a first verbal warning and IFK where ball was if game stopped. Ejection for 3 <sup>rd</sup> offence. R 1, Sec. 12. Coach may use electronic tablet or white board.	Not specified in the Laws, <del>mentioned in the additional instructions for referees. ARs and 4<sup>th</sup> officials (pg.61)</del> but technical area may be used
Padded Goal Posts	A white commercially made pad at least 72" in height and a max. of 1" thick may be placed on the vertical posts	Not Sanctioned	Not Sanctioned
Goal Post Placement	Rear of each goal post shall be on the <u>outer</u> edge of the goal line. R 1, Sec. 4, Art. 1	Goal lines must be the same width as the goal posts and crossbars	Same as NCAA
Field Conditions for play to start and continue	Prior to start of game, host institution representative determines; thereafter determination is made by the referee	Determination is made by the referee	Same as NCAA
Games played indoors	No provision	Match may be played indoors if field is proper size	No provision
Turf Fields	No restriction	No restriction	Permitted – must be green in color

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<p><b><u>THE BALL</u></b> Number of Balls</p>	<p><b><u>RULE 2</u></b> 3 or more of similar quality. Must have NFHS logo displayed, supplied by home team or referee can select from visitor if unavailable. At least 2 ball holders.</p>	<p><b><u>RULE 2</u></b> Five or more identical. and recommended that at least 4 ball persons at least 10 yrs. old. Recommended to wear colored vests Use manufacturers suggested pressure.</p>	<p><b><u>LAW 2</u></b> 1 required, others may be used if available. For major international matches – FIFA marking required USSF – up to 6 suggested</p>
<p><b><u>TOPIC</u></b> <b><u>PLAYERS AND SUBSTITUTES</u></b> Team Roster  Substitutions When?</p>	<p><b><u>NFHS</u></b> <b><u>RULE 3</u></b> REQUIRED to be presented to referee 5 mins. before game time. Names may be added to roster after the start of play May be given by coach or player. Player numbers required on roster <u>Either team:</u> Unlimited at end of period; goal; goal kick (players must have already reported to scorer) caution (player must go out), injury; If referee stops clock, player must go out incl. GK, disqualification (but not for disqualified player), blood on player or uniform or sign of concussion-all unlimited in number Unlimited number of subs from <u>bench</u> on goal, end of period, injured player removed from field. player must be removed until cleared by health care professional. Bench player is carded when subs have already reported. On goal kick or injury, sub must wait until beckoned. All subs must be beckoned by referee, except at start of a period <u>Team in possession:</u> Throw-in or corner kick (if sub, other team may also sub). Players must have reported to scorer prior to the time ball went out of play).</p>	<p><b><u>NCAA-NISOA</u></b> <b><u>RULE 3</u></b> REQUIRED to be presented to referee, scorekeeper and other coach <del>45</del> <b>30 mins.</b> prior to game time. Copy given to referee should not show total cautions and ejections <del>Forfeit.</del> <b>Terminate</b> if roster is not provided <u>Either team:</u> End of period; goal; goal kick; player instructed to leave for equipment change (other team may sub equal number); injury or caution (only players involved – other team may sub like number) Bleeding injury, blood on uniform or signs of concussion – player <u>must</u> be subbed but can return at any stoppage with medical approval. Not charged with reentry. <b>Player leaves field for equipment change without sub may return at next stoppage.</b>  <u>Team in possession:</u> throw-in or corner kick (if sub, other team may also sub. Players must have reported to scorer prior to time ball went out of play); Goal keeper ejected: (team plays short but may put in a goal keeper – no sub allowed for other team</p>	<p><b><u>FIFA - USSF</u></b> <b><u>LAW 3</u></b> Names of subs given to referee prior to match. No other roster requirement. No more than 6 subs in National A Team matches  At any stoppage with permission of referee. (many local leagues have set times for subs). <b>Player leaving field for equipment repair or change may reenter during run of play with referee permission</b></p>
<p>When substitute becomes a player of</p>	<p>When beckoned onto the field by the referee</p>	<p>When beckoned on by the referee during the first 85 mins of game. During last 5 mins.,</p>	<p>When substitute actually enters the field (must be at the halfway line)</p>

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record		when referee signals the clock to stop if leading team substitutes	
Withdrawing a reported sub	Once beckoned onto field by referee, player must enter	Player not required to enter, but is charged with one reentry	No similar rule

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TOPIC	NFHS	NCAA-NISOA	FIFA - USSF
Restrictions on substitutions	A player substituted for may reenter an unlimited number of times.	During first half and in each overtime period- no reentry. One reentry in second half. (R3 Sec. 5). GK is allowed one reentry each period and each OT. Injured player may reenter without being charged if card is issued to player causing the injury.	Player replaced may not return to the match. (This Law differs in many local competitions and youth matches)
Changing Goal Keeper with field player	Whenever clock is stopped or at a substitution time after notifying referee. <u>Verbal Warning</u> to both players for a violation.	During any stoppage after notifying referee. <u>Verbal warning</u> to the players at next stoppage. No sub from bench for GK during penalty kick.	During any stoppage after notifying referee. <u>Caution</u> both players for violation when ball is out of play
Minimum No. of Players	7 to start and play – forfeit if less	7 to start and play	Same as NCAA
<p><b><u>PLAYERS' EQUIPMENT</u></b></p> <p>Casts ,Facemasks and ankle braces Monitoring devices and headscarves</p>	<p><b><u>RULE 4</u></b></p> <p>Hard casts or splints must be padded with closed cell foam at least ½ inch thick Facemask may be worn by player with facial injury. It must be molded to the face; player must have a medical release at the game site signed by a physician for use of a face mask. Ankle braces of metal must be inside stockings – non-metal may be worn outside. <i>Soft headbands permitted. Heart monitors may be worn</i></p>	<p><b><u>RULE 4</u></b></p> <p>Casts permitted if covered and not considered dangerous by referee. Facemasks are permitted if not considered dangerous by referee. Monitoring devices permitted and may be used during match</p>	<p><b><u>LAW 4</u></b></p> <p>Referee's discretion – check for safety and require padding if cast is hard or dangerous. Soft facemask permitted if approved by referee. Headscarves for women permitted. <i>Monitoring devices (EPTS) permitted but may not be received or used in the technical area during the match</i></p>
Uniform numbers	6" number on back of jersey <u>including</u> GK and 4" number on front of jersey or shorts	8" number on back of jersey and 4" number on front of jersey, <u>including</u> Goal Keeper	Nothing specified in the Laws

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<b>TOPIC</b>	<b>NFHS</b>	<b>NCAA-NISOA</b>	<b>FIFA - USSF</b>
Visible apparel under uniform and stockings	If worn under shorts, all on team must be alike and of similar length and solid color, If under jersey, all alike, similar length and of a solid color. Both socks must be of a single dominant color, If tape, stays or straps are applied over sock, it must be similar color as that part of sock. <i>Capt. arm band if used- on arm</i>	Visible apparel worn under shirt or shorts <del>should</del> <i>must be a solid color and recommended</i> that <i>it</i> matches the dominant color of the garment ( <del>recommended R 4.2.4</del> <i>Same color must be worn by all team members wearing undergarments</i> )	Any visible undergarment (shirt or shorts) must be same main color as the uniform shirt or shorts. Shirts must have sleeves. Tape applied over sock must be same color as that part of sock
Uniform Colors	Home team – white jerseys and socks; visitors, dark jerseys and socks	Home team has responsibility to ensure that their uniforms contrast to those of the visitors	Nothing specified, but no political, religious or personal statements allowed.
Shirts tucked in Goal Keeper's Jersey and Color - Socks	Mandatory Must differ from all other players except can be same color as other Goal Keeper Socks must differ from opponent's socks	Not specified – generally required Jersey must differ from all field players and socks must differ from opponents	Same as NCAA Must differ from all other players and the officials
Jewelry, etc.	Not permitted – Except for medical or religious medals which must be taped under uniform. Medical alert bracelet must be taped and visible. Colored mouth protectors allowed	Not permitted – Except “Medic Alert” bracelets or necklaces, if taped to body. Penalty-clock stopped, player leaves field (no sub allowed) until next sub opportunity. Electronic data monitoring devices may be worn	Not permitted
Shinguards	NOCSAE approved. Marked on outside with seal and height range of player	Same as NFHS but no marking requirement specified	Shinguards required – no standard specified
<b>THE REFEREE</b>	<b>RULE 5</b>	<b>RULE 5</b>	<b>LAW 5</b>
Referee System	DSC, Dual (2 referee) or Double Dual (3 referee)	Diagonal System of Control (DSC) shall be used. If 1 official does not appear, dual system may be used	DSC only May use club linesmen if necessary. <i>Additional Assist. Refs may be used (AAR)</i>
Forfeit or Terminate	Forfeit if less than 7 players, however if below 7 due to equip. problem, minor injury or blood, wait for treatment or correction. Can <u>terminate</u> if team refuses to play, no cross bar, etc.	Terminate if coach will not end discussion or leave field, team refuses to return to field within 3 mins. ejected or ineligible player enters game. if team does not supply roster prior to game If team not on field within 15 mins. of game time it is declared “no contest”. Ref, can suspend game. If terminated	Referee has no power to declare forfeit but may suspend or terminate a match



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Authority Begins and Ends	Begins when referee enters field or surroundings and at least 15 min. prior to start of game and ends when officials leave the field and its immediate surroundings.	less than 70 minutes into game, - it is- "no contest" Begins when officials arrive at game site. Referee should arrive at least 30 minutes before scheduled game time and authority ends when officials leave the game site after signing the score book.	Begins when officials enter the field area and ends when they leave the area.
Referee Uniform	As set by the State Associations, usually the same shirt as USSF. Black shorts or long trousers, black stockings with white top stripes. In some states black and white striped shirts are worn. Solid black cap may be worn. Must differ from field players, but not necessarily the goalkeepers.	Gold, orange, blue, green or black in a checked grid pattern. Socks – black with 3 top bands of white, gold, orange, green or blue. All dressed alike. Cap permissible but not commonly worn. Shoes should be mainly black. Except for a watch, Referee should wear no jewelry. Electronic aids and field marking spray are permitted.	USFF – Shirts- Gold, black, red, green or blue, all with thin vertical stripping. Socks – black with three white top bands or solid black with USSF logo. Caps not specified, but generally permitted if conditions warrant in club matches, not usually worn in top level matches.
Whistles and hand signals	Whistle used for kickoff, penalty kicks, and to signal play stoppage such as fouls, injuries, substitutions and to signal restart after substitutions injures and time stoppage. Also when a card is given and on encroachment. Discretionary and if needed when ball goes out of play. Signals same as NCAA plus windup motion to start clock.	Whistles, same as NFHS. Other whistles discretionary. The only recognized hand signals are for advantage with verbal "play-on", indirect and direct free kicks, throw-in direction, clock stopped, goal and corner kicks and penalty kicks, all by pointing to the spot and giving direction.	Whistle used for kickoff, penalty kick, restarts and stoppages as necessary. Signals are the same as NCAA except no clock stop signal.
Time Keeping	Referee keeps time only by agreement of the coaches or state association- otherwise home team controls clock. Timer counts down last 10 seconds.	Backup to home team clock which is official unless there is a malfunction. Match ends when timekeeper's signal sounds or clock shows 0:00. Timer counts down last 10 seconds to zero.	Referee keeps official time. <b>May allow additional time for time lost</b>
2 <sup>nd</sup> Caution Mechanics for	Display yellow and then sequentially the red card )	Same as NFHS	Same as NFHS

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Displaying Cards <b>TOPIC</b>	<b>NFHS</b>	<b>NCAA-NISOA</b>	<b>FIFA - USSF</b>
Pre-game Conference  Post-game score verification  Articles worn by officials	Head coach presence required with captains - Address sportsmanship and inquire of coach if players are properly and legally equipped. Head referee must verify score  Officials should not wear anything that is not allowed to be worn or carried by players (watches and caps excepted)	Nothing specified at coin toss  All officials must sign the score sheet. Thereafter all statistics are final Once score sheet is signed, coaches, players and other personnel bear burden of the infractions. Protest may be filed up to 48 hrs. after match  Same as NFHS	Same as NCAA  <del>Nothing specified. Rules of competition may require verification of score.</del> Match report required to be submitted to appropriate authority  Same as NFHS, however in senior and professional leagues, caps are not usually worn
<u><b>THE A.R. and OTHER OFFICIALS</b></u>  AR Signal to Referee that foul by defender was inside penalty area	<u><b>RULE 6</b></u> No significant difference between the three sets of Rules and Laws. Timekeeper and scorekeeper are listed A 4th Official may be used. At least 2 ball persons from home team  Nothing specified	<u><b>RULE 6</b></u> A scorer and timer are required and Alternate Official (AO) may be used.. At least 4 ball persons over 10 years old (Recommended)  AR moves smartly to corner	<u><b>LAW 6</b></u> A 4th Official may be used as well as additional assistant referees (AAR) behind goal line  Same as NCAA
<u><b>DURATION OF GAME</b></u> Length of Periods  Official Game	<u><b>RULE 7</b></u> 2-40 min. periods or 4-20 min quarters Overtime allowed by state assoc., up to 20 mins. max. sudden victory may be permitted by state  Official game if one half has been played. If suspended during the first half, state assoc. determines if game is to be rescheduled from the beginning or	<u><b>Rule 7</b></u> 2-45 min. periods. In regular season, 2-10 min. sudden victory overtimes. For post-season tournaments see R. 7.1.2 which includes kicks from the penalty mark after the overtime periods. Periods end when clock reaches 0:00 even if no horn sounds. A suspended game of less than 70 mins. is declared "no contest". If at least 70 mins have been played the governing authority may declare it official	<u><b>LAW 7</b></u> 2-45 min. periods plus allowance for time lost due to subs, injury, time wasting, etc. Local rules of competition allow for 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark. No "golden goal". If less than full time is played, the match must be replayed in its entirety <del>unless the local rules of competition</del>

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<p style="text-align: center;"><b>TOPIC</b></p> <p>Half-time and Overtime (OT) Intervals</p> <p>Clock Stops</p>	<p>from the point of suspension</p> <p style="text-align: center;"><b>NFHS</b></p> <p>10 mins. for half time unless otherwise agreed by the coaches. Between end of game and first OT period – 5 minutes. Between OT periods – 2 minutes.</p> <p>Goal, Penalty kick, yellow and red cards, and at discretion of referee (to assess possible injury, time wasting, etc.)</p>	<p style="text-align: center;"><b>NCAA-NISOA</b></p> <p>15 mins. for half time,(may be extended in post-season play) May be lessened by prior consent of coaches and officials. OT – same as NFHS.</p> <p>Same as NFHS. plus when subs are made in the last 5 mins of match by team that is leading. Player shows signs of concussion Also TV timeouts as specified in R 7.1. During last 5 minutes of regulation play, stopping clock for a caution to a player on the losing team is discretionary with referee</p>	<p><del>state otherwise</del> if abandoned. If terminated, competition authority determines</p> <p style="text-align: center;"><b>FIFA – USSF</b></p> <p>Players are entitled to a halftime interval if desired, not exceeding 15 mins.</p> <p>Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not stop but time is “added on”</p>
<p style="text-align: center;"><b>START OF PLAY</b></p> <p>Coin Toss – winner</p> <p><b>Kickoff</b></p> <p>Drop Ball</p>	<p style="text-align: center;"><b>RULE 8</b></p> <p>Choice of goal or kick off. Same procedure for 1st overtime</p> <p><b>Ball must be kicked forwardly</b></p> <p>Where ball was when play stopped and 5 yds. from touchline if simultaneous touched out by opposing players. If in goal area, drop on 6 yd line nearest to location of stoppage. <u>Must</u> be dropped between 2 <u>opposing</u> players, Can score direct</p>	<p style="text-align: center;"><b>RULE 8</b></p> <p>Same as NFHS</p> <p><b>Same as HFHS</b></p> <p>Same as NFHS but does not require 2 opposing players and need not be 5 yds. from touchline. Can score direct</p>	<p style="text-align: center;"><b>LAW 8</b></p> <p>Must choose goal to attack. Loser of toss always kicks off</p> <p><b>Ball may be kicked in any direction</b></p> <p>Same as NCAA, but cannot score on a dropped ball directly</p>
<p style="text-align: center;"><b>BALL IN AND OUT OF PLAY</b></p> <p>Restart after injury, inadvertent whistle, etc.</p> <p>Ball strikes overhead wire or tree extending</p>	<p style="text-align: center;"><b>RULE 9</b></p> <p>If one team is in clear possession, indirect free kick, otherwise drop ball. Goal can be scored directly from a drop ball.</p> <p>Local ground rule – to be discussed prior to game. No set rule</p>	<p style="text-align: center;"><b>RULE 9</b></p> <p>Same as FIFA. except if stoppage and GK has possession of ball when play stopped – then IFK to GK’s team at place of GK possession or if in goal area, on 6 yard line .</p> <p>Considered as an outside agent. Ball dropped at nearest point where ball landed</p>	<p style="text-align: center;"><b>LAW 9</b></p> <p>Dropped ball where play was stopped by referee. Goal <u>cannot</u> be scored directly from a dropped ball.</p> <p>Considered part of field. Ball remains in play (Advise to Referees- 1.8c and</p>

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into field			1.8d)
<b><u>TOPIC</u></b> <b><u>SCORING</u></b>	<b><u>NFHS</u></b> <b><u>RULE 10</u></b> No differences between the venues	<b><u>NCAA-NISOA</u></b> <b><u>RULE 10</u></b> ====	<b><u>FIFA - USSF</u></b> <b><u>LAW 10</u></b> ====
<b><u>OFFSIDE</u></b>	<b><u>RULE 11</u></b> <del>No difference in the three systems</del> See <i>Footnote on page 16</i> <i>Same as FIFA</i>	<b><u>RULE 11</u></b> See Footnote on page 16 Same as FIFA	<b><u>LAW 11</u></b> See Footnote on page 16
<b><u>VIOLATIONS AND</u></b> <b><u>MISCONDUCT</u></b> Caution-Reasons (Yellow Card)	<b><u>RULE 12</u></b> Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct; delays restart; encroachment on free kicks and corner kicks; Coach and bench personnel CAN be carded. (yellow or red) also using electronic devices to communicate with players; use of tobacco at game site. Unsporting conduct includes coaching outside of box, faking injury, simulating a foul. Cautioned player must go off, if subbed for, may return at next opportunity to sub. Coach may be cautioned for team or bench misconduct that cannot be attributed to a specific player Coach cautioned if player enters illegally equipped – thereafter player w/ illegal equipment is cautioned. Hand ball or foul to prevent goal and ball goes into goal Delayed or excessive acts to focus attention on player or prohibits timely	<b><u>RULE 12</u></b> Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting excessive celebration, exaggerating an injury); delays restart; encroachment of free kicks and corner kicks; coach can be cautioned for coaching outside of team area.	<b><u>LAW 12</u></b> Unsporting behavior (includes removing jersey when celebrating a goal and simulating any action to deceive referee), dissent, persistent infringement of laws, delays restart, encroachment on free kicks and corner kicks, enters, re-enters or leaves the field without referee permission. Coach and bench personnel CANNOT be carded, but can be sent off without show of card

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<b>TOPIC</b>	<b>NFHS</b>	<b>NCAA-NISOA</b>	<b>FIFA - USSF</b>
<p>restart</p> <p>Disqualification-Reasons (Red Card)</p> <p>Disqualification (cont.)</p> <p>Charging Goalkeeper</p> <p>Player on field at end of period is ejected during the interval</p> <p>Addressing Referee Between periods</p>	<p>2<sup>nd</sup> caution (cannot be replaced); violent conduct; taunting; serious foul play; hand ball to prevent goal if ball does not go into goal; foul against an opponent who is moving toward goal with an obvious opportunity to score; spitting at an opponent, teammate or official; using offensive, insulting or abusive language or gestures; leaves bench when a fight is taking place. Coach and bench may be carded.</p> <p>Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing</p> <p>Team not required to play short in next period 12.8.2 F</p> <p>Only team captain should address referee</p>	<p>Serious foul play; violent behavior; fighting; spits at anyone; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; uses abusive, threatening or obscene language, behavior or conduct; receives a 2d caution.; 3<sup>rd</sup> occurrence of coaching outside of team area. Coach and bench may be carded</p> <p>May not be charged or interfered with while in possession of ball within his penalty area</p> <p>Team plays short in next period</p> <p>Not permitted between periods except for captain unless summoned by referee.. 1<sup>st</sup> occurrence – verbal warning; 2<sup>nd</sup> occurrence – caution; 3<sup>rd</sup> - ejection</p>	<p>Serious foul play (includes any tackle which endangers safety of opponent); violent conduct; spits at anyone.; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; uses offensive, insulting or abusive language or gestures; receives a 2<sup>nd</sup> caution. Red card <u>cannot</u> be shown to coach or non-player but they may be sent off. Some youth leagues differ</p> <p>May be fairly charged if going for the ball other than with his/her hands. May not be charged while holding ball or having possession of the same</p> <p>Same as NCAA</p> <p>No provision</p>
<b>FREE KICKS</b>	<b>RULE 13</b>	<b>RULE 13</b>	<b>LAW 13</b>
Direct free kick Offenses	Spitting, kicking or attempt to kick, striking or attempting, tripping or attempt, jumping at, handling ball, holding, pushing, charging, violently fouling goalkeeper while in possession of ball in the penalty area, all against an	Basically the same as HS Federation, but does not specifically mention charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground ; also assaulting an official and using blood to assault anyone.	Basically the same as NCAA, but specifies also tackling an opponent in a manner deemed careless, reckless or with excessive force

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	opponent. Specifies charging an opponent while the opponent in act of playing the ball, has both feet off ground		
<b>TOPIC</b> Indirect free kick offenses	<b>NFHS</b> Playing ball a 2 <sup>nd</sup> time before it is played or touched by another player at kickoff, throw-in, free kick, corner kick, goal kick or penalty kick; GK holds ball more than 6 seconds.; sub at improper time or without being beckoned by referee; persons other than players entering field without referee permission; dissent; unsporting behavior or inappropriate language; dangerous play against <u>opponent or teammate</u> .; offside; charging when ball not within playing distance; interfering with goalkeeper before release of ball; illegal obstruction; leaving field without referee permission; goalkeeper receives ball in the hands deliberately kicked or thrown by teammate; goalkeeper handles ball after relinquishing possession; use of tobacco; when game is stopped for injury or unusual situation and one team has clear possession of the ball. if game is stopped for misconduct of player, coach or bench and no other restart takes precedence, an IFK is awarded. Spitting at team mate or game official taken from spot of offense if committed on field. If off field, from spot where ball was when play stopped	<b>NCAA-NISOA</b> Same as NFHS additionally, improper coaching from the touchline after verbal warning. but dangerous play must involve an opponent, not team mate. IFK for stoppage only when GK is in possession of the ball; (in all other cases of injury and inadvertent whistle – drop ball), assault on official, team mate or non-player	<b>FIFA - USSF</b> Dangerous play involving an opponent, impedes progress of opponent, prevents goalkeeper from releasing ball, commits any offense not sanctioned by a direct free kick for which play is stopped to caution or send off a player; goalkeeper takes more than 6 seconds. before releasing ball; touches ball again with hands after releasing; goalkeeper touches ball with hands after it has been deliberately kicked to him by team-mate, or handles the ball on a throw in to him by team-mate, offside, assault on official, team mate or non-player
<b>PENALTY KICKS</b> Ball Placement	<b>RULE 14</b> On the 9" spot or 2 foot line	<b>RULE 14</b> Same as NFHS	<b>LAW 14</b> On the penalty spot

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<p>Stutter stepping or faking by the kicker</p>	<p>Not permitted – <del>Retake</del> <i>Indirect free kick to defenders</i></p>	<p>Same as FIFA. Kicker cannot stop completely</p>	<p>Permitted – no infraction if during the run-up. Cannot stop completely</p>
<p><b>TOPIC</b></p> <p>Player taking kick infringes or teammate encroaches and ball does <b>not</b> go into goal</p> <p>After kick is taken, but before being touched by another player or hits the goal, necessitating a stoppage in play (i.e. outside agent, burst ball)</p> <p>Kicks from Penalty mark/spot (tiebreaker)</p>	<p><b>NFHS</b></p> <p>Goal kick if ball goes directly over goal line. If deflected out by goal keeper or ball bounces into play – indirect free kick to defenders. If saved by keeper-play continues</p> <p>Kick is retaken</p> <p>No player reduction if other team is playing short. Coach and non-kicking players must remain in team area, Coach selects first 5 kickers. If tied, another 5 kickers are selected. Any players on the roster may kick</p>	<p><b>NCAA-NISOA</b></p> <p><del>An indirect free kick is given to defenders at point of infraction unless ball goes out of play over the goal line even if deflected out by GK, then goal kick.</del> <i>If ball goes directly out of play without being touched – goal kick. If ball rebounds into or out of play, an indirect free kick is awarded</i></p> <p>Same as NFHS</p> <p>Same as NFHS but coach not allowed in center circle. 10 players to be designated from the roster, need not have been on field at end of match, <i>must stay in center circle</i>. If more kicks required, they need not be taken in same order. Referee determines goal to be used</p>	<p><b>FIFA - USSF</b></p> <p>An indirect free kick is given to defenders at point of infraction</p> <p>Same as NFHS</p> <p>If one team is playing short, other team must reduce number to equalize Coach not permitted on the field. Each team must have same number of kickers. Only players on the field at end of match may participate.</p>

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<p><b><u>THROW-IN</u></b> Position of Defenders</p> <p>Ball never enters field</p> <p><b><u>TOPIC</u></b> Throw-in by impaired player using only one hand</p>	<p><b><u>RULE 15</u></b> All must stand no less than 2 yards from the point of the throw-in and may not jump about or distract thrower</p> <p>Throw-in awarded to opponent</p> <p><b><u>NFHS</u></b> Legal – One-handed throw-in allowed in such cases</p>	<p><b><u>RULE 15</u></b> <del>No restriction on position, but cannot move to interfere once in position.</del> <i>Same as HS Federation</i></p> <p>Same as HS Federation</p> <p><b><u>NCAA-NISOA</u></b> No provision</p>	<p><b><u>LAW 15</u></b> Same as NFHS</p> <p>Retake throw-in</p> <p><b><u>FIFA - USSF</u></b> Same as NFHS.. See USSF Advice to Referees § 15.3</p>
<p><b><u>GOAL KICK</u></b> Moving ball in goal area after it is spotted</p>	<p><b><u>RULE 16</u></b> Once spotted, ball may not be moved to another part of goal area</p>	<p><b><u>RULE 16</u></b> No prohibition unless considered as time wasting</p>	<p><b><u>LAW 16</u></b> Same as NCAA</p>
<p><b><u>CORNER KICK</u></b></p>	<p><b><u>RULE 17</u></b> No significant differences in the three sets of Rules and Laws</p>	<p><b><u>RULE 17</u></b> ====</p>	<p><b><u>LAW 17</u></b> ====</p>
<p><b><u>MISCELLANEOUS</u></b> Foul indicated by Assistant Referee</p> <p>Future Requirements</p>	<p>Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made and point in direction of restart</p> <p>None presently known</p>	<p>Flag held vertically overhead with a slight circular wave</p> <p>Rule Book published every other year. <i>New book was issued in 2014 2016</i></p>	<p>Same as NCAA after eye contact made with referee</p> <p>Goal line technology may be used.</p>
<p>Restart After Delays</p>	<p>No provision</p>	<p>No contest may be started or restarted or resumed that has not been restarted before an additional 90 minutes after the end of a regulation 90 minute game</p>	<p>No Provision</p>
<p>Game Reports</p>	<p>As required by the State Association</p>	<p>All required reports (fighting, ejections), report electronically within 24 hours. Forms are found at <a href="http://www.NCAAsoccer.arbiter.sports.com">www.NCAAsoccer.arbiter.sports.com</a></p>	<p>Determined by the local or national association</p>
<p>Protest by Coach</p>	<p>No provisions for protest</p>	<p>May be filed up to <i>forty eight</i> hours after</p>	<p>No provision</p>



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<p>Coach conveying Tactical Information to team and Coach Restrictions</p> <p style="text-align: center;"><b>TOPIC</b></p> <p>Video Review</p>	<p>Coach may give instructions during injury, otherwise cannot leave team area. May use electronic communication devices on sideline only cannot communicate with field players</p> <p style="text-align: center;"><b>NFHS</b></p> <p>No Provision</p>	<p>match. (Certain restrictions –Rule 12.16)</p> <p><del>Cannot leave coaching or team area. Coach</del>  <i>May use electronic tablet or dry-erase board. No player or coach may approach or speak to referee between periods, except captain, unless summoned. Coaches on roster and on site can communicate with each other electronically. Cannot give instruction during an injury</i></p> <p style="text-align: center;"><b>NCAA-NISOA</b></p> <p><i>Must be agreed upon before game. Initiated only by referee. Equip. must be at field level or scorer's table. Call on field can only be overturned if evidence is indisputable. Only three situations can be reviewed: ball over goal line for a goal, identify players for discipline, determine if a fight occurred and to identify participants.</i></p>	<p>Only one person at a time is allowed to convey tactical instructions from the technical area</p> <p style="text-align: center;"><b>FIFA - USSF</b></p> <p><i>May be used in certain situations</i></p>
<p>Ball in play – free kick</p>	<p>Ball must be kicked and <u>visibly moved</u></p>	<p>Ball must be played or touched</p>	<p>Same as HS Fed.</p>

Footnote to the FIFA Offside Law 11 concerning interpretation of “INTERFERING” and “GAINING AN ADVANTAGE”. “Interfering with an Opponent” means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent’s line of vision or movement for challenging an opponent for the ball.

“Gaining an Advantage” by being in an offside position means playing a ball that (1) *rebounds or is deflected* to him off the goal post, crossbar or an opponent; (2) that *rebounds or is deflected* to him from a deliberate save by an opponent; (3) receiving the ball from an opponent who *deliberately* plays the ball such as a miskick or misdirected header (except for a deliberate save), is not considered to have gained an advantage and is not offside.

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