



**National Intercollegiate Soccer Officials Association**



A COMPARATIVE STUDY OF RULES AND LAWS

# 2017 SOCCER GUIDE

*(INTERCOLLEGIATE EDITION)*

By

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Based Upon:

- *NCAA Soccer Rules and Interpretations – 2016-2017 and Mid-Year changes*
- *National Federation Soccer Rules Book – 2017-2018*
- *[USSF] IFAB Laws of the Game – 2016-2017 and Other Officially Authorized Supplemental Materials*

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Many NISOA members officiate soccer matches using Rules and Laws of soccer organizations and rule-making bodies other than the NCAA. 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 NCAA, High School Federation Rules and IFAB Laws and of the Game. 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 NISOA 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 IFAB Laws of the Game are published in May and take effect the following June. The NCAA Rules are enacted early in the year, but are not normally published until early or mid summer. High School Federation rule changes are enacted by their Rules Committee each January and are distributed in early summer. The NCAA Rule Book is only published every other year. A new edition will be published this year. 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 2017 season are shown in *italics*.




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<b>TOPIC</b>	<b>NCAA – NISOA</b> 	<b>HIGH SCHOOL FEDERATION</b> 	<b>IFAB – USSF</b> 
Terminology - (It is important to use the proper terminology, especially in writing game reports)	Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official  Illegal Obstruction	Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game 4 <sup>th</sup> Official  Obstruction	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area  Abandoned Match 4 <sup>th</sup> Official / Additional Assist. (AAR) Impedes Progress of Opponent
Where the Rules or Laws are Employed	NCAA, NAIA, NJCAA, NIRSA and NCCAA	Most public high and intermediate schools and some private schools	International matches, professional leagues, most club and semi-pro matches, and some private schools
Interpretations	Approved Rulings (A,R.) appearing in the Rule book are official decisions of the NCAA. The NCAA secretary/rules editor can be contacted for interpretations. Generally it is preferable to first go through the local NISOA Chapter Clinician. The NCAA Rules Book does NOT contain the description of standardized procedures for the Diagonal System of Control (DSC). NISOA describes this system for its members in other publications.	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 modifications of the playing rules for the student athletes in their respective states. The Rules describe 3 systems of mechanics that may be used; the Dual Officiating System, The Diagonal System of Control (DSC) and the Double-Dual System.	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 IFAB and USSF publications.



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>HIGH SCHOOL FEDERATION</b>	<b>IFAB – USSF</b>
<b>FIELD OF PLAY</b>	<b>RULE 1</b>	<b>RULE 1</b>	<b>LAW 1</b>
11 Yd. Encroachment Hash Mark	Mandatory – Correct before match, if not possible, begin game and file report	Optional	Optional
Penalty Kick Mark	2 foot Line or 9” diameter spot	Same as NCAA	Penalty mark (no fixed size)
Goal Nets	Mandatory	Same as NCAA	Not mandatory – may be used
Coaching and Team Area	20 yards long and 10ft from touchline Caution to coach who leaves the area after a first verbal warning and IFK where ball was if game stopped. Ejection for 3rd offence. R 12.14	Same size as NCAA. Caution to coach who leaves this area. R 1, Sec. 5. Benches should be on same side of field – if not, benches should be diagonally opposed from each other	Specifies a Technical Area. Only one person at a time may convey information to the players
Coach communication	Coaches on roster and on site may communicate with each other electronically.	No provision but no phones or radios allowed during play. Communication devices on sideline only. Cannot communicate with players.	No provision
Padded Goal Posts	Not Sanctioned	A white commercially made pad at least 72” in height and a max. of 1” thick may be placed on the vertical posts.	Same as NCAA
Goal Post Placement	Goal lines must be the same width as the goal posts and crossbars.	Rear of each goal post shall be on the outer edge of the goal line. R 1, Sec. 4, Art. 1	Same as NCAA
Field Conditions for play to start and continue	Determination made by referee	Prior to start of game, host institution representative determines; thereafter determination is made by referee.	Same as NCAA
Games played indoors	Game may be played indoors	No provision	No provision
Turf Fields	Permitted – no restrictions	Same as NCAA	Artificial surfaces must be green. Surfaces cannot be mixed.



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<b><u>THE BALL</u></b>	<b><u>RULE 2</u></b>	<b><u>RULE 2</u></b>	<b><u>LAW 2</u></b>
Number of Balls	No fewer than 5, identical balls. At least 4 ball persons at least 10 yrs. of age. Recommended to wear colored vests. Use manufacturers suggested pressure.	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.	1 required, others may be used if available. For major international matches – IFAB marking required USSF – up to 6 suggested.
<b><u>PLAYERS AND SUBSTITUTES</u></b>	<b><u>RULE 3</u></b>	<b><u>RULE 3</u></b>	<b><u>LAW 3</u></b>
Team Roster	REQUIRED to be presented to referee, scorekeeper and other coach 30 mins. prior to game. Copy for referee should not show total cautions and ejections. Terminate if not given	REQUIRED to be presented by coach or player to referee 5 mins. prior to game. Names may be added to roster after start of play. Player numbers required on roster	Names of subs given to referee prior to match (no more than 6 in National A team matches). List of subs must be given to referee before the match
When Substitutions Allowed	<u>Either Team</u> : End of period; goal; goal kick; player removed 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 must be subbed and can return on any stoppage if cleared by medical personnel (not charged with reentry) GK ejected (team plays short but may sub for GK-no sub for other team. <i>Player leaves field for equipment change without sub, may return at next stoppage</i>	<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 including goalkeeper; disqualification (but not for disqualified player); blood on player or uniform or any sign of concussion (may not return until cleared by health care professional. When Bench player carded and subs have already reported. All subs must be beckoned onto field except before start of a period.	At any stoppage with permission of referee. (Many local leagues have set times for substitutions – consult <i>Player leaving for equip. change or repair can reenter during play with permission of referee</i>
When Substitute Becomes a Player of Record	<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 ball going out of play	<u>Team in Possession</u> : Same as NCAA	When the substitute actually enters the field (must be at the halfway line)



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<b><u>PLAYERS AND SUBSTITUTES</u></b>	<b><u>RULE 3</u></b>	<b><u>RULE 3</u></b>	<b><u>LAW 3</u></b>
Restrictions of Substitution	<p>When beckoned on by referee during first 85 mins. of match. During last 5 mins., when referee signals the clock to stop if the leading team substitutes</p> <p>During 1st half and in each overtime period – no reentry. One reentry in 2nd half (R3, Sec5). GK allowed one reentry in each period and each overtime</p>	<p>When beckoned onto field by the referee</p> <p>A player substituted for may reenter an unlimited number of times in the match</p>	Player replaced may not reenter the match (this differs in many local competitions and youth matches. (Refer to local league laws)
Changing of Goal Keeper with Field Player	During any stoppage with referee's permission. Verbal warning to both players at next stoppage for violation. No sub from the bench for GK during a penalty kick	Whenever clock is stopped or at a substitution time with after notifying referee. Both players verbally warned for any violation	During any stoppage with referee's permission. Caution both players for violation when ball is out of play
Withdrawing a Reported Substitute	Sub is not required to enter but is charged with a reentry	Once beckoned onto field by referee, sub must enter	No requirement
<b><u>PLAYER'S EQUIPMENT</u></b>	<b><u>RULE 4</u></b>	<b><u>RULE 4</u></b>	<b><u>LAW 4</u></b>
Casts, Facemasks, "Ankle Braces" and Monitoring Devices	Casts permitted if covered and not considered dangerous by referee. Facemasks permitted. Players may wear a device to monitor data which can be used during the match	Hard casts or splints must be padded with closed cell foam at least 1/2" thick. Facemask, if worn, must be molded to the face with no protrusions; player must have a medical release at game site signed by a physician for use of mask; Metal ankle braces must be worn inside socks; non-metal may be worn outside of sock. Soft padded headbands allowed. Capt. armband, if worn, must be on arm. Heart monitors allowed	Referee's discretion – check for safety and require padding if cast is hard or dangerous. Soft facemasks permitted if referee deems them not dangerous. Head covers allowed if black or same color as jersey. May not be attached to jersey. Monitoring devices (EPTS) allowed but may not be received or used during the match In the technical area
Uniform Numbers	8" number of back of jersey and 4" number on front of jersey including GK	6" number of back of jersey including GK, 4" number on front of jersey or on shorts	Nothing specified in Laws



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<b><u>PLAYER'S EQUIPMENT</u></b>	<b><u>RULE 4</u></b>	<b><u>RULE 4</u></b>	<b><u>LAW 4</u></b>
Visible Apparel Under Uniform and Stockings Including arm and leg sleeves (NFHS)	Visible apparel worn under shirt or shorts, must be a solid color and recommended that it matches dominant color of the garment Same color must be worn by all team members wearing undergarments	If worn under shorts or jersey, all on team must be alike and similar length and solid color matching predominant color of garment. Both socks must be of similar dominant color. If tape is applied over sock, it must be of similar color as that part of the sock.	All visible undergarments (shirt or shorts) must be same main color as uniform shirt or shorts. Shirts must have sleeves. Any tape or any material applied over the stockings must be the same color as that part of the stocking
Uniform Colors	Home team responsible to ensure their uniforms (shirt and socks) contrast to those of the visitor	Home Team – Jerseys and socks must be solid white; visitors - dark jerseys and socks. Applies to varsity only	Nothing specified in Laws; no political, religious, or personal statements permitted
Jerseys Tucked-In	Not specified but generally required	Mandatory	Not specified
Goal Keeper's Jersey and Socks	Jersey must differ from all field players and stockings must differ from opponent	Must differ from all other players, but Jersey can be same color as opponent's GK. Socks must differ from opponents' socks	Must differ from all players and officials. May be same color as opposing Goal Keeper
Jewelry	Not permitted except for "Medic Alert" bracelets or necklaces if taped to player's body. Sanction is clock to be stopped, player ordered off field (no sub) until next sub opportunity	Not permitted, except medical or religious medals which must be taped under uniform. "Medical Alert" bracelet must be taped and visible. Colored mouth protectors allowed	Not permitted
Shin guards	NOCSAE standard required	NOCSAE standard required. Seal and height range of player must be stamped on outside	Shin guards required – no standard specified
<b><u>THE REFEREE</u></b>	<b><u>RULE 5</u></b>	<b><u>RULE 5</u></b>	<b><u>LAW 5</u></b>
System of Match Control	Diagonal System of Control (DSC) shall be used. If 1 official fails to appear, the dual system may be used	DSC, Dual (2 referee) or Double Dual (3 referee) systems authorized	DSC Only – may use club linesmen if necessary. May use Additional Assist. Referees (AAR)





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<b>THE REFEREE</b>	<b>RULE 5</b>	<b>RULE 5</b>	<b>LAW 5</b>
Power to Forfeit or Terminate Match	Terminate if coach will not end discussion or leave the field; team refuses to return to field with 3 mins; ejected or ineligible player enters field; failure to submit roster prior to match. If a team is not on field within 15 mins of game time it is declared “no contest”. Referee can suspend game. If game is terminated less than 70 mins into match, it is declared “no contest”	Forfeit if less than 7 players, however, if below 7 due to equipment problem, minor injury or blood, wait for treatment or correction. Referee can terminate if team refuses to play, no cross-bar, etc.	Referee has no power to declare a forfeit but may suspend or terminate a match
Authority Begins and Ends	Begins when referee arrives at site and referee must arrive at least 30 minutes prior to scheduled game time and authority ends when officials leave the game site	Begins when referee enters field or surroundings and at least 15 mins prior to start of game and ends when officials leave the field and its immediate surroundings	Begins when officials enter the field area and ends when they leave
Referee Uniform	Gold, orange, blue, or green with checkered grid pattern or black with white striping. Socks – black with 3 bands of white, gold, blue, orange or green, all dressed alike. Cap permissible, Shoes-mainly black. No jewelry except for watch	As set by State Association, but usually the same shirt as USSF. Black shorts or long trousers, black stockings with white top stripes. Predominantly black shoes. In some states, black and white striped shirts are worn. Solid black cap may be worn. Shirt must differ from field players, but not goalkeepers	Shirts – Gold, black, green, red or blue, all with vertical striping. 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 generally worn in top matches
Whistles and Hand Signals	Whistle used for kickoff, penalty kicks, and to signal play stoppage. Other whistles discretionary. Signals are used for throw-in direction, indirect and direct free kick, goal corner kicks, corner and goal kicks, advantage with verbal “play-on” Timeout signal is specified	Whistles same as NCAA, used also to signal restarts after substitutions, injuries and time stoppage; when a card is given and on encroachment; discretionary and if needed when ball goes out of play. Hand signals – same as NCAA but adds a wind-up motion to start clock after time has stopped; goal signal	Whistle used for kick-off, penalty kick, restarts and stoppages as necessary. Signals – same as NCAA except no specific signal for clock stoppage. If needed, one arm signal may be used for advantage call.





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<b>THE REFEREE</b>	<b>RULE 5</b>	<b>RULE 5</b>	<b>LAW 5</b>
Time Keeping	Home team clock is official, referee takes over on malfunction. Game ends when timekeeper’s signal begins or clock shows 0:00. Timer counts down last 10 seconds to zero. During last 5 mins. of game, referee has discretion to allow clock to run or stop when losing team player carded	Referee keeps time only by agreement of the coaches or state association – otherwise, home team controls clock. Timer counts down last 10 seconds.	Referee keeps official time and indicates how much additional time is to be added in half and match for time lost
Pre-game Conference	Nothing specified at coin toss.	Head coach must attend with captain(s). Referee address sportsmanship and inquires of the coaches if players are properly and legally equipped.	Nothing specified in Laws
2nd Caution Mechanics for Displaying Cards	Display yellow card and then red card sequentially.	Same as NCAA – No sub allowed for 2nd caution to a player	Same as NCAA
Articles Worn by Officials	Officials should not wear anything that is not allowed to be worn or carried by players except watches and caps.	Same as NCAA	Same as NCAA, however in senior and professional leagues caps are not usually worn
Post-Game Score Verification	All officials must sign score book. Jurisdiction over the score and statistics ends upon signing. Once score sheet is signed and released for publication, coaches, players and other personnel bear the burden of errors. Protests may be filed only up to 48 hours after game.	Head referee must verify score	A match report to the appropriate authorities is required



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<b><u>THE A.R. and OTHER OFFICIALS</u></b>	<b><u>RULE 6</u></b>	<b><u>RULE 6</u></b>	<b><u>LAW 6</u></b>
Other game personnel	A time keeper and score keeper are required. An Alternate Official (AO) may be used. A minimum of 4 ball persons over the age of 10 is recommended	A scored and timer are preferably used designated by home school, but by agreement of coaches, both functions may be performed by the head referee. At least 2 ball holders are provided by home team. A 4th official may be used.	A 4th official may be used and in some leagues, additional assistant referees located beyond the goal lines.
Signal to Inform Referee that a Foul by Defender was Inside Penalty Area	AR moves smartly to the corner	No signal specified	Same as NCAA
<b><u>DURATION OF GAME</u></b>	<b><u>RULE 7</u></b>	<b><u>RULE 7</u></b>	<b><u>LAW 7</u></b>
Length of periods	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.	2- 40 min. periods or 4-20 min quarters Overtime allowed by state association, up to 20 mins. maximum, sudden victory may be permitted by state during regular season. Post-season tie breaking procedures are left to state associations.	2-45 min. periods plus allowances for time lost due to subs., injury, time wasting, etc. The local rules of competition may allow for 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark.
Official Game	A suspended game of less than 70 minutes is declared “no contest”. If at least 70 mins. have been played the governing authority may declare it official.	Official game if one half has been played. If suspended during the first half, state association determines if game is to be rescheduled from the beginning or from the point of suspension.	If less than full time is played and the match is abandoned, the match must be replayed in its entirety, if terminated competition authorities determine outcome.
Half-time and Overtime (OT) Intervals	15 mins for half time except post-season by agreement, less by prior consent of coaches and officials. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins.	10 minutes for half- time unless otherwise agreed by coaches. Between end of game and first OT period – 5 minutes. Time between overtime periods, 2 minutes.	Players are entitled to a halftime interval. It must not exceed 15 mins.



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<b><u>DURATION OF GAME</u></b>	<b><u>RULE 7</u></b>	<b><u>RULE 7</u></b>	<b><u>LAW 7</u></b>
Clock stops	Goal, penalty kick, cards, & at discretion of referee (injury, time wasting, etc.). Subs during last 5 mins. of 2nd half by leading team and special TV timeouts. Also, if player shows signs of concussion.	Goal, penalty kick, yellow and red cards, and at discretion of referee, (to assess possible injury, time wasting, etc.)	Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not technically stop but time is “added on.
<b><u>START OF PLAY</u></b>	<b><u>RULE 8</u></b>	<b><u>RULE 8</u></b>	<b><u>LAW 8</u></b>
Coin Toss – winner	Choice of goal or kick off. Same procedure for 1st sudden-victory overtime period.	Same as NCAA	Must choose goal to attack. Loser of toss always kicks off.
Kickoff	Same as IFAB	Same as IFAB	Ball may be kicked in any direction.
Drop Ball	Where ball was when play stopped. If in goal area, drop on 6 yd. line nearest to location of stoppage. Does not require 2 opposing players. Goal may be scored from a drop ball.	Same as NCAA, but must also be 5 yds. from touch line and must be dropped between two opposing players.	Same as NCAA except goal cannot be scored directly from a dropped ball.
<b><u>BALL IN AND OUT OF PLAY</u></b>	<b><u>RULE 9</u></b>	<b><u>RULE 9</u></b>	<b><u>LAW 9</u></b>
Restart after injury, inadvertent whistle, replaced cross bar, etc.	Drop ball where play was stopped by the referee except if in goal area, drop on 6 yd. line nearest to location of stoppage. Does not require opposing players to be at the drop spot; if injury and or other stoppage and GK has possession of ball when play stopped – then IFK to GK’s team, unless stopped for a foul.	If one team is in clear possession, indirect free kick, otherwise drop ball at spot of stoppage. Drop must be between opposing players. Goal can be scored from a drop ball.	Same as NCAA, except no special goalkeeper provision
Ball strikes overhead wire or tree extending into field	Considered as an outside agent. Ball is dropped at nearest point where ball landed. (Interpretation from NCAA rules editor)	Local ground rule to be discussed prior to game. No set rule.	Considered part of field. Ball remains in play. (Advise to Referees- 1.8c and 1.8d



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<b><u>SCORING</u></b>	<b><u>RULE 10</u></b> No differences between the three	<b><u>RULE 10</u></b> No differences between the three	<b><u>LAW 10</u></b> No differences between the three
<b><u>OFFSIDE</u></b>	<b><u>RULE 11</u></b> See Footnote on page 16 Same as IFAB	<b><u>RULE 11</u></b> See Footnote on page 16 Same as IFAB	<b><u>LAW 11</u></b> See Footnote on page 16
<b><u>VIOLATIONS AND MISCONDUCT</u></b>	<b><u>RULE 12</u></b>	<b><u>RULE 12</u></b>	<b><u>LAW 12</u></b>
Caution-Reasons (Yellow Card)	Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting and excessive celebration); delays restart; encroachment of free kicks and corner kicks; coach may be cautioned for coaching outside of team area. Coach and bench personnel may be carded. (yellow or red)	Same as NCAA – also use of video or communication, etc. to assist in coaching; use of tobacco at game site. Unsporting conduct includes coaching outside of box, faking injury, simulating a foul, excessive goal celebration, reckless play. 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 specific player. Coach and bench personnel CAN be carded (yellow or red). Coach carded if player illegally equipped and player must go off until next sub time Any subsequent illegal equipment infractions-player is carded, not coach. Note that taunting is a red card. Delayed or excessive acts to focus attention on player or prohibits timely restart. Foul on obvious goal scoring opportunity, but goal scored.	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's permission Coach and bench personnel CANNOT be carded, but subs on bench may be carded



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<b><u>VIOLATIONS AND MISCONDUCT</u></b>	<b><u>RULE 12</u></b>	<b><u>RULE 12</u></b>	<b><u>LAW 12</u></b>
Ejection-Reasons (Red Card)	Serious foul play; violent behavior; fighting; spits at anyone; denies an obvious goal-scoring opportunity-see DOGSO footnote on page 16; uses hostile or abusive, language or harassment that refers to race, religion, sex, sexual orientation or national origin, or other threatening or obscene language, behavior or conduct; receives a 2d caution; 3rd occurrence of coaching outside of team area. Coach and bench may be carded	2nd 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 (DOGSO), 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.	Serious foul play or challenge (includes any tackle which endangers safety of opponent); violent conduct; spits at anyone; denies an obvious goal-scoring opportunity (see footnote on last page) by handling or any offense punishable by a free kick; uses offensive, insulting or abusive language or gestures; receives a 2nd caution. Red card cannot be shown to coach or non-player; some youth leagues differ.
Player on field at end of period is ejected or disqualified during the interval	Team plays short in the next half	Team does not have to remove a player to start the next period R12.8.2 Situation F	Same as NCAA
Charging Goalkeeper	May not be charged or interfered with while in possession of ball within his penalty area	Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing	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
Addressing Referee Between periods	Only captain permitted unless summoned by referee. 1st. occur. Verbal warning, 2nd occur. Caution, 3rd. occur. Ejection	Only team captain should address referee	No provision
<b><u>FREE KICKS</u></b>	<b><u>RULE 13</u></b>	<b><u>RULE 13</u></b>	<b><u>LAW 13</u></b>
Direct free kick Offenses	Spitting, kicking or attempt to kick, striking or attempt, tripping or attempt, using blood to assault, jumping at, handling ball, holding, pushing, charging violently, violently fouling goalkeeper while in possession of ball in the penalty area, all against an opponent.	Basically the same as NCAA, but specifies also charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground. Spitting at an opponent.	Basically the same as NCAA, but specifies also tackling an opponent in a manner deemed careless, reckless or with excessive force. Impeding progress when there is contact; assault on official, team mate or non-player. Sent off player, sub or team official who enters field and interferes with play or opponent



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## A COMPARATIVE STUDY OF RULES AND LAWS

<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>HIGH SCHOOL FEDERATION</b>	<b>IFAB – USSF</b>
<b><u>FREE KICKS</u></b>	<b><u>RULE 13</u></b>	<b><u>RULE 13</u></b>	<b><u>LAW 13</u></b>
Indirect free kick offenses	Playing ball a 2nd 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 secs. sub at improper time or without being beckoned by referee; persons other than players and ARs entering field with referee permission; improper coaching from the touchline after verbal warning; dissent; unsporting behavior (includes excessive celebration) or inappropriate language; dangerous play involving an opponent; offside; charging when ball is not within playing distance unless obstructed; 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 to goal keeper when in possession of ball. Assaulting a game official, team mate or non-player	Same as NCAA, but no mention of restart for 2nd violation of improper coaching from touchline. Adds that if play 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. If on field, from spot of offence, if off field, from spot where ball was, when match stopped. Dangerous play may involve opponent or a team mate	Dangerous play, impedes progress of opponent when there is no contact, 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.
<b><u>PENALTY KICKS</u></b>	<b><u>RULE 14</u></b>	<b><u>RULE 14</u></b>	<b><u>LAW 14</u></b>
Ball Placement	On the 9" spot or 2 foot line	Same as NCAA	On the penalty spot
Stutter stepping or faking by the kicker	Same as IFAB – Player cannot stop completely	Same as IFAB – cannot fully stop and there is continuous movement toward the ball	Permitted – no infraction if during run-up to kick. Cannot stop fully



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<b><u>PENALTY KICKS</u></b>	<b><u>RULE 14</u></b>	<b><u>RULE 14</u></b>	<b><u>LAW 14</u></b>
Player taking kick infringes or teammate encroaches and ball does not go into goal	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	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 goal keeper, play continues	Indirect free kick given to defenders at the point of infraction
Kicks from the penalty spot/mark (tiebreaker)	No player reduction if other team is less than 11. Coach not allowed in center circle during kicks. 10 kickers to be designated from the roster to remain at center circle. Order can be changed if more kicks required. Need not have been on field at end of match. Referee selects goal to be used	Same as NCAA Coach selects the first 5 kickers. If still tied, 5 different players are selected. Any player on the roster may take part. Coach and non-kickers must remain in team area	If one team playing short, other team, must reduce number of kickers to equalize, coach not permitted on field. Each team must have same number of kickers. Only players on the field at the end of the match may take part. Kickers to remain in center circle
Kicker plays ball backwards	Kick is retaken	Kick is retaken	Indirect Free Kick to defenders and caution to offender
After kick is taken, but before being touched by another player or hits the goal, necessitating a suspension (i.e. outside agent).	Kick is retaken	Kick is retaken	Same as NCAA
<b><u>THROW-IN</u></b>	<b><u>RULE 15</u></b>	<b><u>RULE 15</u></b>	<b><u>LAW 15</u></b>
Position of Defenders	Same as IFAB	Same as IFAB	All must stand no less than 2 meters (2 yards) from the point of the throw-in, may not jump about or distract
Ball never enters field	Throw-in awarded to opponent	Same as NCAA	Throw-in retaken
Throw-in by impaired player using only one hand	No provision	Legal – One-handed throw-in allowed in such cases	Same as HS Fed. See USSF Advice to Referees §15.3
Stickum to enhance grip	Not allowed. Also applies to goalkeepers	No provision	No provision





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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>HIGH SCHOOL FEDERATION</b>	<b>IFAB – USSF</b>
<b><u>GOAL KICK</u></b>	<b><u>RULE 16</u></b>	<b><u>RULE 16</u></b>	<b><u>LAW 16</u></b>
Moving ball in goal area after it is spotted	No prohibition unless movement is for purposes of time wasting	Once spotted, ball may not be moved to another part of goal area	Same as NCAA
<b><u>CORNER KICK</u></b>	<b><u>RULE 17</u></b> No significant differences in the three sets of Rules and Laws	<b><u>RULE 17</u></b> No significant differences in the three sets of Rules and Laws	<b><u>LAW 17</u></b> No significant differences in the three sets of Rules and Laws
<b><u>MISCELLANEOUS</u></b>			
Foul indicated by Assistant Referee	Flag held vertically overhead with a slight circular wave	Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made and point in direction of restart	Same as NCAA, but make eye contact with referee before waving flag
Coach conveying tactical information to team and coach and player restrictions	Coach cannot leave coaching and team area to give instruction. Cannot instruct during an injury. Coach may use electronic tablet or dry-erase board. No player, coach or team rep. except captain may approach or speak to referee between periods, unless summoned by referee. Coach permitted to view from press box and can communicate with bench electronically but not with players	No restriction, coach may give instructions to team during an injury. Coach may use electronic equipment and tablets on sideline, but cannot use them to communicate with players during play.	Only one person at a time is allowed to convey tactical instructions from the technical area
Future Requirements	Rule Book issued every two years - New book will issue in 2017	None presently known	Goal line technology may be used
Protest by Coach	Allowed up to 48 hours after end of match. Only granted if it has impact on game outcome	No protests permitted	No Provision
Outside agent touches ball as it goes into goal	Drop ball	Drop ball	Referee can award goal if the touch had no impact on the defenders



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<b>MISCELLANEOUS</b>			
Video Review	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.	No provision	May be used
Ball in Play on Free Kicks	Ball must be touched and moved	Ball must be kicked and visibly moved	Same as HS Fed.
Restart after Delays	No contest may be started or restarted more than 3 hours after the originally scheduled start time unless mutually agreed upon prior to the start of the game.	No similar provision	No similar provision



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## A COMPARATIVE STUDY OF RULES AND LAWS

Footnote to the IFAB 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/her off the goal post, crossbar or an opponent; (2) that *rebounds or is deflected* to him/her 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.

IFAB Law 12 regarding DOGSO: In IFAB Laws of the Game, if the offense occurs inside the penalty area a penalty kick is awarded. A caution is awarded if the foul was an attempt to play the ball. It’s still a penalty kick and a red card for handling, holding, pushing, pulling or violent conduct and serious foul challenges. *This is also in effect for NCAA.*

