



National Intercollegiate Soccer Officials Association



A COMPARATIVE STUDY OF RULES AND LAWS



2007 SOCCER GUIDE

(INTERCOLLEGIATE EDITION)

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Based Upon:

- ***NCAA Men's and Women's Soccer Rules – 2007***
- ***National Federation Soccer Rules Book – 2007-2008***
- ***[USSF] FIFA Laws of the Game – 2007***
And Other Authorized Supplemental Materials

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PREFACE:

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 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 NISOA entry level and in-service clinics.

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 12.

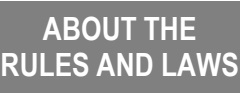



It should be noted that the three sets of Rules and Laws are constantly changing and the different bodies publish their changes at different times of the year. Generally the FIFA Laws are published in May and take effect the following July. The NCAA Rules are enacted early in the year, but are not normally published until early or mid summer. High School Federation rule changes are enacted by their Rules Committee early each year and are distributed in early summer. 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 authors. If any errors are noted, it would be appreciated if they are brought to attention of Don Dennison at donsar@comcast.net



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<p>Terminology - (It is important to use the proper terminology, especially in writing game reports)</p>	<p>Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official</p>	<p>Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Reserve Official</p>	<p>Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4th Official</p>
<p>Where the Rules or Laws are Employed</p>	<p>NCAA, NAIA, NJCAA, NIRSA and NCCAA</p>	<p>Most public high and intermediate schools and some private schools</p>	<p>International matches, professional leagues, most club and semi-pro matches, and some private schools</p>
<p>Interpretations</p>	<p>Approved Rulings (A,R.) appearing in the Rule book are official decisions of the NCAA. The secretary rules editor can be contacted for interpretations (pg 6). Generally it is preferable to first go through the NISOA Rules Interpreter. The NCAA Rules Book does NOT contain the description of standardized procedures for the two allowed Systems of Mechanics. NISOA describes these systems for its members in other publications.</p>	<p>Play Rulings in the book are interpretations approved by the NFHS Soccer Rules Committee. The State High School Associations can be contacted for additional interpretations .The Rules describe 3 systems of mechanics that may be used</p>	<p>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.</p>
<p>FIELD OF PLAY 11 Yd. Encroachment Hash Mark</p>	<p>RULE 1 Mandatory</p>	<p>RULE 1 Optional</p>	<p>LAW 1 Optional</p>



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Penalty Kick Mark Goal Nets	2 foot Line or 9" diameter spot Mandatory	Same as NCAA Same as NCAA	penalty spot (no fixed size) Not mandatory
<u>FIELD OF PLAY</u> (cont) Coaching and Team Area	RULE 1 20 yds long and 10' from touchline 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 rd offence. R 1, Sec. 12	RULE 1 Same size as NCAA. Caution to coach who leaves this area. R 1, Sec. 5. Should be on same side of field, but if on opposite sides, the benches should be diagonally across from each other	LAW 1 Not specified in the Laws, but mentioned in the Additional Instructions for Referees, ARs and 4 th Officials (Pg.61)
Coach in press box	One member of coaching staff may view match from press box but may not contact bench during play	No provision	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 <u>outer</u> 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 R 1 Sec. 7	Same as NCAA
Games played indoors	Match may be played indoors of outside field is unavailable	No provision	No provision
<u>THE BALL</u> Number of Balls	RULE 2 3 or more identical. Max. of 6 and at least 4 ball persons at least 10 yrs. old	RULE 2 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.	LAW 2 1 required, others may be used if available. For major international matches – FIFA marking required
<u>PLAYERS AND SUBSTITUTES</u> Team Roster	RULE 3 REQUIRED to be presented to referee, scorekeeper and other coach 15 mins. prior to game time. Copy given to	RULE 3 REQUIRED to be presented to referee 5 mins. before game time. Names may be added to roster after the start of play	LAW 3 Names of subs given to referee prior to match. No other roster requirement. No more than 6 in



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<p>Substitutions When?</p>	<p>referee should not show total cautions and ejections.</p> <p><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)</p>	<p><u>Either team:</u> End of period; goal; goal kick (players must have already reported to scorer; caution (player must go out); injury (must go out if treated or referee deems player is injured); disqualification (but not for disqualified player); blood on player or uniform – all are unlimited in number.</p>	<p>National A Team matches</p> <p>At any stoppage with permission of referee. (many local leagues have set times for subs).</p>
<p>Substitutions (Cont) When?</p> <p>When substitute become a player of record</p> <p>Restrictions</p> <p>Changing Goal Keeper with field player</p>	<p><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); GK ejected: (team plays short but may sub for keeper – no sub allowed for other team.</p> <p>When beckoned on by the referee during the first 85 mins of game. During last 5 mins., when referee signals the clock to stop if leading team substitutes</p> <p>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</p> <p>During any stoppage with referee's permission Verbal warning to the players at next stoppage for violation.. No sub from bench for GK during penalty kick.</p>	<p><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>When beckoned onto the field.</p> <p>When given a yellow and red card for delayed or excessive acts to focus attention on the player or a subsequent caution; player is disqualified but may be subbed for.</p> <p>Whenever clock is stopped or at a substitution time with permission of referee. Warning to both players for a violation.</p>	<p>At any stoppage of play with the permission of the referee. Many youth leagues have set times for substitutions</p> <p>When substitute enters the field (must be at the halfway line)</p> <p>Player replaced may not return to the match. (This Law differs in many local competitions and youth matches)</p> <p>During any stoppage with referee's permission. Caution both players for violation when ball is out of play.</p>



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PLAYERS' EQUIPMENT	RULE 4	RULE 4	LAW 4
Casts and Facemasks	Casts permitted if covered and not considered dangerous by referee. Facemasks not permitted	Hard casts or splints must be padded. Facemask may be worn by player with facial injury. It must be molded to the face with no protrusions; player must have a medical release at the game site signed by a physician for either cast or mask	Referee's discretion – check for safety and require padding if cast is hard or dangerous. Facemasks now permitted if referee feels they are not dangerous
Uniform numbers	8" number on back of jersey and 4" number on front of jersey, <u>including</u> Goal Keeper	6" number on back of jersey (GK excluded) and 4" number on front of jersey or shorts	Nothing specified in the Laws
Visible apparel under uniform and stockings	Visible apparel worn under shirt or shorts must be solid color that matches the dominant color of the garment (recommended R 4, Sec. 2d)	If worn under shorts, all on team must be alike & of similar length and solid color. If under jersey, all alike, similar length and of a solid color. Socks must be of a similar color, design and pattern.	If thermal under shorts are worn, they must be same color as shorts If undergarment is worn, the sleeve color should be the same main color as the sleeve of the shirt
Uniform Colors	Home team has responsibility to insure that their uniforms contrast to those of the visitors	Home team – white or light jerseys and stockings; visitors, dark jerseys and stockings	Nothing specified, but no political, religious or personal statements allowed
Shirts tucked in Goal Keeper's Jersey and Color	Not specified – generally required Jersey must differ from all field players and socks must differ from opponents	Mandatory (R 5, Sec. 3, Art. 1) Same as FIFA, except can be same color as other Goal Keeper	Same as NCAA Must differ from all other players and the officials
Jewelry	Not permitted – Except "Medic Alert" bracelets or necklaces, if taped to body. Penalty-clock stopped, player leaves field (no sub allowed)	Not permitted – Except for medical or religious medals which must be taped under uniform. Medic alert bracelet must be taped and visible	Not permitted



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<p><u>THE REFEREE</u> Referee System</p>	<p>RULE 5 Diagonal System of Control (DSC) (preferred) or Dual System</p>	<p>RULE 5 DSC, Dual (2 referee) or Double Dual (3 referee)</p>	<p>LAW 5 DSC</p>
<p>Forfeit or Terminate</p>	<p>Power to forfeit if coach will not end discussion or leave field, or team refuses to return to field within 3 mins.; ejected player reenters as a sub. If team not on field within 15 mins of game time it is declared "no contest". Ref, can suspend game. If terminated less than 70 mins into game, - it is declared "no contest".</p>	<p>Forfeit if less than 7 players, however if below 7 due to equip. problem, minor injury or blood wait for treatment or correction. Can terminate if team refuses to play, no cross bar, etc.</p>	<p>Referee has no power to declare forfeit but may suspend or terminate a match</p>
<p>Authority Begins and Ends</p>	<p>Begins 30 min. before scheduled game time and ends when officials leave the game site</p>	<p>Begins 15 min. prior to start of game and ends when officials leave the field and its immediate surroundings.</p>	<p>Not specified but by custom begins when officials enter the field area and ends when they leave.</p>
<p>Referee Uniform</p>	<p>Solid black or gold, orange, blue or black with white-all except solid black in a checked grid pattern. Socks – black with 3 bands of white, gold, orange or Blue All dressed alike. Cap permissible. Shoes mainly black.</p>	<p>Shirt - as set by the State Associations. Black shorts or long trousers. Black stockings with white stripes. Solid black cap may be worn</p>	<p>USSF – Shirts- Gold, black, red or blue, all with 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</p>
<p>Whistles and hand signals</p>	<p>Whistle used for kickoff, penalty kicks, and to signal play stoppage such as fouls, injuries, etc. Other whistles discretionary. The only recognized hand signals are for advantage, indirect and direct free kicks, goal and corner kicks and penalty kicks, all by pointing to the spot and giving direction, also timeout</p>	<p>Whistles, same as NCAA and to signal restart after substitutions, injuries and time stoppage. Also when a card is given and encroachment Discretionary when ball goes out of play. Special hand signals for all fouls, time out and goal.</p>	<p>Whistle used for kickoff, penalty kick, restarts and stoppages as necessary Signals are the same as NCAA except no specified time out signal.</p>



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Half-time and Overtime (OT) Intervals	15 mins for half time, 10 or less by prior consent of coaches and officials. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins.	10 mins. for half time unless agreed by coaches. Time between overtime periods, same as NCAA	Players are entitled to a halftime interval. It must not exceed 15 mins.
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 .	Goal, penalty kick, yellow and red cards and at discretion of referee (injury, time wasting, etc.)	Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not stop but time is “added on”.
START OF PLAY Coin Toss – winner	RULE 8 Choice of goal or kick off. Same procedure for 1st sudden-victory overtime	RULE 8 Same as NCAA	LAW 8 Must choose goal to attack. Loser of toss always kicks off
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	Same as NCAA, but must also be 5 yds. from touch line and must be dropped between two opposing players.	Same as NCAA
<u>BALL IN AND OUT OF PLAY</u> Restart after injury, inadvertent whistle, etc.	RULE 9 Drop ball where play was stopped by the referee..	RULE 9 If one team is in clear possession, indirect free kick, otherwise drop ball at spot of stoppage	LAW 9 Dropped ball where play was stopped by referee.
<u>SCORING</u>	RULE 10 No differences between the three sets of Rules/Laws	RULE 10 ====	LAW 10 ====
<u>OFFSIDE</u> Meaning of “nearer to opponent’s goal line”	RULE 11 The position of any part of head, body or feet, will be the deciding factor, not the player’s arms	RULE 11 Same as NCAA	LAW 11 Same as NCAA



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<u>VIOLATIONS AND MISCONDUCT</u>	RULE 12	RULE 12	LAW 12
Caution-Reasons (Yellow Card)	Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting); delays restart; encroachment of free kicks and corner kicks; coach cautioned for 2 nd infraction of coaching outside of team area. Coach and bench personnel CAN 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. 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 improperly equipped	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
Ejection-Reasons (Red Card)	Serious foul play; violent conduct; fighting; spits at anyone; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; 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 2 ^d caution.; 3 rd occurrence of coaching outside of team area. Coach and bench may be carded	Delayed or excessive acts to focus attention on player or prohibits timely restart; 2 nd caution; violent conduct; taunting; serious foul play; hand ball to prevent goal (even 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	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 nd caution. Red card <u>cannot</u> be shown to coach or non-player
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 <i>fairly</i> 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



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<p><u>FREE KICKS</u> Direct free kick Offenses</p>	<p>RULE 13 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, and assaulting an official</p>	<p>RULE 13 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. Does not list assaulting an official</p>	<p>LAW 13 Basically the same as NCAA, but specifies also tackling an opponent to gain possession of ball by making contact with the opponent before touching the ball. Does not list assaulting an official.</p>
<p>Indirect free kick offenses</p>	<p>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 or inappropriate language; dangerous play; 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 or unusual situation and one team has clear possession of the ball.</p>	<p>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</p>	<p>Dangerous play, 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 secs. 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.</p>



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<p><u>PENALTY KICKS</u> Ball Placement</p> <p>Stutter stepping or faking by the kicker</p>	<p>RULE 14 On the 9" spot or 2 foot line</p> <p>Not permitted – Caution and retake</p>	<p>RULE 14 Same as NCAA</p> <p>Same as NCAA</p>	<p>LAW 14 On the penalty spot</p> <p>Permitted – no infraction</p>
<p>Player taking kick infringes or team-mate encroaches and ball does not go into goal</p> <p>Kicks from Penalty mark/spot (tiebreaker)</p>	<p>Goal kick, or corner kick if tapped over goal line by GK. If ball rebounds into play, an indirect free kick is given to defenders.</p> <p>No player reduction if other team is playing short. Coach not allowed in center circle during kicks. 10 kickers designated</p>	<p>Same as NCAA</p> <p>Same as NCAA, but no restriction on coach in the center circle</p>	<p>Indirect free kick to defending team</p> <p>If one team is playing short, other team must reduce number Coach not permitted on the field. Each team must have same number of kickers.</p>
<p><u>THROW-IN</u> Position of Defenders</p> <p>Ball never enters field</p> <p>Throw-in by impaired player using only one hand</p> <p>Use of "stickum" on hands</p>	<p>RULE 15 No restriction on position, but cannot move to interfere</p> <p>Throw-in retaken</p> <p>Not allowed</p> <p>Not permitted nor are gloves with adhesive surface</p>	<p>RULE 15 Same as NCAA</p> <p>Throw-in awarded to opponent</p> <p>Legal – One-handed throw-in allowed in such cases</p> <p>Nothing specified in rules</p>	<p>LAW 15 All must stand no less than 2 meters from the point of the throw-in</p> <p>Same as NCAA</p> <p>Same as HS Fed. See USSF Advice to Referees §15.3</p> <p>Same as H.S. Fed.</p>
<p><u>GOAL KICK</u> Moving ball in goal area after it is spotted</p>	<p>RULE 16 No prohibition unless movement is for purposes of time wasting</p>	<p>RULE 16 Once spotted, ball should not be moved to another part of goal area</p>	<p>LAW 16 Same as NCAA</p>
<p><u>CORNER KICK</u></p>	<p>RULE 17 No significant differences in the three sets of Rules and Laws</p>	<p>RULE 17 ====</p>	<p>LAW 17 ====</p>



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<u>MISCELLANEOUS</u> 2 nd Caution Mechanics for Cards	Display yellow card and then red card <u>sequentially</u>	Display yellow and red cards <u>simultaneously</u> in the same hand, except for coaches or bench personnel, in which case a yellow card is shown followed by a red card	Same as NCAA
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	Same as NCAA
Articles worn by officials	Officials should not wear anything that is not allowed to be worn by players (watches and caps excepted)	Same as NCAA	Same as NCAA, however in senior and professional leagues, caps should not be worn
Future Requirements	NOCSAE approved shin guard requirement temporarily delayed.	Same as NCAA	None presently known
Post-game Score verification	All officials must sign the score book. Jurisdiction over the score and statistics ends upon signing	Head referee must verify the score	Nothing stated in the laws, but the rules of the competition may require score card signature.
Restart after Delays	No contest may be started or restarted or resumed that has not been restarted before an additional 90 minutes after the conclusion of a regulation 90 minute game.	No similar provision	No similar provision



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