



National Intercollegiate Soccer Officials Association



A COMPARATIVE STUDY OF RULES AND LAWS



2012 SOCCER GUIDE

(INTERCOLLEGIATE EDITION)

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Based Upon:

- *NCAA Men's and Women's Soccer Rules – 2012-2013*
- *National Federation Soccer Rules Book – 2012-2013*
- *[USSF] FIFA Laws of the Game – 2011-2012*
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. 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 14.

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. The NCAA Rule Book is only published every other 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




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TOPIC ABOUT THE RULES AND LAWS	NCAA-NISOA 	HIGH SCHOOL FEDERATION 	FIFA – USSF 
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 Reserve Official Obstruction	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4 th Official 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 secretary rules editor can be contacted for interpretations (pg 5R). 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 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. The State High School Associations can be contacted for additional interpretations . 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 FIFA and USSF publications.
<u>FIELD OF PLAY</u> 11 Yd. Encroachment Hash Mark Penalty Kick Mark Goal Nets	RULE 1 Mandatory – Match should not begin Without these marks 2 foot Line or 9” diameter spot Mandatory	Optional Same as NCAA Same as NCAA	LAW 1 Optional penalty mark (no fixed size) Not mandatory – may be used



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA - USSF
Coaching and Team Area	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	Same size as NCAA. Caution to coach who leaves this area. R 1, Sec. 5. Benches should be on same side of field, but if on opposite sides, the benches should be diagonally across from each other	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 but no phones or radios allowed	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 if outside field is unavailable	No provision	No provision
Turf Fields	Permitted – no restrictions	Same as NCAA	Artificial surfaces must be green
<u>THE BALL</u> Number of Balls	<u>RULE 2</u> <i>No fewer than 5</i> , identical.-at least 4 ball persons at least 10 yrs. of age. Recommended to wear colored vests	<u>RULE 2</u> 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.	<u>LAW 2</u> 1 required, others may be used if available. For major international matches – FIFA marking required USSF – up to 6 suggested
<u>PLAYERS AND SUBSTITUTES</u> Team Roster	<u>RULE 3</u> REQUIRED to be presented to referee, scorekeeper and other coach 15 mins.	<u>RULE 3</u> REQUIRED to be presented to referee 5 minutes before game time. Names may be	<u>LAW 3</u> Names of subs given to referee prior to match. No other roster



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA - USSF
Team Roster (continued)	prior to game time. Copy given to referee should not show total cautions and ejections. Forfeit if not given	added to roster after the start of play. Player numbers required on roster. Roster may be given to referee by a coach or player.	requirement. No more than 12 in International matches
Substitutions When?	<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). 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</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><u>Either team</u> Unlimited number at end of period; goal; goal kick (players must have already reported); caution (player must go out); injury (must go out if treated or referee deems player injured); disqualification (but disqualified player may not be subed; blood on player or uniform - Also unlimited in number from <u>bench</u> on goal, end of period and when injured player is removed from field. Any sign of concussion, must be removed until cleared by health care professional</p> <p><u>Team in possession</u>: Throw-in or corner kick (other team may then also sub) Players must have reported to scorer prior to the time the ball went out of play)</p>	At any stoppage with permission of referee. (many local leagues have set times for subs).
When substitute become a player of record	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	When beckoned onto the field by referee	When substitute enters the field (must be at the halfway line). Su must enter the field
Restrictions	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	A player substituted for may reenter an unlimited number of times.	Player replaced may not return to the match. (This Law differs in many local competitions and youth matches)
Changing Goal Keeper with field player	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.	Whenever clock is stopped or at a substitution time with permission of referee. Both players warned for any violation	During any stoppage with referee's permission. Caution both players for violation when ball is out of play



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Withdrawing a reported sub.	Sub not required to enter but is charged with a reentry	Once beckoned, sub must enter	No requirement
<p align="center">PLAYERS' EQUIPMENT</p> Casts Facemasks and "ankle" braces, <i>monitoring devices</i>	<p align="center">RULE 4</p> Casts permitted if covered and not considered dangerous by referee. Facemasks not permitted. <i>Players may wear a device to monitor data</i>	<p align="center">RULE 4</p> Hard casts or splints must be padded with closed cell foam at least ½ " thick.. 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 use of the mask. Metal ankle brace must be under socks, non-metal may be over socks	<p align="center">LAW 4</p> Referee's discretion – check for safety and require padding if cast is hard or dangerous. Soft 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 including GK 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 4.2.4)	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.	Any visible undergarment (shirt or shorts) must be same main color as the uniform shirt or shorts. Shirt must have sleeves. <i>If tape worn over socks, it must be same color as that part of sock.</i>
Uniform Colors	Home team has responsibility to ensure that their uniforms (shirt and socks) contrast to those of the visitors	Home team – white or light jerseys and socks; visitors, dark jerseys and socks (Note change in fall season of 2013)	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 stockings must differ from opponents	Mandatory (R 5, Sec. 3, Art. 1) Same as FIFA, except can be same color as other Goal Keeper or officials	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) until next sub opportunity	Not permitted – Except for medical or religious medals which must be taped under uniform. Medic alert bracelet must be taped and visible	Not permitted
Shinguards	NOCSAE standard required	NOCSAE standard required	



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<p><u>THE REFEREE</u> Referee System</p>	<p>RULE 5 Diagonal System of Control (DSC) <u>shall</u> be used. If 1 official fails to appear, the dual system may be used</p>	<p>RULE 5 DSC, Dual (2 referee) or Double Dual (3 referee)</p>	<p>Shinguards required – no standard FIFA - USSF</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.. Failure to submit roster prior to match. 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 .Referee can terminate if team refuses to play, no cross bar, etc.</p>	<p>LAW 5 DSC only – may use club linesman if necessary</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>Referee has no power to declare forfeit but may suspend or terminate a match</p>
<p>Referee Uniform</p>	<p>Solid gold, orange, blue or black with white-all in a checked grid pattern. Socks – black with 3 bands of white, gold, orange or Blue. All dressed alike. Cap permissible. Shoes mainly black. No jewelry except for watch.</p>	<p>Shirt - as set by the State Associations, but usually the same as USSF. Some areas use black and white stripped shirts. Black shorts or long trousers. Black stockings with white stripes. Solid black cap may be worn. Shirt must differ from field players, but not necessarily goal keepers</p>	<p>Not specified but by custom begins when officials enter the field area and ends when they leave. USSF – Shirts- Gold, black, green, 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 .Other whistles discretionary. The only recognized hand signals are throw in direction, 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. Hand signals – same as NCAA but includes wind up motion to start clock and goal signal.</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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Time Keeping	Backup to home team clock which is official unless malfunction. Match ends when timekeeper's signal begins. <i>During last 5 mins. of match, ref. has discretion to allow clock to run when giving card to losing team</i>	Referee keeps time only by agreement of the coaches or state association-otherwise home team controls clock	Referee keeps official time and should indicate how much extra time is to be added.
Pre-game Conference	Nothing specified for coin toss	Head coach must attend with captain(s). Address sportsmanship and inquire of coach if players are properly and legally equipped	Nothing specified for coin toss
2 nd Caution Mechanics for Displaying Cards	Display yellow card and then red card sequentially.	<i>Same as NCAA</i> <i>No sub allowed for 2d caution to player</i>	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 are not usually worn
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.
<u>THE A.R. and OTHER OFFICIALS</u>	RULE 6	RULE 6	LAW 6
	No significant difference between the three sets of Rules and Laws. A timekeeper and scorekeeper are required. An alternate official may be used. Once score sheet is signed and is released for publication, coaches, players and other personnel bear burden of the infractions. <i>Protest can be filed up to 48 hours after match</i>	A scorer and timer are listed. Home school designates scorer and timer, but by mutual agreement of coaches, both functions may be performed by the head referee.	Nothing listed
		No similar provision	No similar provision
Signal to referee that foul by defenders was in penalty area	AR moves smartly to corner	No signal specified	Flag held at waist level in a



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	horizontal; position across body FIFA - USSF
<p><u>DURATION OF GAME</u> Length of periods</p> <p><u>DURATION OF GAME</u> Official Game</p> <p>Half-time and Overtime (OT) Intervals</p> <p>Clock stops</p>	<p>RULE 7</p> <p>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.</p> <p>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</p> <p>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.</p> <p>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 player shows signs of concussion.</p>	<p>RULE 7</p> <p>2- 40 min. periods or 4-20 min quarters Overtime allowed by state association, up to 20 mins. max., sudden victory may be permitted by state.</p> <p>Official game if one half has been played. If suspended during the first half, state association determines if it is to be rescheduled from the beginning or from the point of suspension</p> <p>10 mins. for half time unless agreed by coaches. Time between overtime periods, same as NCAA</p> <p>Goal, penalty kick, yellow and red cards, <i>injury</i> and at discretion of referee, (time wasting, etc.)</p>	<p>LAW 7</p> <p>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. No “golden goal” allowed.</p> <p>If less than full time is played, the match must be replayed in its entirety unless the local rules of competition state otherwise</p> <p>Players are entitled to a halftime interval. It must not exceed 15 mins.</p> <p>Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not technically stop but time is “added on”.</p>
<p>START OF PLAY Coin Toss – winner</p> <p>Drop Ball</p>	<p>RULE 8</p> <p>Choice of goal or kick off. Same procedure for 1st sudden-victory overtime period</p> <p>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</p>	<p>RULE 8</p> <p>Same as NCAA</p> <p>Same as NCAA, but must also be 5 yds. from touch line and must be dropped between two opposing players.</p>	<p>LAW 8</p> <p>Must choose goal to attack. Loser of toss <u>always</u> kicks off</p> <p>Same as NCAA <i>except goal cannot be scored directly from a dropped ball</i></p>



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TOPIC	NCAA- RULE 9	HIGH SCHOOL FEDERATION RULE 9	FIFA - USSF LAW 9
<u>BALL IN AND OUT OF PLAY</u> Restart after injury, inadvertent whistle, replaced cross bar, etc Ball strikes overhead wire or tree extending into field	Drop ball where play was stopped by the referee except if in goal area, drop is moved to nearest point outside of goal area. Does not require opposing players to be at the drop spot, If injury and or stoppage and GK has possession of ball when play stopped – then IFK to GK's team, unless stopped for foul Considered as an outside agent. Ball dropped at nearest point where ball landed. (Interpretation from NCAA rules editor)	If one team is in clear possession, indirect free kick, otherwise drop ball at spot of stoppage. Drop must be between opposing players Should have local ground rule to be discussed prior to match. No set rule.	Same as NCAA except no special GK provision Considered part of field. Ball remains in play. (Advise to Referees- 1.8c and 1.8d)
<u>SCORING</u>	RULE 10 No differences between the three	RULE 10	LAW 10
<u>OFFSIDE</u>	RULE 11 No differences between the three	RULE 11	LAW 11
<u>VIOLATIONS AND MISCONDUCT</u> Caution-Reasons (Yellow Card)	RULE 12 Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting and <i>excessive celebration</i>); delays restart; encroachment of free kicks and corner kicks; coach cautioned for 2 nd infraction of coaching outside of team area. Coach and bench	RULE 12 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	LAW 12 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



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Caution-Reasons (Yellow Card) (continued)	personnel may be carded. (yellow or red)	cannot be attributed to specific player. Coach and bench personnel CAN be carded (yellow or red). Coach carded if player improperly or 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.	Coach and bench personnel CANNOT be carded, but subs on bench may 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	2 nd caution; violent conduct; taunting; serious foul play; hand ball to prevent goal <i>if ball does not go into goal</i> , 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, 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	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 <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.</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.</p>	<p>LAW 13 Basically the same as NCAA, but specifies also tackling an opponent in a manner deemed careless, reckless or with excessive force .</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 (<i>includes excessive celebration</i>) 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</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. 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</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 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</p>



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA – USSF
<p>PENALTY KICKS 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>Same as FIFA – Player cannot stop completely</p>	<p>RULE 14 Same as NCAA</p> <p>Not permitted – Retake</p>	<p>LAW 14 On the penalty spot</p> <p>Permitted – no infraction if during run-up to kick. Cannot stop fully</p>
<p>Player taking kick infringes or team-mate encroaches and ball does not go into goal</p> <p>Kicks from the penalty spot/mark (tiebreaker)</p> <p>After kick is taken, but before being touched by another player or hits the goal, necessitating a suspension (i.e outside agent).</p>	<p>Indirect free kick to defenders at point of infraction unless ball goes out of play over goal line, then goal kick, even if touched over goal line by the GK.</p> <p>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. Need not have been on field at end of match. <i>Referee selects goal to be used</i></p> <p>Kick is retaken</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 goal keeper, play continues</p> <p>Same as NCAA, but no restriction on coach in center circle. Coach selects the first 5 kickers. If still tied, 5 different players are selected. Any player on the roster may take part</p> <p><i>Kick is retaken</i></p>	<p>Indirect free kick given to defenders at the point of infraction</p> <p>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</p> <p>Same as NCAA</p>
<p>THROW-IN Position of Defenders</p> <p>Ball never enters field</p>	<p>RULE 15 No restriction on position, but cannot move to interfere with the throw</p> <p><i>Throw-in awarded to opponent</i></p>	<p>RULE 15 Same as FIFA</p> <p>Same as NCAA</p>	<p>LAW 15 All must stand no less than 2 meters (2 yards) from the point of the throw-in, may not jump about or distract</p> <p>Throw-in retaken</p>



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA – USSF
Throw-in by impaired player using only one hand Stickum to enhance grip	Not allowed <i>Not allowed</i>	Legal – One-handed throw-in allowed in such cases No provision	Same as HS Fed. See USSF Advice to Referees §15.3 No provision
<u>GOAL KICK</u> Moving ball in goal area after it is spotted	RULE 16 No prohibition unless movement is for purposes of time wasting	RULE 16 Once spotted, ball should not be moved to another part of goal area	LAW 16 Same as NCAA
<u>CORNER KICK</u>	RULE 17 No significant differences in the three sets of Rules and Laws	RULE 17 ====	LAW 17 ====
<u>MISCELLANEOUS</u> Foul indicated by Assistant Referee Coach conveying tactical information to team and coach and player restrictions	Flag held vertically overhead with a slight circular wave No restriction, but coach cannot leave coaching and team area to give instructions. <i>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</i>	Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made, point in direction of restart Same as NCAA	Same as NCAA, but make eye contact with referee before waving flag 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 in 2012	NOCSAE stamp visible on shin guards required in 2012. Effective in fall season of 2013 –for varsity only - home team jerseys and socks must be solid white, visitors dark, and all jerseys must be numbered on back, including the goal keeper. Goal keeper must have numbers on uniform effective fall season 2012	Experimenting with an extra official behind each goal, goal-line technology and the use of “vanishing spray” for the referee to mark off 10 yds .on free kicks



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Protest by Coach	<i>Allowed up to 48 hours after end of match</i>	Not permitted	No provision
Restart after Delays	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	No similar provision	No similar provision

NOTE: Modifications for the 2012 season are shown in *italics*





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