



# National Intercollegiate Soccer Officials Association



A COMPARATIVE STUDY OF RULES AND LAWS



# 2009 SOCCER GUIDE

*(INTERSCHOLASTIC EDITION)*

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**Based Upon:**

***NCAA Men's and Women's Soccer Rules – 2008-2009***  
***NFHS Soccer Rules Book – 2009-2010***  
***[USSF] FIFA Laws of the Game – 2009/2010***  
***And Other Authorized Supplemental Materials***



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### **PREFACE:**

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

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

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

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. NFHS rule changes are enacted by their Rules Committee early each year and are distributed in early summer. Beginning this year, the NCAA Rule Book will only be 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](mailto:donsar@comcast.net)



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

TOPIC	NFHS	NCAA-NISOA	FIFA - USSF
<p><u>FIELD OF PLAY</u> 11 Yd. Encroachment Hash Mark</p> <p>Penalty Kick Mark Goal Nets</p> <p>Coaching and Team Area</p> <p>Padded Goal Posts</p> <p>Goal Post Placement</p> <p>Field Conditions for play to start and continue</p> <p>Games played indoors</p>	<p><u>RULE 1</u></p> <p>Optional</p> <p>2 foot line or 9" diameter spot Mandatory</p> <p>20 yds long and 10' from touchline Caution to coach who leaves this area R1, Sec. 5. Should be on same side of field – if not, benches should be diagonally opposed</p> <p>A white commercially made pad at least 72" in height and a max. of 1" thick may be placed on the vertical posts</p> <p>Rear of each goal post shall be on the <u>outer</u> edge of the goal line. R 1, Sec. 4, Art. 1</p> <p>Prior to start of game, host institution representative determines; thereafter determination is made by referee R 1 Sec. 7</p> <p>No provision</p>	<p><u>RULE 1</u></p> <p>Mandatory</p> <p>Same as HS Same as HS</p> <p>Same size as HS. Caution to coach who leaves the area <u>after</u> a first verbal warning and IFK where ball was if game stopped. Ejection for 3<sup>rd</sup> offence. R 1, Sec. 12</p> <p>Not Sanctioned</p> <p>Goal lines must be the same width as the goal posts and crossbars</p> <p>Determination made by referee</p> <p>Match may be played indoors if outside field is unavailable and field is proper size</p>	<p><u>LAW 1</u></p> <p>Optional</p> <p>penalty spot (no fixed size) Not mandatory</p> <p>Not specified in the Laws, but mentioned in the Additional Instructions for Referees, ARs and 4<sup>th</sup> Officials (Pg.61)</p> <p>Not Sanctioned</p> <p>On the center of the goal line</p> <p>Same as NCAA</p> <p>No provision</p>
<p><u>THE BALL</u> Number of Balls</p>	<p><u>RULE 2</u></p> <p>3 or more of similar quality. Must have NFHS logo displayed, supplied by home team or referee can select from visitor if unavailable. At least 2 ball holders.</p>	<p><u>RULE 2</u></p> <p>3 or more identical. Max. of 6 and at least 4 ball persons at least 10 yrs. old</p>	<p><u>LAW 2</u></p> <p>1 required, others may be used if available. For major international matches – FIFA marking required USSF – up to 6 suggested</p>



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

TOPIC	NFHS	NCAA-NISOA	FIFA - USSF
<p><u>PLAYERS AND SUBSTITUTES</u> Team Roster</p> <p>Substitutions When?</p>	<p><b>RULE 3</b> REQUIRED to be presented to referee 5 mins. before game time. Names may be added to roster after the start of play May be given by coach or player</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 leave if treated or referee deems player injured; disqualification (but not for disqualified player), blood on player or uniform-all unlimited in number.</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><b>RULE 3</b> REQUIRED to be presented to referee, scorekeeper and other coach 15 mins. prior to game time. Copy given to 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>Team in possession:</u> throw-in or corner kick (if sub, other team may also sub. Players must have reported to scorer prior to time ball went out of play); Goal keeper ejected: (team plays short but may put in a goal keeper – no sub allowed for other team</p>	<p><b>LAW 3</b> Names of subs given to referee prior to match. No other roster requirement. No more than 6 in National A Team matches</p> <p>At any stoppage with permission of referee. (many local leagues have set times for subs).</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 becomes a player of record</p>	<p>When beckoned onto the field</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>When substitute enters the field (must be at the halfway line)</p>
<p>Withdrawing a reported sub</p>	<p>Once beckoned onto field by referee, player must enter</p>	<p>Player not required to enter, but is charged with one reentry</p>	<p>Not similar rule</p>



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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Restrictions on substitutions	When given a yellow and red card for delay; excessive acts to focus attention on the player or a subsequent caution; player is disqualified but may be subbed for.	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	Player replaced may not return to the match. (This Law differs in many local competitions and youth matches)
Changing Goal Keeper with field player	Whenever clock is stopped or at a substitution time with permission of referee. Warning to both players for a violation. Field player may change with goal keeper only at any substitution time or when the clock is stopped, with referee permission	During any stoppage with referee's permission. Verbal warning to the players at next stoppage. No sub from bench for GK during penalty kick.	During any stoppage with referee's permission. Caution both players for violation when ball is out of play. Field player may change positions with goal keeper at any stoppage with permission
<p align="center"><u>PLAYERS' EQUIPMENT.</u></p> Casts ,Facemasks and "Joint ankle braces	<p align="center">RULE 4</p> 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. Joint ankle braces of metal must be inside stockings – non-metal may be worn outside	<p align="center">RULE 4</p> Casts permitted if covered and not considered dangerous by referee. Facemasks not permitted	<p align="center">LAW 4</p> Referee's discretion – check for safety and require padding if cast is hard or dangerous. Soft facemask permitted if approved by referee of the referee
Uniform numbers	6" number on back of jersey (GK excluded) and 4" number on front of jersey or shorts	8" number on back of jersey and 4" number on front of jersey, <u>including</u> Goal Keeper	Nothing specified in the Laws



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

<b>TOPIC</b>	<b>NFHS</b>	<b>NCAA-NISOA</b>	<b>FIFA - USSF</b>
Visible apparel under uniform and stockings	If worn under shorts, all on team must be alike & of similar length and solid color. If under jersey, all alike, similar length & of a solid color. Socks must be of a single dominant color.	Visible apparel worn under shirt or shorts should be a solid color that matches the dominant color of the garment (recommended R 4, Sec. 2d)	Any visible undergarment (shirt or shorts) must be same main color as the uniform shirt or shorts. Shirts must have sleeves
Uniform Colors	Home team – white or light jerseys and stockings; visitors, dark jerseys and stockings	Home team has responsibility to insure that their uniforms contrast to those of the visitors	Nothing specified, but no political, religious or personal statements allowed.
Shirts tucked in Goal Keeper's Jersey and Color	Mandatory Must differ from all other players and the officials except can be same color as other Goal Keeper	Not specified – generally required Jersey must differ from all field players and socks must differ from opponents	Same as NCAA Same as NFHS
Jewelry	Not permitted – Except for medical or religious medals which must be taped under uniform. Medical alert bracelet must be taped and visible	Not permitted – Except “Medic Alert” bracelets or necklaces, if taped to body. Penalty-clock stopped, player leaves field (no sub allowed)	Not permitted
Shinguards	NOCSAE approved	Same as H.S. Fed	Shinguards required – no standard specified
<b><u>THE REFEREE</u></b>	<b>RULE 5</b>	<b>RULE 5</b>	<b>LAW 5</b>
Referee System	DSC, Dual (2 referee) or Double Dual (3 referee)	Diagonal System of Control (DSC) shall be used. If 1 official does not appear, the dual system may be used	DSC only . May use club linesmen if necessary
Forfeit or Terminate	Forfeit if less than 7 players, however if below 7 due to equip. problem, minor injury or blood wait for treatment or correction. Can terminate if team refuses to play, no cross bar, etc.	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”. Forfeit if team does not supply roster prior to beginning of match	Referee has no power to declare forfeit but may suspend or terminate a match



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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Authority Begins and Ends	Begins 15 min. prior to start of game and ends when officials leave the field and its Immediate surroundings.	Begins 30 min. before scheduled game time and ends when officials leave the game site after signing the score book.	Not specified but by custom begins when officials enter the field area and ends when they leave.
Referee Uniform	As set by the State Associations, usually the same shirt as USSF.. Black shorts or long trousers, black stockings with white top stripes. In some states black and white stripped shirts are worn Solid black cap may be worn. Must differ from field players, but not necessarily the goal keepers	Solid black or gold, orange, blue or black with white-all except solid black in a checked grid pattern. Socks – black with 3 top bands of white, gold, orange or blue. All dressed alike. Cap permissible. Shoes should be mainly black	USSF – Shirts- Gold, black, red, green or blue, all with thin vertical stripping. Socks – black with three white top bands or solid black with USSF logo. Caps not specified, but generally permitted if conditions warrant in club matches
Whistles and hand signals	Whistle used for kickoff, penalty kicks, and to signal play stoppage such as fouls, injuries, substitutions and to signal restart after substitutions, injuries and time stoppage. Also when a card is given and on encroachment. Discretionary when ball goes out of play. Special hand signals mandatory for all fouls, time out and goals	Whistles, same as High School Other whistles discretionary. The only recognized hand signals are for advantage, indirect and direct free kicks, clock stopped, goal and corner kicks and penalty kicks, all by pointing to the spot and giving direction.	Whistle used for kickoff, penalty kick, restarts and stoppages as necessary Signals are the same as NCAA except no specific time out signal.
Time Keeping	Referee keeps time only by agreement of the coaches or state association-otherwise home team controls clock.	Backup to home team clock which is official unless there is a malfunction. Match ends when timekeeper’s signal sounds	Referee keeps official time.
2 <sup>nd</sup> Caution Mechanics for Displaying Cards Pre-game Conference	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 as in NCAA	Display yellow card and then red card sequentially.	Same as NCAA



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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Pre-game Conference	Head coach presence required - Address sportsmanship and inquire of coach if players are properly and legally equipped.	Nothing specified at coin toss	Same as NCAA
Post-game score verification	Head referee must verify score	All officials must sign the score sheet. Thereafter all statistics are final	Nothing specified. Rules of competition may require verification of score
Articles worn by officials	Officials should not wear anything that is not allowed to be worn or carried by players (watches and caps excepted)	Same as NFHS	Same as H.S. Fed, however in senior and professional leagues, caps are not usually worn
<u>THE A.R. and OTHER OFFICIALS</u>	<b>RULE 6</b> No significant difference between The three sets of Rules and Laws. Timekeeper and scorekeeper are listed	<b>RULE 6</b> A scorer and timer are listed and alternate official may be used. Once score sheet is signed and released for publication, coaches, players and other personnel bear burden of the infractions.	<b>LAW 6</b> ====
AR Signal to Referee that foul by defender was inside penalty area	Nothing specified	AR moves smartly to corner	AR holds flag horizontally at waist level across body
<u>DURATION OF GAME</u> Length of Periods	<b>RULE 7</b> 2-40 min. periods or 4-20 min quarters Overtime allowed by state assoc., up to 20 mins. max. sudden victory may be permitted by state	<b>Rule 7</b> 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	<b>LAW 7</b> 2-45 min. periods plus allowance for time lost due to subs, injury, time wasting, etc. Local rules of competition allow for 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark. No "golden goal".
Official Game	Official if one half has been played. If suspended during the first half, state assoc. determines if game is to be rescheduled from the beginning or from	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	If less than full time is played, the match must be replayed in its entirety unless the local rules of competition state otherwise



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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Half-time and Overtime (OT) Intervals  Clock Stops	the point of suspension  10 mins. for half time unless otherwise agreed by the coaches. Between end of game and first OT period – 5 mins. Between OT periods – 2 mins. Goal, Penalty kick, yellow and red cards and at discretion of referee (injury, time wasting, etc.)	15 mins. for half time, 10 or less by prior consent of coaches and officials. OT – same as HS Fed. Same as H.S. Fed. plus when subs are made in the last 5 mins of match by team that is leading. Also TV timeouts as specified	Players are entitled to a halftime interval if desired, not exceeding 15 mins. Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not stop but time is “added on”
START OF PLAY Coin Toss – winner  Drop Ball	<b>RULE 8</b> Choice of goal or kick off. Same procedure for 1st overtime Where ball was when play stopped and 5 yds. from touchline. If in goal area, drop on 6 yd line nearest to location of stoppage. Must be dropped between 2 opposing players	<b>RULE 8</b> Same as NFHS  Same as HS Fed. but does not require 2 opposing players and need not be 5 yds. from touchline.	<b>LAW 8</b> Must choose goal to attack. Loser of toss always kicks off Same as NCAA
<u>BALL IN AND OUT OF PLAY</u> Restart after injury, inadvertent whistle, etc. Drop Ball	<b>RULE 9</b> If one team is in clear possession, indirect free kick, otherwise drop ball.  Must be dropped between 2 opposing players	<b>RULE 9</b> Same as FIFA.  No requirement as in HS Fed.	<b>LAW 9</b> Dropped ball where play was stopped by referee.  Same as NCAA
<u>SCORING</u>	<b>RULE 10</b> No differences between the three sets of Rules/Laws	<b>RULE 10</b> ====	<b>LAW 10</b> ===
<u>OFFSIDE</u> Meaning of “nearer to opponent’s goal line”	<b>RULE 11</b> The position of any part of head, body or feet, will be the deciding factor, not the player’s arms	<b>RULE 11</b> Same as HS Federation	<b>LAW 11</b> Same as HS Federation



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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<p><u>VIOLATIONS AND MISCONDUCT</u> Caution-Reasons (Yellow Card)</p>	<p><b>RULE 12</b> Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting); delays restart; encroachment on free kicks and corner kicks; Coach and bench personnel CAN be carded. (yellow or red) 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 a specific player Coach cautioned if player enters illegally equipped – thereafter player w/ illegal equipment caution</p>	<p><b>RULE 12</b> 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 can be cautioned for 2<sup>nd</sup> infraction of coaching outside of team area.</p>	<p><b>LAW 12</b> Unsporting behavior (includes removing jersey when celebrating a goal and simulating any action to deceive referee), dissent, persistent infringement of laws, delays restart, encroachment on free kicks and corner kicks, enters, re-enters or leaves the field without referee permission. Coach and bench personnel CANNOT be carded, but can be sent off without show of card</p>
<p>Ejection-Reasons (Red Card)</p>	<p>Delayed or excessive acts to focus attention on player or prohibits timely restart; 2<sup>nd</sup> 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</p>	<p>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 abusive, threatening or obscene language, behavior or conduct; receives a 2d caution.; 3<sup>rd</sup> occurrence of coaching outside of team area. Coach and bench may be carded</p>	<p>Serious foul play (includes any tackle which endangers safety of opponent); violent conduct; spits at anyone; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; uses offensive, insulting or abusive language or gestures; receives a 2<sup>nd</sup> caution. Red card <u>cannot</u> be shown to coach or non-player but they may be sent off. Some youth leagues differ</p>



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

TOPIC	NFHS	NCAA-NISOA	FIFA - USSF
Charging Goalkeeper	<p>when a fight is taking place. Coach and bench may be carded.</p> <p>Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing</p>	May not be charged or interfered with while in possession of ball within his penalty area	May be fairly charged if going for the ball other than with his/her hands. May not be charged while holding ball, or having possession of the same
<p><u>FREE KICKS</u></p> <p>Direct free kick Offenses</p>	<p><u>RULE 13</u></p> <p>Spitting, kicking or attempt to kick, striking or attempt, tripping or attempt, , jumping at, handling ball, holding, pushing, charging violently, violently fouling goalkeeper while in possession of ball in the penalty area, all against an opponent. Specifies charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground.</p>	<p><u>RULE 13</u></p> <p>Basically the same as HS Federation, but does not specifically mention charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground ; also assaulting an official and using blood to assault anyone.</p>	<p><u>LAW 13</u></p> <p>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.</p>
Indirect free kick offenses	<p>Playing ball a 2<sup>nd</sup> time before it is played or touched by another player at kickoff, throw-in, free kick, corner kick, goal kick or penalty kick; GK holds ball more than 6 secs.; sub at improper time or without being beckoned by referee; persons other than players and ARs entering field without referee permission; dissent; unsporting behavior or inappropriate language; dangerous play against opponent or teammate.; offside; charging when ball not within playing distance; interfering with goalkeeper before release of ball;</p>	Same as NFHS and additionally, improper coaching from the touchline after verbal warning.. Dangerous play must involve an opponent, not team mate	Dangerous play involving an opponent, impedes progress of opponent, prevents goalkeeper from releasing ball, commits any offense not sanctioned by a direct free kick for which play is stopped to caution or send off a player; goalkeeper takes more than 6 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, assault on official.



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

TOPIC	NFHS	NCAA-NISOA	FIFA - USSF
<p><u>PENALTY KICKS</u> Ball Placement</p> <p>Stutter stepping or faking by the kicker</p>	<p><u>RULE 14</u> On the 9" spot or 2 foot line</p> <p>Not permitted – Caution and retake</p>	<p><u>RULE 14</u> Same as NFHS</p> <p>Same as NFHS</p>	<p><u>LAW 14</u> On the penalty spot</p> <p>Permitted – no infraction</p>
<p>Player taking kick infringes or team-mate encroaches and ball does <b>not</b> go into goal</p> <p>Kicks from Penalty mark/spot (tiebreaker)</p>	<p>Goal kick if ball goes directly over goal line. If deflected out by goal keeper or ball bounces into play – indirect free kick to defenders. If saved by keeper-play on</p> <p>No player reduction if other team is playing short.</p>	<p>An indirect free kick is given to defenders at point of infraction unless ball goes out of play over the goal line, then goal kick</p> <p>Same as NFHS but coach not allowed in center circles</p>	<p>An indirect free kick is given to defenders at point of infraction</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><u>RULE 15</u> No restriction on position, but cannot move to interfere</p> <p>Throw-in awarded to opponent</p>	<p><u>RULE 15</u> Same as NFHS</p> <p>Throw-in retaken if otherwise properly taken</p>	<p><u>LAW 15</u> All must stand no less than 2 meters (2 feet) from the point of the throw-in</p> <p>Same as NCAA</p>



# National Intercollegiate Soccer Officials Association



## A COMPARATIVE STUDY OF RULES AND LAWS

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Throw-in by impaired player using only one hand  Use of "stickum" on hands	Legal – One-handed throw-in allowed in such cases  Nothing specified in rules	Not allowed  Not permitted	Same as HS Fed.. See USSF Advice to Referees § 15.3  Same as NFHS
<u>GOAL KICK</u> Moving ball in goal area after it is spotted	<b>RULE 16</b> Once spotted, ball should not be moved to another part of goal area	<b>RULE 16</b> No prohibition unless considered as time wasting	<b>LAW 16</b> Same as NCAA
<u>CORNER KICK</u>	<b>RULE 17</b> No significant differences in the three sets of Rules and Laws	<b>RULE 17</b> ====	<b>LAW 17</b> ====
<u>MISCELLANEOUS</u>			
Foul indicated by Assistant Referee	Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made and point in direction of restart	Flag held vertically overhead with a slight circular wave	Same as NCAA
Future Requirements	NOCSAE shin guard stamping required in 2012. See NFHS 4-1-1	Rule Book to be published every other year beginning in 2008. No changes to the Rules in 2009	None known
Restart After Delays	No provision	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 Provision