



National Intercollegiate Soccer Officials Association



A COMPARATIVE STUDY OF RULES AND LAWS



2006 SOCCER GUIDE

(INTERSCHOLASTIC EDITION)

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Based Upon:

- *NCAA Men's and Women's Soccer Rules – 2006*
- *National Federation Soccer Rules Book – 2006-2007*
- *[USSF] FIFA Laws of the Game – 2005/2006*
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 High School Federation, NCAA and FIFA Laws and Rules. Over the past twenty-five years the more significant rules have been brought generally into conformity by the three groups. Nevertheless, there are distinct differences in language and interpretation that still exist and each group has adopted specific rules that are believed to be more appropriate for their players and their ages.

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

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

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.

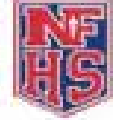


It should be noted that the three sets of Rules and Laws are constantly changing and the different bodies publish their changes at different times of the year. Generally the FIFA Laws are published in May and take effect the following July. The NCAA Rules are enacted early in the year, but are not normally 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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TOPIC ABOUT THE RULES AND LAWS	HIGH SCHOOL FEDERATION 	NCAA-NISOA 	FIFA – USSF 
Terminology - (It is important to use the proper terminology, especially in writing game reports)	Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Reserve Official	Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4 th Official
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. The State High School Associations can be contacted for additional 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 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.	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.
FIELD OF PLAY 11 Yd. Encroachment Hash Mark Penalty Kick Mark Goal Nets	RULE 1 Optional 2 foot line or 9" diameter spot Mandatory	RULE 1 Mandatory Same as HS Same as HS	LAW 1 Optional penalty spot (no fixed size) Not mandatory



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TOPIC	HIGH SCHOOL FEDERATION	NCAA-NISOA	FIFA - USSF
<p><u>FIELD OF PLAY</u> (cont) 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>RULE 1</p> <p>20 yds long and 10' from touchline Caution to coach who leaves this area R1, Sec. 5</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>RULE 1</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 3rd 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>LAW 1</p> <p>Not specified in the Laws, but mentioned in the Additional Instructions for Referees, ARs and 4th Officials (Pg.61)</p> <p>Same as NCAA</p> <p>On <u>center</u> of goal line</p> <p>Same as NCAA</p>
<p><u>THE BALL</u></p> <p>Number of Balls</p>	<p>RULE 2</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>RULE 2</p> <p>3 or more identical. Max. of 6 and at least 4 ball persons at least 10 yrs. old</p>	<p>LAW 2</p> <p>1 required, others may be used if available. For major international matches – FIFA marking required</p>
<p><u>PLAYERS AND SUBSTITUTES</u></p> <p>Team Roster</p> <p>Substitutions When?</p>	<p>RULE 3</p> <p>REQUIRED to be presented to referee 5 mins. before game time. Names may be added to roster after the start of play</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>RULE 3</p> <p>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 (players must have already reported to scorer; caution (player must go out); injury (must go out if treated or referee deems player is injured); ejection (but not for ejected player); blood on player or uniform – all are</p>	<p>LAW 3</p> <p>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>



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TOPIC	HIGH SCHOOL FEDERATION	unlimited . NCAA-NISOA	FIFA - USSF
<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>RULE 3</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 delay; 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. Field player may change with goal keeper only at any substitution time or when the clock is stopped, with referee permission</p>	<p>RULE 3</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. No sub from bench for GK during penalty kick.</p>	<p>LAW 3</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. Field player may change positions with goal keeper at any stoppage with permission of the referee</p>
<p>PLAYERS' EQUIPMENT. Casts and Facemasks</p>	<p>RULE 4</p> <p>Casts permitted if covered and not considered dangerous by referee. Facemasks not permitted</p>	<p>RULE 4</p> <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</p>	<p>LAW 4</p> <p>Referee's discretion – check for safety and require padding if cast is hard or dangerous. No provision for facemasks</p>



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TOPIC	HIGH SCHOOL FEDERATION	NCAA-NISOA	FIFA - USSF
PLAYER'S EQUIP. (continued) 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
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 & of a solid color. Socks must be of a single dominant color.	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 thermal undershorts are worn, they must be same color as shorts
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
Shirts tucked in Goal Keeper's Jersey and Color	Mandatory (R 5, Sec. 3, Art. 1) 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 High School Federation
Jewelry	Not permitted – Except for medical or religious medals which must be taped under uniform. Medic 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



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THE REFEREE	RULE 5	RULE 5	LAW 5
Referee System	DSC, Dual (2 referee) or Double Dual (3 referee)	Diagonal System of Control (DSC) (preferred) or Dual System	DSC
Forfeit or Terminate	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 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.	Referee has no power to declare forfeit but may suspend or terminate a match



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	otherwise home team controls clock.	unless malfunction	
<u>THE A.R. and OTHER OFFICIALS</u>	RULE 6 No significant difference between The three sets of Rules and Laws. A timekeeper and scorekeeper are listed	RULE 6 A scorer and timer are listed	LAW 6 =====
TOPIC <u>DURATION OF GAME</u> Length of periods Official Game	HIGH SCHOOL FEDERATION RULE 7 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. Clock stops on goal, cautions, ejection, penalty kick, referee discretion on injury and time wasting. 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	NCAA-NISOA RULE 7 2- 45 min. periods. In regular season 2-10 min. sudden victory overtimes. For post-season tournaments, see R 7, Sec. 1b which includes kicks from the penalty mark. Clock stops on goal, cautions, ejection, penalty kick, referee discretion on injury and time wasting, and when subs are made by the leading team in last 5 mins. of game 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	FIFA - USSF LAW 7 2-45 min. periods plus allowances for time lost due to subs., injury, time wasting, etc. Clock does not stop. The 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" allowed. If less than full time is played, the match must be replayed in its entirety unless the local rules of competition state otherwise



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Half-time and Overtime (OT) Intervals	10 mins. for half time unless agreed by coaches. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins.	15 mins for half time, 10 or less by prior consent of coaches and officials. 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, yellow and red cards and at discretion of referee (injury, time wasting, etc.)	Goal, penalty kick, cards & at discretion of referee (injury, time wasting, etc.), Substitutions by the team leading during last 5 mins. of 2nd half and special TV timeouts .	Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not stop but time is “added on” in FIFA
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 High School Federation	LAW 8 Must choose goal to attack. Loser of toss always kicks off
Drop Ball	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	Same as HS Fed. but does not require 2 opposing players and need not be 5 yds. from touchline.	Same as NCAA
TOPIC <u>BALL IN AND OUT OF PLAY</u> Restart after injury, inadvertent whistle, etc.	HIGH SCHOOL FEDERATION RULE 9 If one team is in clear possession, indirect free kick, otherwise drop ball.	NCAA-NISOA RULE 9 Same as HS Federation..	FIFA - USSF 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 Any part of the torso, including head, body, legs, hands and arms is considered	RULE 11 The position of any part of head, body or feet, will be the deciding factor, not the player’s arms	LAW 11 Same as NCAA



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<p><u>VIOLATIONS AND MISCONDUCT</u> Caution-Reasons (Yellow Card)</p> <p>TOPIC Ejection-Reasons (Red Card)</p> <p>Charging Goalkeeper</p>	<p>RULE 12 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 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 specific player. Coach and bench personnel CAN be carded (yellow or red)</p> <p>HIGH SCHOOL FEDERATION Delayed or excessive acts to focus attention on player or prohibits timely restart; 2nd 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</p> <p>Keeper cannot be charged in his</p>	<p>RULE 12 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 2nd infraction of coaching outside of team area.</p> <p>NCAA-NISOA 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.; 3rd occurrence of coaching outside of team area. Coach and bench may be carded</p>	<p>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 permission. Coach and bench personnel CANNOT be carded</p> <p>FIFA - USSF 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 2nd caution. Red card <u>cannot</u> be shown to coach or non-player</p> <p>May be fairly charged if going for the ball other than with his/her hands.</p>
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	penalty area unless dribbling ball with his feet or obstructing	May not be charged or interfered with while in possession of ball within his penalty area	May not be charged while holding ball, or having possession of the same
FREE KICKS Direct free kick Offenses	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. Specifies charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground. Also spitting at an opponent	RULE 13 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 or spitting at an opponent.	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
TOPIC Indirect free kick offenses	HIGH SCHOOL FEDERATION Playing ball a 2 nd 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; 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	NCAA-NISOA Same as High School Federation and additionally, improper coaching from the touchline after verbal warning	FIFA - USSF 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.



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	referee permission; goalkeeper receives ball in the hands deliberately kicked or thrown by teammate; goalkeeper handles ball after relinquishing possession; use of tobacco; when game is stopped for injury or unusual situation and one team has clear possession of the ball. If game is stopped for misconduct of player, coach or bench and no other restart takes precedence, an IFK is awarded. Spitting at team mate or game official		
<u>PENALTY KICKS</u> Ball Placement	RULE 14 On the 9" spot or 2 foot line	RULE 14 Same as High School Federation	LAW 14 On the penalty spot
Stutter stepping or faking by the kicker	Not permitted – Caution and retake	Same as High School Federation	Permitted – no infraction
TOPIC Player taking kick or team-mate encroaches and ball does not go into goal Kicks from Penalty mark/spot (tiebreaker)	HIGH SCHOOL FEDERATION 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. No player reduction if other team is playing short. Coach allowed in center circle during kicks	NCAA-NISOA Same as High School Federation Same as High School Federation	FIFA - USSF Indirect free kick to defending team 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.
<u>THROW-IN</u> Position of Defenders	RULE 15 No restriction on position, but cannot move to interfere	RULE 15 Same as High School Federation	LAW 15 All must stand no less than 2 meters from the point of the throw-in
Ball never enters field	Throw-in awarded to opponent	Throw-in retaken	Same as NCAA



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Throw-in by impaired player using only one hand	Legal – One-handed throw-in allowed in such cases	Not allowed	Same as NCAA
Use of “stickum” on hands	Nothing specified in rules	Not permitted	Same as High School Federation.
<u>GOAL KICK</u> Moving ball in goal area after it is spotted	RULE 16 Once spotted, ball should not be moved to another part of goal area	No prohibition	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 ====



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TOPIC	HIGH SCHOOL FEDERATION	NCAA-NISOA	FIFA - USSF
<u>MISCELLANEOUS</u> 2 nd Caution Mechanics for Cards	Display yellow and red cards <u>simultaneously</u> in the same hand	Display yellow card and then red card <u>sequentially</u>	Same as NCAA
Foul indicated by Assistant Referee	Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made	Flag held vertically overhead with a slight circular wave	Same as NCAA
Articles worn by referee	Referee should not wear anything that is not allowed to be worn by players (watches and caps excepted)	Same as High School Federation	Same as H.S. Fed, however in senior and professional leagues, caps should not be worn
Future Requirements	Effective in Fall 2007 all shin guards must be NOCSAE approved	Same as High School Federation	None known