

**Comparison of Selected NF Rule and USSF/FIFA Law Differences**  
**As of February 1, 2003**  
**Dan C. Heldman**  
 (USSF National Instructor Trainer)

<u>Topic / Category rating <sup>a</sup></u>	<u>National Federation</u>	<u>USSF/FIFA</u>
Length of Half - 3	40 minutes (Varsity)	Regular: 45 minutes Youth: Varied, based on age
Length of Halftime - 3	10 minutes	Up to 15 minutes
Substitutions: When - 3	GK, Own CK, Goal, Half, Injury, Caution, Ejection, Own TI (if sub on own TI, other team can sub If sub has reported before stoppage)	Regular: Any stoppage Youth: Own TI, GK, Goal, Injury, Half
Substitutions: Number - 2	Unlimited	Regular: Up to 3 Youth: Unlimited
Substitutions: Procedure - 3	Report to Scorer or Official <b>PRIOR</b> to stoppage for GK, TI, CK restart (otherwise cannot enter the field)	No similar requirement but <u>substitute must be ready to enter the field when stoppage occurs</u>
Substitutions: Injury and Play Stopped - 2	<u>Can treat on field, injured player MUST leave. Need not be substituted. If team elects to play shorthanded, substitution cannot occur until next legal substitution opportunity.</u>	<u>Cannot be treated on field (unless life-threatening or dangerous), Need not be substituted, Injured player MUST leave field but only if play stopped for injury. Team can play shorthanded. Injured player can return only after match is restarted. If play is not stopped to correct an injury, player can return even if play is continuing, however if substituted they have to wait until stoppage of play.</u>
Substitutions: Return -2	Substituted player can return to the field	Regular: Cannot return to the field Youth: Can return to the field
Substitutions: Caution - 4	Cautioned player MUST leave until next substitution opportunity (may be substituted)	No similar requirement

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Substitutions: Referee permission - 1	Referee permission not required after a goal or at the beginning of a period	Referee permission always required
Team Roster - 1	Submitted five minutes prior to match: includes players, substitutes, bench personnel	Submitted prior to start of play: includes players and substitutes
Equipment: Casts - 2	Illegal, unless covered by Padding AND accompanied By release signed by MD	Illegal if considered by referee to be dangerous
Equipment: Stockings - 1	Shall be of a single dominant color	No similar requirement
Equipment: Shinguards - 4	May not be altered, must provide sufficient protection and cannot wear shin guards of inappropriate size	Must provide a reasonable degree of protection
Equipment: Jewelry - 1	Not permitted (medical bracelets or medals must be taped and showing the medical data)	Not permitted unless clearly religious or medical in nature and not dangerous
Equipment: Braces - 4	Illegal, unless hinges covered and hard surfaces padded or covered by approved manufacturer sleeve	Illegal if considered dangerous by referee
Systems of Control - 1	Dual, Single, 3 whistle, DSC	Single or DSC
Timing - 3	Stadium clock controlled by timekeeper (otherwise kept by referee). Stops for PK, caution, ejection, injury, or as ordered by referee. Restarts when ball is in play again.	Referee keeps time, takes into account time lost but amount is discretionary and only excessively prolonged stoppages should be counted
Keeper: Illegally changed with field player - 2	Both replacement keeper and prior keeper WARNED at next stoppage of play	Both replacement keeper and prior keeper CAUTIONED at next stoppage of play
Restart: After stoppage OTHER than for foul or misconduct - 4	IFK if one team has clear possession; otherwise DB (Location: where ball was, except in GA)	DB under all circumstances (Location: where ball was, except in GA)

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Restart: After stoppage for misconduct off the field or by nonplayer - 4	IFK for team not involved in misconduct (Location: where ball was, except in GA)	DB under all circumstances (Location: where ball was, except in GA)
Dropped Ball -1	One player from each team (no one else may participate or interfere)	No similar requirement
Ejected Player - 2	May be replaced if ejection occurs during half, quarter, or overtime breaks between periods of play	No replacement under any circumstances
Dangerous Play Violation - 1	Any act considered by referee likely to cause injury to any player (including self) but requires another player to be within playing distance	Any act considered by referee to be dangerous AND which causes opponent to lose opportunity for challenge (requires opponent within playing distance)
Second Caution: Consequence - 4	Player with second caution CAN be replaced	Player with second caution CANNOT be replaced
Second Caution: Mechanics - 1	Yellow/Red cards displayed together in same hand	Yellow card displayed, put away, and red card displayed
Cautions and Ejections - 1	Referee required to notify coach, scorer, and officials as to reason	No similar requirement
Signals -1	Use official NFHS signals (including offside and timeout)	Use USSF/FIFA signals (no signal for offside or timeout)
Foul: by defense to prevent goal - 2	Send off whether successful or not	Send off only if successful
Misconduct: By other than players or substitutes - 1	Coaches, trainers, or other bench personnel (on roster) may be cautioned or ejected and shown the yellow or red card <sup>b</sup>	No one other than a player or substitute on roster can be cautioned or sent off (or shown a yellow or red card). Such persons can be required to leave the field under threat of game termination.
Foul: "Trickery" in "Pass Back" to Keeper - 2	No caution for player, keeper is penalized only on handling	Keeper need not handle, player committing trickery is cautioned

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Foul: Charging the Keeper - 3	Not permitted within PA unless Keeper is obstructing and is dribbling the ball	No similar requirement
Misconduct: Taunting - 4	Send off, with replacement <sup>c</sup>	No similar requirement (may be USB at referee's discretion)
Misconduct: Excessive Celebration - 4	Send off, with replacement	No similar requirement (may be DR at referee's discretion)
Captains - 1	Team Representative, may request interpretation or essential information	No similar requirement
Restart: Play stopped SOLELY for misconduct by player on the field - 4	IFK where ball was when play was stopped (except in GA)	IFK where misconduct occurred (except in GA)
Substitution: Penalty Kick - 2	Only for injury, caution, or ejection and substitute cannot take PK	No similar requirement
Termination - 2	Host institution up to opening whistle, referee thereafter	Referee determination
Substitutions: Wasting time - 3	Referee orders time clock stopped during substitutions and notifies coach of offending team (potential USC)	No similar requirement (referee discretion)
Coin toss - 3	Winner decides goal to defend or kicking first	Winner decides goal to attack, other team kicks first
Outcome of terminated game - 2	Referee declares game official if one complete half or more has been played	No similar requirement
Second whistle - 1	Required to restart play for PK, after substitution, after caution, ejection, injury, or encroachment	Signal (not necessarily by whistle) required only for PK and KO or where referee is controlling the restart
Drop Ball - 3	Required restart if ball is caused to leave the field by two opponents simultaneously or for simultaneous fouls of same degree by opponents	No similar requirement, referees are advised to decide for one team or another ("simultaneous fouls" are assumed not to occur)

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Penalty Kick: Violation by attacking team –3	IFK if ball rebounds into play from Keeper or goal structure	IFK only if ball rebounds to infringing attacker
Penalty Kick: kicker's movement to the ball - 4	The kicker may not interrupt movement to the ball.	No violation
Kicks from the Penalty Mark Participants –2	<u>Any persons on the roster can participate</u>	<u>Only players on the field at the end of play can participate</u>
Kicks from the Penalty Mark Participants – 2	<u>Teams can differ in the number of persons permitted to participate</u>	<u>Number of players from each team must be the same to start (reduce to equate)</u>
Throw-in - 4	Must enter the field of play or ball is awarded to opponent	No similar requirement, throw-in is retaken
Misconduct: Encroachments on PK - 3	If play is allowed to continue (e.g., encroachment by attacker and ball is saved by Keeper), caution for infringement at next stoppage	Infringements of Law 14 are not cautioned except on repetition
Fewer than seven players - 1	Referee can suspend play if a player is off the field temporarily (e.g., equipment)	Referee can allow play to continue if the fewer than seven condition is temporary
Roster: Adding players - 1	May be added after roster is given to referee	May NOT be added after roster is given to referee
Injury: Unconscious - 4	Player rendered unconscious during play cannot return without written authorization by physician	No similar requirement
Injury: Coaching- 3	Coaching instruction to any player by either coach is not permitted during time when a coach or trainer is on field attending an injured player	No similar requirement
Injury: Exit from field - 4	An injured player must leave the field if play has been stopped and a coach, trainer, or attendant has been waved onto the field	If play stopped due to "serious injury," injured player must leave the field (often ignored in youth play)

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Foul: Contact by hand with the ball following reflexive movement to protect self -3	DFK for handling, if hand or arms move after ball is in motion	USSF advises against considering this an offense if the referee judges the action to be reflexive and no advantage is taken after contact occurs
Referee responsibilities prior to start of game - 1	Referee must address coaches and players regarding sportsmanship	No similar requirement (such lengthy statements are not advised)
Team playing with fewer than authorized strength - 3	Player may enter at any stoppage, up to authorized strength (new clarification of existing rule)	Player may enter at any stoppage, up to authorized strength
Return to field of player ordered off to correct illegal equipment, bleeding, blood on uniform - 3	Player may not return except at stoppage of play	Player may return during play but only from touchline
Officials signals	<u>Numerous signals to indicate type of fouls for DK and IFK</u>	<u>No similar requirement to indicate type of fouls calling for DK and IFK</u>

<sup>a</sup> 1= Minor, technical, administrative, so what?

2= Important but rarely occurs.

3= Important but can survive though with some embarrassment.

4= You are in serious trouble !!!

<sup>b</sup> CSOA emphasizes that all cards for unsporting behavior from the sidelines will be given to the head coach and that any subsequent violation that warrants a card will be treated as a red card violation (unsporting behavior).

<sup>c</sup> Virginia is send off with no replacement.

Underlined text identifies material added since the 2001/2002 version