







A COMPARATIVE STUDY OF RULES AND LAWS



2025-26 SOCCER GUIDE



| TOPIC |  |  | IFAB® |
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| 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 Impeding Progress of opponent Alternate Official | Rules Ejection Drop Ball Game Overtime Penalty Official and Team Area Terminated Game Impeding 4 th Official | Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match Impedes Progress of Opponent 4 th Official / Additional Assist. (AAR), Video Assist. Referees |
| Interpretations | The NCAA secretary/rules editor can be contacted for interpretations. The rule book has been rewritten with the A.R.s now incorporated into the text. | Situations in the Rules book are interpretations approved by the NFHS Soccer Rules Committee. Member state associations of the NFHS independently make decisions regarding compliance with or modifications of the playing rules for the student athletes in their respective states. | Decisions of the Int'l. F.A. Board are official interpretations. Additional Interpretations in the U.S. can be obtained initially through the U.S. Soccer Refereeing Department or the State Director of Instruction (SDI). The IFAB Laws of the Game Book has been updated for 2025-26 as of July 1. The Diagonal System of Control (DSC) is described in other IFAB and USSF publications. |



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| FIELD OF PLAY | RULE 1 | RULE 1 | LAW 1 |
| 11 Yd. Encroachment Hash Mark from corner | Mandatory – Correct before match, if not possible, begin game and file report. Only on goal line. No provision for touchline | Same as IFAB | Optional both off of goal line and off of touchline |
| Penalty Kick Mark | 2-foot Line or 9" diameter spot | Same as NCAA | 9 inch diameter spot |
| Goal Nets | Mandatory | Mandatory and nets shall be attached to posts and crossbar and extend backward at the level of the crossbar for a distance of 24" from the crossbar | Nets may be attached to the goals and the ground behind the goal. used |
| Coaching and Team Area | Coaching area 20 yards long and at least 5 feet deep and at least 5 feet from touchline. Team area 20 yards long and situated behind the coaching area. If lines are not present, use cones to mark Caution to coach who consistently fails to remain within team area. 12.4.1 | Team area extend from 10 yard on each side of the hallway line for 20 yards and shall be marked with solid line. Rule 1-5 Benches should be on same side of field – if not, benches should be diagonally opposed from each other on opposite side of field | Specifies a Technical Area. Only one person at a time may convey information to the players |
| Coach communication | Coaches who are <i>eligible to participate</i> may communicate with each other electronically either on or offsite. | No provision but no phones or radios allowed during play. Communication devices on sideline only. Cannot communicate with players. | The use of any form of electronic communication by team officials is permitted where it directly relates to player welfare or safety or for tactical/coaching reasons, but only small, mobile, handheld equipment. |
| 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. | Not Sanctioned |



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| 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 outer edge of the goal line. R 1, Sec. 4, Art. 1 | Goal lines must be the same width as the goal posts and crossbars. |
| 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. | Determination made by referee. |
| Games played indoors | Game may be played indoors | No provision | Games may be played in indoor stadiums. |
| Turf Fields | Permitted – no restrictions | Same as NCAA | Turf fields must meet the requirements of the FIFA Quality Programme for Football Turf. |
| THE BALL | RULE 2 | RULE 2 | LAW 2 |
| Number of Balls | No fewer than 5, identical balls. At least 4 ball persons at least 10 yrs. of age. Recommended to wear colored vests. Pressure of balls shall conform to manufacturer's recommendations. | 3 or more of similar quality. Must have NFHS logo displayed, supplied by home team or referee can select from visitor if unavailable. Inflate to manuf. spec. At least 2 ball holders. | 1 required, others may be used if available. For major international matches must bear one of the marks of the FIFA Quality Programme for Footballs . Balls can be spaced around the field to speed up play during the game. Ball pressure- 8.5 to 15.6 psi |
| PLAYERS AND SUBS | RULE 3 | RULE 3 | LAW 3 |
| Team Roster | REQUIRED to be presented to referee, opposing coach, and scorekeeper 15 mins. prior to game. Starters must be designated. Game shall not begin until submitted | REQUIRED to be presented by coach or player to referee 5 mins. prior to game. Names may be added to roster after start of play. Player numbers required on roster | Only the players and substitutes named on the team list may take part in the match upon their arrival. In official competitions, up to a maximum of five substitutes may be used (subject to competition rules). Each team has a maximum of three substitution opportunities, and may additionally make substitutions at half-time |



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| When Substitutions Allowed | <p><u>Either Team:</u> End of period; goal; goal kick; player removed 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 may be subbed and can return on any stoppage or during the run of play if cleared by medical personnel</p> <p>GK ejected (team plays short but may sub for GK-no sub for other team. Player leaves field for equipment change without sub, may return at next stoppage.</p> <p>D1 Men Only: Any stoppage of play. 6 moments per game to make subs.</p> | <p><u>Either Team:</u> Unlimited at end of period; goal; goal kick (players must have already reported to scorer); Caution (player must go out); injury if referee stops clock and beckons on a coach or appropriate health-care professional onto the field, player must go out including goalkeeper; disqualification (but not for disqualified player)</p> <p>Blood on player or uniform or any sign of concussion (may not return until cleared by health care professional.)</p> <p>When Bench player carded, and subs have already reported. All subs must be beckoned onto field except before start of a period.</p> <p>Player leaving for <u>improper</u> equipment may be subbed for and after corrected may reenter at next dead ball. Re-entry shall occur from the official area after being beckoned. <u>When the game is temporarily suspended.</u></p> | <p>At any stoppage with permission of referee.</p> <p>Player leaving for equip. change or repair can reenter during play with permission of referee.</p> <p>Free substitution allowed and subbed player allowed back in for youth, veterans, disability and grassroots teams.</p> <p>Sub entering field without permission – Indirect Free Kick to opponents and Caution (Yellow Card)</p> <p>12 players on field when goal is scored – Direct Free kick from position of the extra player.</p> |
| Continued... | <p><u>Team in Possession:</u> Throw- in or corner kick (if sub, opposing team may also sub). Players must have reported to scorer prior to ball going out of play</p> | <p><u>Team in Possession:</u> Same as NCAA</p> | See above |
| Injured Players Leaving the Field | <p>Injured field players must leave the field if medical personnel are beckoned onto the field; does not include goalkeepers.</p> | <p>Injured players must leave the field if a coach or appropriate health-care professional are beckoned onto the field; this includes goalkeepers.</p> | <p>If play is stopped for a serious injury, the injured player must leave the field except when: a goalkeeper is injured, a goalkeeper and an outfield player are injured, two teammates are injured, a severe injury has occurred, injury was caused by opponent's misconduct, the injured player will take the penalty kick. (Law 5.3)</p> |



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| When Substitute Becomes a Player of Record | When beckoned on by referee during first 75 mins. of match. During last 15 mins., when referee signals the clock to stop if the game is tied or if the leading team substitutes | When beckoned onto field by the referee. Re-entry shall occur from the official area after being beckoned. Player being replaced must exit in their team's bench side, if able. | When the substitute enters the field (must be at the halfway line). <i>Player being replaced must leave the field at the nearest point on boundary line, not necessarily at the center</i> |
| Restrictions of Substitution | During 1st half and in each overtime period – no reentry. One reentry in 2nd half except for D1 men (R3, Sec5). GK allowed one reentry in each period and each overtime. D1 Men only: No re-entry in same period for field players unless it fits in the category of injury exceptions in 3.7. Must have an available moment to use for GK sub that does not fall under 3.7 exceptions. | A player substituted for may reenter an unlimited number of times in the match. The player being replaced shall exit the field on the bench side unless the player is injured and unable to exit to that side. | Player replaced may not reenter the match (this differs in many local competitions and youth matches. Refer to local competition rules.) |
| Changing of Goalkeeper with Field Player | During any stoppage with referee's permission. Verbal warning to both players at next stoppage for violation. No sub from the bench for GK during a penalty kick (unless injury or GK ejection) | Whenever clock is stopped, or a substitution takes place. The referee shall be notified. Both players verbally warned for any violation at the next stoppage | During any stoppage with referee's permission. Caution both players for violation when ball is out of play |
| Withdrawing a Reported Substitute | Sub is not required to enter but is charged with a reentry | Once beckoned onto field by referee, sub must enter | No requirement |

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| PLAYER'S EQUIPMENT | RULE 4 | RULE 4 | LAW 4 |
| Casts, Facemasks, "Ankle Braces", Monitoring Devices and head covers | <p>Casts permitted if covered and not considered dangerous by referee.</p> <p>Facemasks permitted. Players may wear a device to monitor data which can be used during the match. Data collection devices visible outside the uniform subject to referee inspection.</p> | <p>Hard casts or splints must be padded with closed cell foam at least 1/2" thick. Facemask, if worn, must be molded to the face with no protrusions; player must have a medical release at game site signed by a physician for use of mask; Metal ankle braces must be worn inside socks; non-metal may be worn outside of sock. Soft padded headbands allowed. Capt. armband, if worn, must be on arm. Head covering allowed. Hearing aids legal</p> | <p>Referee's discretion – check for safety and require padding if cast is hard or dangerous.</p> <p>Soft facemasks permitted if referee deems them not dangerous.</p> <p>Head covers allowed if black or same color as jersey. May not be attached to jersey.</p> <p>Monitoring devices (EPTS) allowed subject to the equipment being deemed not dangerous and meets the requirements under the FIFA Quality Programme for EPTS.</p> <p>Goalkeepers caps allowed if deemed safe by the referee</p> |
| Uniform Numbers | 8" number of back of jersey and 4" number on front of jersey including GK | 6" number of back of jersey including GK, 4" number on front of jersey and/or on shorts | Nothing specified in Laws |
| Visible Apparel Under Uniform and Stockings Including arm and leg sleeves (NFHS) | Visible apparel worn under shirt or shorts, must be a solid color and recommended that it matches dominant color of the garment. Same color must be worn by all team members wearing undergarments | If worn under shorts or jersey, must be solid like color for team and similar length for individual. Can differ from uniform color. Both socks must be of similar dominant color. If tape is applied over sock, it must be of similar color as that part of the sock. | All visible undergarments (shirt or shorts) must be same main color as uniform shirt or shorts. Shirts must have sleeves. Any tape or any material applied over the stockings must be the same color as that part of the stocking |

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| Uniform Colors | Home team responsible to ensure their uniforms (shirt and socks) contrast to those of the visitor | Home Team – Jerseys and socks must be dark color; visitors - white jerseys and solid white socks. | Nothing specified in Laws; no political, religious, or personal statements permitted |
| Jerseys Tucked-In | Not specified | <i>Not required</i> | Not specified |
| Goal Keeper's Jersey and Socks | Jersey must differ from all field players and stockings must differ from opponent's field players | Must differ from all other players, but Jersey can be same color as opponent's GK. Socks must differ from opponents' socks | Must differ from all players and officials. May be same color as opposing Goalkeeper |
| Jewelry/Wearable Technology | Jewelry not permitted except for "Medic Alert" bracelets or necklaces if taped to player's body. Sanction is clock to be stopped, player ordered off field (no sub) until next sub opportunity. Cannot tape over jewelry. Wearable tech permitted if worn under uniform | Not permitted, except medical or religious medals which must be taped under uniform. "Medical Alert" bracelet must be taped and may be visible. Colored mouth protectors allowed. Cannot tape over. Wearable technology as part of electronic performance and tracking systems is permitted. Devices must be secured and not create a safety hazard to any player. Devices may be worn on the shoes or on the body under the uniform and not worn under the arm below the level of the shoulder. | Not permitted. Tape over is not permitted Electronic Performance and Tracking Systems (EPTS) Where EPTS are provided by the match or competition organizer to ensure that the information and data transmitted from EPTS to the technical area during matches played in an official competition are reliable and accurate. |
| Shin guards | NOCSAE standard required | NOCSAE standard required. Seal and height range of player must be stamped on outside | Shin guards required – must be made of a suitable material to provide reasonable protection and covered by the socks. |

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| THE REFEREE | RULE 5 | RULE 5 | LAW 5 |
| System of Match Control | Diagonal System of Control (DSC) shall be used. If one official fails to appear, the dual system may be used only if it is impossible to secure a replacement official to operate the DSC. | DSC, Dual (2 referee) or Double Dual (3 referee) systems authorized | DSC Only – may use club linesmen if necessary. May use Additional Assist. Referees (AAR) and video assistant referees (VAR). Some youth leagues may use only center ref. |
| Power to Forfeit or Terminate Match | Terminate if coach will not end discussion or leave the field; team refuses to return to field with 3 mins; failure to submit roster prior to match. If a team is not on field within 15 mins of game time it is declared “no contest”. Referee can suspend game. If game is terminated less than 70 mins into match, it is declared “no contest” | Forfeit if less than 7 players, however, if below 7 due to equipment problem, minor injury or blood, wait for treatment or correction. Referee can terminate if team refuses to play, no crossbar, etc. | Referee has no power to declare a forfeit but may suspend or terminate a match |
| Authority Begins and Ends | Begins when referee arrives at site and referee must arrive at least 30 minutes prior to scheduled game time and authority ends when officials leave the game site | Begins when referee enters field or surroundings and at least 15 mins. prior to start of game and ends when officials leave the field and its immediate surroundings | Begins when officials enter the field of play for the pre-match inspection until leaving the field of play after the match ends (including penalties). If before entering the field of play at the start of the match, a player commits a sending-off offence, the referee has the authority to prevent the player taking part in the match. The referee will report any other misconduct. |



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| Referee Uniform | Officials must wear matching NCAA approved jerseys that are different from both teams' field players. Cap permissible, Shoes-mainly black. Black shorts and black socks with no manufacturer's logo. | As set by State Association, but usually the same shirt as USSF. Black shorts or long trousers, black stockings with white top stripes Predominantly black shoes. In some states, black and white striped shirts are worn. Solid black cap may be worn. Shirt must differ from field players, but not goalkeepers | No specific mention. [USSF] Shirts – Gold, black, green, pink, red, or blue, Socks-black with three white top bands or solid black with logo mid-calf. Caps not specified but generally permitted if conditions warrant in club matches. Not generally worn in top matches |
| Whistles and Hand Signals | Whistle used for kickoff, penalty kicks, and to signal play stoppage. Other whistles discretionary. Signals are used for throw-in direction, indirect and direct free kick, goal corner kicks, corner and goal kicks, advantage with verbal "play-on" Timeout signal is specified | Whistles same as NCAA, used also to signal restarts after substitutions, injuries, and time stoppage; when a card is given and on encroachment; discretionary if needed when ball goes out of play. Hand signals same as NCAA but adds a wind-up motion to start clock after time has stopped; goal signal; one arm signal may be used for advantage call instead of two arms | Whistle used for kick-off, penalty kick, restarts and stoppages, as necessary. Signals – same as NCAA except no signal for clock stoppage. If needed, one arm signal may be used for advantage call instead of two arms. <i>IFK signal need not be held after kick is taken if scoring would be improbable</i> |
| Time Keeping | Home team clock is official, referee takes over on malfunction. Game ends when signal sounds or clock shows 0:00. Timer counts last 10 seconds down to zero. Last 5 mins. of game, referee has discretion to allow clock to run or stop when losing team player is carded | Referee keeps time only by agreement of the coaches or state association – otherwise, home team controls clock. Timer signals the final 2 minutes of each period and counts down last 10 seconds. | Referee keeps official time and indicates how much additional time is to be added in half and match for time lost |
| Pre-game Conference | Nothing specified at coin toss. | Head coach must attend with captain(s). Referee address sportsmanship and inquires of the coaches if players are properly and legally equipped. | Nothing specified in Laws |



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| 2nd Caution Mechanics for Displaying Cards | Display yellow card and then red card sequentially. | Same as NCAA | Display yellow card and then red card sequentially. |
| Post-Game Score Verification | All officials must approve box score. Jurisdiction over the score and statistics ends upon signing. Once score sheet is signed and released for publication, coaches, players and other personnel bear the burden of errors. Protests may be filed only up to 48 hours after game. | Head referee must verify score | A match report to the appropriate authorities is required |



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| Ball strikes an official | If ball goes into goal, possession changes, or a promising attack results, then drop ball to the team that last touched the ball. Otherwise play on. | If ball goes into the goal, possession changes, or a promising attack results, then drop ball; otherwise play continues | Dropped ball to return possession to team originally in control |
| THE A.R. & OTHER OFFICIALS | RULE 6 | RULE 6 | LAW 6 |
| Other game personnel | The timekeeper and scorekeeper are required. A 4th Official may be used. A minimum of 4 ball persons over the age of 10 is recommended | A scorer and timer are preferably used designated by home school, but by agreement of coaches, both functions may be performed by the head referee. At least 2 ball holders are provided by home team. A 4th official may be used. | A 4th official may be used. In some leagues, additional assistant referees located beyond the goal lines. A reserve assistant referee may be appointed to the game. VMO's can be appointed if deemed necessary. |
| Signal to Inform Referee that a Foul by Defender was Inside Penalty Area | AR moves smartly to the corner | No signal specified | AR moves smartly to the corner or what referee recommends in pre-game discussion. |

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| DURATION OF GAME | RULE 7 | RULE 7 | LAW 7 |
| Length of periods | 2- 45 min. periods. No regular season overtime. 2-10 min. sudden victory overtimes in post season only. For post- season tournaments, see R 7.3, which includes kicks from the penalty mark after the overtime periods. | 2- 40 min. periods or 4-20 min quarters Overtime allowed by state association, up to 20 mins. maximum, sudden victory may be permitted by state during regular season. Post-season tie breaking procedures are left to state associations. | 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 penalties (penalty shoot-out). |
| Official Game | A suspended game of less than 70 minutes is declared “no contest”. If at least 70 mins. have been played the game is official. A suspended game may be resumed at a later date from the point of interruption | Official game if one half has been played unless otherwise set forth by state association. If suspended during the first half, state association determines if game is to be rescheduled from the beginning or from the point of suspension. | An abandoned match is replayed unless the competition rules or organizers determine otherwise. |



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| Half-time and Overtime (OT) Intervals | 15 mins for half time except post-season by agreement, less by prior consent of coaches and officials. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins. Water break allowed if WBGT temp is 86° or higher. | 10 minutes for half- time unless otherwise agreed by coaches. Between end of game and first OT period – 5 minutes. Time between overtime periods, 2 minutes. | Players are entitled to a halftime interval. It must not exceed 15 mins. |
| Clock stops | Goal, penalty kick, cards, & at discretion of referee (injury, time wasting, etc.). Subs during last 15 minutes of 2 nd half if game tied or leading team substitutes and all of overtime. Special TV timeouts.. | Goal, penalty kick, yellow and red cards, and at discretion of referee, (to assess possible injury, time wasting, etc.) Subs during last 5 mins. of 2nd half by leading team | Allowance for lost time in each half for all playing time lost in that half through: substitution, assessment and/or removal of injured players, wasting time, disciplinary sanctions, medical stoppages (drink & cooling breaks) VAR checks goal celebrations and other cause. |



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| START OF PLAY | RULE 8 | RULE 8 | LAW 8 |
| Coin Toss – winner | Choice of goal or kick off. Same procedure for 1st sudden-victory overtime period. | Same as NCAA | <i>Same as NCAA.</i> |
| Kickoff | Same as IFAB | Same as IFAB | Ball may be kicked in any direction. Kicker may stand in opponent's half. Goal can be scored from kickoff, <i>but not own goal</i> |
| Drop Ball | Drop ball where play was stopped by the referee except if in penalty area, drop for GK. If outside Penalty area, drop for one player of team that last touched ball. All other players must be 5 yds. away. Same as FIFA | Drop must be 5 yds. from touch line. A goal may not be scored direct from a drop ball. Drop to player of team that had last possession. If ball was in penalty area, drop to defenders' goalkeeper, all opposing players must be out of penalty area. All other players in either case must be 4 yards from the ball | Goal cannot be scored directly from a dropped ball. Ball is in play when it hits the ground. It must first be touched by at least 2 players. If it goes directly into opponent's goal – goal kick, if into own goal – corner kick. Ball is dropped before a single player; all other players must be 4 meters away |

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| BALL IN AND OUT OF PLAY | RULE 9 | RULE 9 | LAW 9 |
| Restart after injury, inadvertent whistle, replaced cross bar, etc. | Drop ball where play was stopped by the referee except if in penalty area, drop for GK. If outside Penalty area, drop for one player of team that last touched ball. All other players must be 5 yds. away | Drop must be 5 yds. from touch line. A goal may not be scored direct from a drop ball. Drop to player of team that had last possession. If ball was in penalty area, drop to defenders' goalkeeper, all opposing players must be out of penalty area. All other players in either case must be 4 yards from the ball | <p>If, when play was stopped:</p> <ul style="list-style-type: none"> the ball was inside the penalty area, the referee drops it for the defending team goalkeeper in their penalty area the ball was outside the penalty area, the referee drops it for one player of the team that has or would have gained possession if this can be determined by the referee; otherwise, it is dropped for one player of the team that last touched it. The ball is dropped at its position when play was stopped <p>The ball is in play when it touches the ground.</p> <p><i>All players must remain at least 4.5 yards (4 meters) from the spot of the drop until ball is in play. Ball is dropped for one player and drop is uncontested</i></p> |
| Ball strikes overhead wire or tree extending into field | Drop ball from location of last touching to the team who touched it last. | Local ground rule to be discussed prior to game. No set rule | Any animal, object or structure, etc., as well as any person who is not a match official or on the team list (players, substitutes and team officials) Dropped ball if play was stopped. |
| SCORING | RULE 10 | RULE 10 | LAW 10 |
| | No differences between the three | No differences between the three | No differences between the three |



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| OFFSIDE | RULE 11 | RULE 11 | LAW 11 |
| | Same as IFAB | Same as IFAB | <p>A player in an offside position receiving the ball from an opponent who deliberately played* the ball, including by deliberate handball, is not considered to have gained an advantage, unless it was a deliberate save by any opponent.</p> <p><i>*‘Deliberate play’ (excluding deliberate handball) is when a player has control of the ball with the possibility of:</i></p> <ul style="list-style-type: none"> -passing the ball to a team-mate; -gaining possession of the ball; or -clearing the ball (e.g. by kicking or heading it) <p>If the pass, attempt to gain possession or clearance by the player in control of the ball is inaccurate or unsuccessful, this does not negate the fact that the player ‘deliberately played’ the ball.</p> <p>The following criteria should be used, as appropriate, as indicators that a player was in control of the ball and, as a result, can be considered to have ‘deliberately played’ the ball:</p> <ul style="list-style-type: none"> -The ball travelled from distance and the player had a clear view of it -The ball was not moving quickly -The direction of the ball was not unexpected -The player had time to coordinate their body movement, i.e. it was not a case of instinctive stretching or jumping, or a movement that achieved limited contact/control -A ball moving on the ground is easier to play than a ball in the air <p>A ‘save’ is when a player stops, or attempts to stop, a ball which is going into or very close to the goal with any part of the body except the hands/arms (unless the goalkeeper within the penalty area).</p> |



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| VIOLATIONS AND MISCONDUCT | RULE 12 | RULE 12 (Fouls and Misconduct) | LAW 12 |
| Caution-Reasons (Yellow Card) | <p>Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting and excessive celebration); delays restart; encroachment of free kicks and corner kicks; coach may be cautioned for coaching outside of team area.</p> <p><i>NOTE: Coaches and Bench personnel- the same for all three codes.</i></p> | <p>Same as NCAA – also use of video or communication, etc. to assist in coaching; use of tobacco, alcohol or controlled or illicit substance at game site.</p> <p>Confronting an official during an interval period without permission (except captains).</p> <p>Unsporting conduct includes coaching outside of box, SPA, deliberately handling the ball 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. Head coach is responsible for conduct of all bench personnel. May be warned, cautioned or ejected.</p> <p>Coach carded if player illegally equipped and player must go off until next sub time. Any subsequent illegal equipment infractions-player is carded, not coach.</p> <p>DOGSO offenses in penalty area when attempting to play the ball. SPA offenses in penalty area and penalty kick awarded (e.g. holding</p> | <ul style="list-style-type: none"> • Delaying the restart of play • Dissent by word or action • Entering, re-entering or deliberately leaving the field of play without referee's permission • Failing to respect the required distance when play is restarted with a dropped ball, corner kick, free kick, or throw in • Persistent offences • Unsporting behavior (includes removing jersey when celebrating a goal, excessive celebration that causes safety or security concerns, some DOGSO offenses in penalty area when attempting to play the ball, reckless challenges, and simulating any action to deceive referee) • Entering the referee review area (RRA) • Excessively using the 'review' (TV screen) signal |



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| Ejection-Reasons (Red Card) | Serious foul play; violent behavior; fighting; spits at anyone; denies an obvious goal-scoring opportunity-see DOGSO 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 2d caution; Coach and bench may be carded | Subsequent caution (cannot be replaced); hand ball to prevent goal if ball does not go into goal; DOGSO and the goal is not scored; foul in penalty area not attempting to play ball and penalty kick awarded; insulting, offensive or abusive language or gesture; serious foul play; spitting at or biting; leaving the team area to enter field for fight or altercation; violent conduct. Coach and bench may be carded. | <ul style="list-style-type: none"> • DOGSO by committing a deliberate handball offence (except a goalkeeper within their penalty area) • DOGSO by committing a non-deliberate handball offence outside their own penalty area • DOGSO to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick (unless as outlined below) • serious foul play (includes any tackle which endangers safety of opponent) • biting or spitting at someone • violent conduct • using offensive, insulting or abusive language and/or action(s) • receiving a second caution in the same match • entering the video operation room (VOR) <i>Coach and bench personnel can be carded</i> |
| Player on field at end of period is ejected or disqualified during | Team plays short in the next half | Team does not have to remove a player to start the next period R12.9.2 Situation F | Team plays short the rest of the game. |
| Charging Goalkeeper | Release of ball cannot be interfered with- | Keeper cannot be charged in their penalty area unless dribbling ball with their feet or obstructing | May be fairly charged in the goal area if going for the ball other than with his/her hands. May not be charged while holding ball or having possession of the same. |
| Addressing Referee Between periods | Only captain permitted unless others summoned by referee. | Only team captain should address referee unless beckoned by the referee | No provision |



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| Restrictions on the goalkeeper (inside their penalty area) | <p>IDFK if the goalkeeper touches the ball with their hand/arm after:</p> <ul style="list-style-type: none"> - Controlling the ball with their hands for longer than 6 seconds; - Releasing the ball from their hands and before it has touched another player; <p>Or, unless the goalkeeper attempts to play the ball with their feet but miskicks the ball,</p> <ul style="list-style-type: none"> - The ball has been deliberately kicked to them by a teammate; - Receiving the ball directly from a teammate's throw-in; | <p>IDFK if the goalkeeper touches the ball with their hand/arm after:</p> <ul style="list-style-type: none"> - Controlling the ball with their hands for longer than 6 seconds - Releasing the ball from their hands and before it has touched another player; - The ball has been deliberately kicked to them by a teammate; - Receiving the ball directly from a teammate's throw-in; | <p>- Corner kick if the goalkeeper controls the ball with their hand/arm for more than 8 seconds; the referee determines when the goalkeeper has control of the ball and when the 8 second count begins, the referee visually counts down the last five seconds with a raised hand</p> <ul style="list-style-type: none"> - IDFK if the goalkeeper touches the ball with their hand/arm after releasing the ball and before it has touched another player; - IDFK if the goalkeeper touches the ball with the hand/arm after it has been deliberately kicked to them by a teammate or when receiving it directly from a teammate's throw-in; unless the goalkeeper has clearly kicked or attempted to kick the ball to release into play |
| FREE KICKS | RULE 13 | RULE 13 | LAW 13 |
| Direct free kick Offenses (See footnote) | 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; accidental touching of ball with hand that goes into goal or leads directly to a scoring chance | Basically, the same as NCAA, Charge, Jumps at, kick or attempts to kick, push an opponent, strike or attempt to strike, tackle or challenge with careless, reckless or excessive force, trip or attempt to trip, handling, spitting, holding at an opponent. | Same as NCAA but specifies also tackling an opponent in a manner deemed careless, reckless or with excessive force. Impeding progress when there is contact, assault on official, teammate or non-player. Biting anyone, Sendoff player, sub or team official who enters field and interferes with play or opponent. Throwing or kicking ball onto field to interfere |



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| <p>Indirect free kick offenses (See Footnote)</p> | <p>Playing the 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 (includes excessive celebration) 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, teammate, or non- player. See footnote regarding wall.</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 teammate 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 an opponent or a teammate. Player, coach, or bench personnel enters or leaves field w/o permission of an official and does not interfere with play. Once ball is released by goal keeper, GK may not touch it again with hands until it has been played or touched by a teammate outside of penalty area or by opposing player either inside or outside the penalty area.</p> | <p>An indirect free kick is awarded if a player:</p> <ul style="list-style-type: none"> • plays in a dangerous manner • impedes the progress of an opponent without any contact being made • is guilty of dissent, using offensive, insulting or abusive language and/or action(s) or other verbal offences • prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it • initiates a deliberate trick for the ball to be passed (including from a free kick or goal kick) to the goalkeeper with the head, chest, knee etc. to circumvent the Law, whether or not the goalkeeper touches the ball with the hands; the goalkeeper is penalised if responsible for initiating the deliberate trick • commits any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player <p><i>All verbal offences.</i> An offense committed outside field with ball in play against own team, IFK from boundary line.</p> |
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| TOPIC |  |  | IFAB® |
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| PENALTY KICKS | RULE 14 | RULE 14 | LAW 14 |
| Ball Placement and keeper position | On the 9" spot or 2-foot line. Keeper must have one foot on or over the goal line | Ball placed on 9" spot of 2-foot line <i>Same as FIFA.</i> | On the penalty mark. <i>Keeper must have at least part of one foot touching, in line with, or behind the goal line.</i> |
| Stutter stepping or faking by the kicker | Same as IFAB – Player cannot stop completely | Same as IFAB – cannot fully stop and there is continuous movement toward the ball | Permitted – no infraction if during run-up to kick. Cannot stop fully |
| Keeper comes forward from the line before the ball is kicked. | Kick is retaken if saved or if the goalkeeper's movement clearly impacted the kicker, otherwise the result of the kick stands. | | <ul style="list-style-type: none"> if the ball enters the goal, a goal is awarded if the ball misses the goal or rebounds from the crossbar or goalpost(s), the kick is only retaken if the goalkeeper's offence clearly impacted on the kicker if the ball is prevented from entering the goal by the goalkeeper, the kick is retaken <p>If the goalkeeper's offence results in the kick being retaken, the goalkeeper is warned for the first offence in the game and cautioned for any subsequent offence(s) in the game</p> |
| Teammate of the goalkeeper encroaches | Kick is retaken if the teammate is the first to touch the ball after a rebound from the goalkeeper or post or challenges an opponent for the ball after a rebound. | | <ul style="list-style-type: none"> if the ball enters the goal, a goal is awarded if the ball does not enter the goal, the kick is retaken |

| TOPIC |  |  | IFAB® |
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| Player taking kick infringes or team- mate encroaches and ball does not go into goal | Encroachment by teammate only penalized if that teammate has an impact on the play, otherwise the result of the kick stands. | Goal kick if ball goes directly over goal line. If deflected out by goalkeeper or ball bounces into play – Indirect free kick to defenders. If saved by goalkeeper, play continues | Indirect free kick given to defenders at the point of infraction. If GK and kicker both offend and ball goes into goal, indirect free kick, and caution to keeper. |
| Kicks from the penalty spot/mark (tiebreaker) | 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 to remain at center circle. Order can be changed if more kicks required. Need not have been on field at end of match. Coin toss to determine goal to be used. Goalkeeper cannot be changed unless ejected or injured. | Same as NCAA Coach selects the first 5 kickers. If still tied, 5 different players are selected. Any player on the roster may take part. Coach and non- kickers must remain in team area. | 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. Kickers to remain in center circle. After all are taken order can be changed. |
| Kicker plays ball backwards | Indirect Free Kick to defending team. | Indirect free kick to defending team. | Indirect Free Kick to defending team. |
| After kick is taken, but before being touched by another player or hits the goal, necessitating a suspension (i.e. outside agent). | Kick is retaken | Kick is retaken | Kick is retaken |
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| TOPIC |  |  | IFAB® |
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| THROW-IN | RULE 15 | RULE 15 | LAW 15 |
| Position of Defenders | Same as IFAB | Same as IFAB | All must stand no less than 2 meters (2 yards) from the point on the touchline from where the throw-in is to be taken, may not jump about or distract – caution is given. |
| Ball never enters field | Throw-in awarded to opponent | Same as NCAA | Throw-in retaken. Cannot kneel or sit. Must stand |
| Throw-in by impaired player using only one hand | No provision | Legal – One-handed throw-in allowed in such cases | Same as NFHS |
| GOAL KICK | RULE 16 | RULE 16 | LAW 16 |
| Ball is in play and Free Kicks in penalty area | Same as IFAB | Same as NCAA | Ball is in play as soon as kick is taken, and the ball clearly moves. Ball need not leave penalty area. Also, for free kicks in the penalty area |
| Moving ball in goal area after it is spotted | No prohibition unless movement is for purposes of time wasting | Once spotted, ball may not be moved to another part of goal area | Same as NCAA |
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| TOPIC |  |  | IFAB® |
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| CORNER KICK | RULE 17 No significant differences in the three sets of Rules and Laws | RULE 17 No significant differences in the three sets of Rules and Laws | LAW 17 No significant differences in the three sets of Rules and Laws |
| MISCELLANEOUS | | | |
| Foul indicated by Assistant Referee | Flag held vertically overhead with a slight circular wave | Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made and point in direction of restart | Same as NCAA, but make eye contact with referee before waving flag |
| Coach conveying tactical information to team and coach and player restrictions | Coach cannot leave coaching and team area to give instruction. Cannot instruct if on the field during an injury. 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. Coach permitted to view from press box and can communicate with bench electronically but not with players | No restriction, coach may give instructions to team during an injury. Coach may use electronic equipment and tablets on sideline but cannot use them to communicate with players during play. | Only one person at a time is allowed to convey tactical instructions from the technical area |
| Future Requirements or proposals under consideration | Federated playing rules now possible | None presently known | Goal line technology may be used. Leagues may allow temporary dismissals ("Sin Bin") for cautioned players (youth, etc.) |
| Protest by Coach | Allowed up to 48 hours after end of match. Limited to player identification, illegal participation, or violent behavior II or fighting | No protests permitted | No Provision |
| Outside agent touches ball as it goes into goal | Drop ball | Drop ball | Referee may award goal if the touch had no impact on the defenders |

| TOPIC |  |  | IFAB® |
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| Video Review | Equip. must be at field level or scorer's table. Call on field can only be overturned if evidence is indisputable. Reviewable situations: ball over goal line for a goal, identify players for discipline, determine if a fight or violent behavior occurred and to identify participants, <i>timing</i> issues, and determining location of foul committed by defending team near penalty area; penalty kicks (given or not given) ; straight red cards (given or not given); DOGSO/stopping a promising attack; should goal be disallowed for offside | No provision | May be used Video Assistant Referees (VAR) Now used in MLS and NWSL. |
| Ball in Play on Free Kicks | Ball must be kicked and moved | Ball must be kicked and visibly moved | Same as NFHS. Note for free kicks by defender in the penalty area, in play when ball is kicked |
| Restart after Delays | No contest may be started or restarted more than 3 hours after the originally scheduled start time unless mutually agreed upon prior to the start of the game. | No similar provision | No similar provision |

Footnote: DOGSO

IFAB Law 12 regarding DOGSO: In IFAB Laws of the Game, if the offense occurs inside the penalty area a penalty kick is awarded. A caution is awarded if the foul was an attempt to play the ball. It is still a penalty kick and a red card for a deliberate handball offence, holding, pushing, pulling, no possibility to play the ball, or violent conduct and serious foul challenges. If direct free kick offense occurs outside of the penalty area, and denies an obvious goal, a red card is given. This is also in effect for NCAA and NFHS. Note that in NCAA DOGSO outside of the penalty area must be a direct free kick foul, whereas in IFAB and NFHS any free kick offense.

Footnote: Free Kicks – In IFAB, NCAA and NFHS. Laws, attacking team must be at least 1 yard or 1 meter away from the defensive wall until the ball is in play. “Wall” is defined as 3 or more defensive players. Attacking player cannot be in such a wall and if attacking player is less than 1 yard from wall, an IFK is given.

Footnote: IFAB Offside Law 11 concerning interpretation of “INTERFERING” and “GAINING AN ADVANTAGE”.

“Interfering with an Opponent” means:

- preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent’s line of vision or
- challenging an opponent for the ball or
- clearly attempting to play a ball which is close when this action impacts on an opponent or
- making an obvious action which clearly impacts on the ability of an opponent to play the ball.

“Gaining an Advantage” by being in an offside position means playing the ball or interfering with an opponent when it has (1) rebounded or been deflected to him/her off the goal post, crossbar, match official or an opponent; (2) been deliberately saved by an opponent.

Footnote: IFAB Law 11 Offside – Deliberate Play and Deflection Explanation

(Same interpretation applies in NCAA and NFHS)

A player in an offside position receiving the ball from an opponent who deliberately played* the ball, including by deliberate handball, is not considered to have gained an advantage, unless it was a deliberate save by any opponent.

*‘Deliberate play’ (excluding deliberate handball) is when a player has control of the ball with the possibility of:

- passing the ball to a team-mate.
- gaining possession of the ball; or
- clearing the ball (e.g. by kicking or heading it)

If the pass, attempt to gain possession or clearance by the player in control of the ball is inaccurate or unsuccessful, this does not negate the fact that the player ‘deliberately played’ the ball.

The following criteria should be used, as appropriate, as indicators that a player was in control of the ball and, as a result, can be considered to have ‘deliberately played’ the ball:

- The ball travelled from distance and the player had a clear view of it
- The ball was not moving quickly
- The direction of the ball was not unexpected
- The player had time to coordinate their body movement, i.e. it was not a case of instinctive stretching or jumping, or a movement that achieved limited contact/control
- A ball moving on the ground is easier to play than a ball in the air

A ‘save’ is when a player stops, or attempts to stop, a ball which is going into or very close to the goal with any part of the body except the

hands/arms (unless the goalkeeper within the penalty area).

In situations where:

A player moving from, or standing in, an offside position is in the way of an opponent and interferes with the movement of the opponent towards the ball, this is an offside offence if it impacts on the ability of the opponent to play or challenge for the ball; if the player moves into the way of an opponent and impedes the opponent's progress (e.g. blocks the opponent), the offence should be penalized under Law 12

A player in an offside position is moving towards the ball with the intention of playing the ball and is fouled before playing or attempting to play the ball, or challenging an opponent for the ball, the foul is penalized as it has occurred before the offside offence

An offence is committed against a player in an offside position who is already playing or attempting to play the ball, or challenging an opponent for the ball, the offside offence is penalized as it has occurred before the foul challenge

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