



**National Intercollegiate Soccer Officials Association**



A COMPARATIVE STUDY OF RULES AND LAWS

# 2023 RULES COMPARISON GUIDE

(INTERCOLLEGIATE EDITION)

Main Contributors to the 2023 Guide:

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**NISOA recognizes the hard work and efforts of both Don Dennison and Todd Abraham for their developing and maintaining this educational document over many years for the benefit of the thousands of NISOA referees.**

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Based Upon:

- NCAA Soccer Rules and Interpretations – 2022-2023
- National Federation of State High School Associations (NFHS) Soccer Rules – 2022-2023
- IFAB Laws of the Game – 2022-2023

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Many NISOA members officiate soccer matches using Rules and Laws of soccer organizations and rule-making bodies other than the NCAA. As is to be expected, officials on occasion have some confusion regarding a specific rule or interpretation. For these reasons a study guide is needed for the officials to have easy references to the differences between NCAA, NFHS Rules and IFAB Laws and of the Game. The more significant rules are generally in conformity between 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 authors for easy reference and many officials have carried this guide in their kit or in their cars for quick review prior to a match. It is also useful as a teaching aid for NISOA entry level and in-service clinics. **Changes for the current year are shown in highlighted text for easy reference.** The comparisons are in tabular form following the particular topic and are in order of the specific Laws or Rules to which they are relevant except for the listing on page 3 which compares general topics not referred to in specific Rules or Laws and several miscellaneous topics which are referred to on pages 16 and 17.

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 IFAB Laws of the Game are published in May and take effect the following June. 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 each January and are distributed in early summer. The NCAA Rule Book is only published every other year. Accordingly, this Guide is current only up to the date of its publication and includes all rules changes for the year as presently known by the authors. If any errors are noted, it would be appreciated if they are brought to attention of Todd Abraham at [tbraham515@gmail.com](mailto:tbraham515@gmail.com).




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<b>TOPIC</b>	<b>NCAA – NISOA</b> 	<b>NFHS</b> 	<b>IFAB – USSF</b> 
Terminology - (It is important to use the proper terminology, especially in writing game reports)	Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official Violent Behavior Illegal Obstruction Video Review	Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game 4 <sup>th</sup> Official Violent Conduct Obstruction	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match Other Match Officials (ARs, 4 <sup>th</sup> officials, reserve ARs, and video match officials) Violent Conduct Impedes Progress of Opponent Video Assistant Referee (VAR)
Where the Rules or Laws are Employed	NCAA, NAIA, NJCAA, NIRSA and NCCAA Note: NJCAA has exceptions noted in the footnotes	Most public high and intermediate schools and some private schools	International matches, professional leagues, most club and semi-pro matches, some private schools veterans, disability and grassroots football
Interpretations	Approved Rulings (A,R.) appearing in the Rule book are official decisions of the NCAA. The NCAA secretary/rules editor can be contacted for interpretations. Generally, it is preferable to first go through the local NISOA Chapter Clinician or the NISOA Rules Interpreter (tabraham@nisoa.com). The NCAA Rules Book does NOT contain the description of standardized procedures for the Diagonal System of Control (DSC). NISOA describes this system for its members in other publications.	Play Rulings in the Rules book are interpretations approved by the NFHS Soccer Rules Committee. 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. The Rules describe 3 systems of mechanics that may be used: the Dual Officiating System, The Diagonal System of Control (DSC) and the Double-Dual System.	Decisions of the Int'l. F.A. Board are official interpretations. Additional Interpretations in the U.S. can be obtained initially through the State Director of Instruction (SDI). The Diagonal System of Control (DSC) is described in other IFAB, FIFA and USSF publications.



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b>FIELD OF PLAY</b>	<b>RULE 1</b>	<b>RULE 1</b>	<b>LAW 1</b>
11 Yd. Encroachment Hash Mark	Mandatory – Correct before match, if not possible, begin game and file report.	Optional	Optional
Penalty Kick Mark	2 foot Line or 9" diameter spot	Same as NCAA.	Penalty mark (no fixed size)
Goal Nets	Mandatory – Nets shall be attached to the uprights and crossbar and secured behind teach goal	Same as NCAA.	Not mandatory – may be attached to the goals and the ground behind the goal.
Coaching and Team Area	20 yards long and 5 ft. from touchline, benches 10 yds. Apart. No limitation on number of coaches conveying information to the team. Caution to coach who leaves the area after a first verbal warning and IFK where ball was if game stopped. Ejection for 3rd offense. (R. 12.14).	Same size as NCAA except benches 20 yds. apart. Caution to coach who leaves this area (R. 1, Sec. 5). Benches should be on same side of field – if not, benches should be diagonally opposed from each other.	A Technical Area is required for matches played in stadiums with a designated seated area for team officials, substitutes, and substituted players.
Coach communication	Coaches who are eligible to participate may communicate with each other electronically.	No provision but no phones or radios allowed during play. Communication devices on sideline only. Cannot communicate with players electronically.	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, hand-held equipment may be used. A team official who uses unauthorized equipment or who behaves in an inappropriate manner as a result of the use of electronic or communication equipment will be sent off.



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<b>FIELD OF PLAY</b>	<b>RULE 1</b>	<b>RULE 1</b>	<b>LAW 1</b>
Padded Goal Posts	Not specified.	White commercially manufactured materials (for soccer goals) at least 1" thick and 72" in height are permitted on vertical portions of the goal.	Not specified.
Field Conditions for play to start and continue	The referee in conjunction with the Governing Sports Authority (GSA) until the game starts at which time referee has sole authority.	Prior to start of game, host institution representative determines; thereafter determination is made by referee.	The referee has full authority to enforce the Laws of the Game in connections with the match. Referee has the discretion to take appropriate action within the framework of the Laws of the Game.
Games played indoors	Game may be played indoors. Balls striking any part of the upper edifice shall result in one of the two following actions: If the ball lands out of bounds, the opposing team shall be awarded a throw-in from the nearest point where the ball crossed the touchline. Corner kicks and goal kicks shall be awarded accordingly If the ball contacts the overhead edifice, play shall be restarted with a drop ball at a point nearest where the ball made contact in the field of play	No provision.	No provision.
Turf Fields	Permitted – no restrictions.	Same as NCAA.	The field of play must be a wholly natural or, if competition rules permit, a wholly artificial playing surface except where competition rules permit an integrated combination of artificial and natural materials (hybrid system).



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<b><u>THE BALL</u></b>	<b><u>RULE 2</u></b>	<b><u>RULE 2</u></b>	<b><u>LAW 2</u></b>
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 – 8.5 to 15.6 psi	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.	1 required. Additional balls may be placed around the field of play and their use is under the referee's control.
<b><u>PLAYERS AND SUBSTITUTES</u></b>	<b><u>RULE 3</u></b>	<b><u>RULE 3</u></b>	<b><u>LAW 3</u></b>
Team Roster	REQUIRED to be presented to scorekeeper (only) 30 mins. prior to game. If there is a question about whether the player is listed on the roster during the game, the official scorekeeper should provide the roster to the referee.  Game shall not begin if not received prior to kickoff.  Starters do not have to be identified and may be changed up to the kick-off.  After the game begins; Players not listed on the roster may NOT be added. Wrong numbers MAY be corrected.	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.	A match is played by two teams, each with a maximum of eleven players; one must be the goalkeeper.  Rules of the competition usually require that all players and substitutes and technical personnel must be named before kick-off.  The name of substitutes must be given to the referee before the start of the match. Any substitute not named by this time may not take part in the match.
When Substitutions Allowed	Either Team: 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 shall leave the field and <u>may</u> be subbed. They can return on any stoppage if cleared by medical personnel (not charged with reentry). GK ejected (team plays short but may sub for GK) -no sub for other team.	Either Team: 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, player must go out including goalkeeper; disqualification (but not for disqualified player); blood on player or uniform or any sign of concussion (may not return until cleared by health care professional. When Bench player carded, and subs have already reported. All subs must be beckoned onto field except before start of a period. Player leaving for improper equip. may be substituted for.	At any stoppage of play with the permission of the referee.  1 <sup>st</sup> teams of clubs in the top division or senior "A" international teams, are allowed a maximum of five substitutions during 3 sub opportunities (plus halftime).  The use of return substitutes is allowed for youth, veterans, disability, and grassroots football.  One additional substitute may be used when a match goes into extra time.



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<b>PLAYERS AND SUBSTITUTES</b>	<b>RULE 3</b>	<b>RULE 3</b>	<b>LAW 3</b>
	Team in Possession: Throw-in or corner kick (if sub, other team may also sub). Players must have reported to scorer prior to ball going out of play	Team in Possession: Same as NCAA.	
When Substitute Becomes a Player of Record	When beckoned on by referee during first 85 mins. of match or overtime period. During last 5 mins of the second half, or 2 <sup>nd</sup> OT when referee signals the clock to stop if the leading team substitutes.	When beckoned onto field by the referee.	When the substitute enters the field of play at the halfway line after the player being replaced has left the field of play at the nearest point on the boundary line unless otherwise directed by referee. The substitute becomes a player and can take any restart.
Restrictions of Substitution	During 1st half and in each overtime period – no reentry. One reentry in 2nd half (R. 3, Sec. 5). GK allowed one reentry in each period and each overtime.	A player substituted for may reenter an unlimited number of times in the match.	Player replaced becomes a substituted player and may not reenter the match (unless allowed by local modification).
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.	Whenever clock is stopped or at a substitution time with after notifying referee. Both players verbally warned for any violation.	Any of the players may change places with the goalkeeper during a stoppage in play with referee's permission.  Caution both players for violation when ball is out of play.
Number of substitutes	Either team may substitute up to 11 players at a time	Same as NCAA	Where competition rules permit a maximum of five substitutes to be used, each team: Has a maximum of three substitution opportunities May additionally make substitutions at half-time  One additional substitute may be used when a match goes into extra time.
Entering / leaving field of play	Substitute may enter the field of play before player being replaced exits the field once beckoned by referee. Player being replaced must exit at halfway line nearest the coaching and team area unless injured and needs assistance.	Substitute may enter the field of play before player being replaced exits the field once beckoned by referee.  Player being replaced has no restrictions regarding leaving field of play.	Substitute must wait to enter until player being replaced has left the field of play.  Player being replaced must leave by the nearest point of the boundary line unless the referee indicates otherwise.



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b><u>PLAYER'S EQUIPMENT</u></b>	<b><u>RULE 4</u></b>	<b><u>RULE 4</u></b>	<b><u>LAW 4</u></b>
Casts, Facemasks, Ankle Braces, Monitoring Devices, Cochlear Implants and head covers	<p>Casts permitted if covered and not considered dangerous by referee. Facemasks permitted.</p> <p>Players may wear a device to monitor data which can be used during the match.</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.</p> <p>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. Heart monitors allowed. Head covering allowed if approved by state. Cochlear implants are legal.</p>	<p>Non-dangerous (as determined by the referee) protective equipment, for example headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted as are goalkeepers' caps and sports spectacles.</p> <p>Head covers allowed if black or same color as jersey. May not be attached to jersey.</p> <p>Electronic performance and tracking systems attached to players' equipment must not be dangerous (as determined by the referee) and must meet the International Match Standards or FIFA Quality.</p>
Uniform Numbers	8" number on back of jersey and 4" number on front of jersey including GK.	6" number on back of jersey including GK, 4" number on front of jersey or on shorts.	Nothing specified in the laws.
<b><u>PLAYER'S EQUIPMENT</u></b>	<b><u>RULE 4</u></b>	<b><u>RULE 4</u></b>	<b><u>LAW 4</u></b>
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, all on team must be solid and like color and similar length. 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.	Undershirts must be a single color which is the same color or pattern as the main color of the shirt sleeve. Shirts must have sleeves. Undershorts/tights must be same color as main color of shorts or lowest part of the short. Tape or any material applied or worn externally must be the same color as that part of the sock it is applied to.
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.	The two teams must wear colors that distinguish them from each other and the match officials
Jerseys Tucked-In	Not specified but generally required.	<u>No longer required.</u>	Not specified.





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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
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	Each goalkeeper must wear colors that are distinguishable from the other field players and the match officials.
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 for his / her team. Cannot tape over	Not permitted, except medical or religious medals which must be taped under uniform. "Medical Alert" bracelet must be taped and visible. Colored mouth protectors allowed. Cannot tape over	Not permitted. Using tape to cover jewelry is not permitted.
Shin guards	NOCSAE standard required.	NOCSAE standard required. Seal and height range of player must be stamped on outside.	Must be made of a suitable material to provide reasonable protection and covered by the socks.
<b><u>THE REFEREE</u></b>	<b><u>RULE 5</u></b>	<b><u>RULE 5</u></b>	<b><u>LAW 5</u></b>
System of Match Control	Diagonal System of Control (DSC) shall be used. If 1 official fails to appear, the dual system may be used.	DSC, Dual (2 referee) or Double Dual (3 referee) systems authorized.	DSC Only – may use club linesmen if necessary in amateur and youth. May use Additional Assist. Referees (AAR) and video assistant referees (VAR).
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; ejected or ineligible player enters field; 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 has the power to stop, suspend or abandon the match for any offenses or because of outside interference or if either team has fewer than 7 players.
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	The referee has the authority to take disciplinary action from entering the field of play for the pre-match inspection until leaving the field of play after the match ends (including kicks from the penalty mark).



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TOPIC	NCAA – NISOA	NFHS	IFAB – USSF
Referee Uniform	Shirts – Prescribed jersey. Beginning in 2023, officials shall wear the NCAA established uniforms. Shorts – Black Socks – Prescribed socks. All dressed alike. Cap permissible, Shoes-mainly black. No jewelry except for watch.	Shirts - As set by State Association. Shorts - Black shorts or long trousers, black stockings with white top stripes Predominantly black shoes. Solid black cap may be worn. Shirt must differ from field players, but not goalkeepers.	The referee team is expected to wear shirts which match as to color, and design. This is left to the authority of each National Association. USSF currently uses shirts that are gold, black, green, red or blue, all with vertical striping. Socks are solid black with logo mid-calf. Caps are not specified. No jewelry is permitted.
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 and video review signals are 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 and 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.	Signals – same as NCAA except no specific signal for clock stoppage. One arm signal may be used for advantage call instead of two arms. IFK signal can be lowered after ball is put into play without a second touch if it is clear a goal cannot be scored directly.
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 or bench personnel is carded for the purpose of stopping the clock.	Referee keeps time only by agreement of the coaches or state association – otherwise, home team controls clock. Timer counts down last 10 seconds.	Referee keeps official time and indicates how much additional time is to be added in half and match for playing 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 the Laws.
2nd Caution Mechanics for Displaying Cards	Display yellow card followed immediately by a red card.	Same as NCAA.	Same as NCAA.



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TOPIC	NCAA – NISOA	NFHS	IFAB – USSF
Articles Worn by Officials	Officials should not wear anything that is not allowed to be worn or carried by players except watches and caps.	Same as NCAA.	Same as NCAA; however, in professional leagues and other senior matches caps are not usually worn.
Post-Game Score Verification	All officials must verbally/visually verify the paper or electronic box score. Jurisdiction over the score and statistics ends upon verification.	Head referee must verify score.	A match report to the appropriate authorities is required.
Video Review	Allowed only in six situations with indisputable video evidence: <ul style="list-style-type: none"> <li>• Goal/no goal boundary decisions</li> <li>• Identifying players for disciplinary matters</li> <li>• Whether a fight occurred and identifying all participants</li> <li>• Whether violent behavior I or II occurred and identifying all participants</li> <li>• Correcting timing errors</li> <li>• Whether a called foul occurred inside or outside penalty area.</li> </ul>	No video review allowed	A video assistant referee may assist the referee only in the event of a 'clear and obvious error' in relation to: <ul style="list-style-type: none"> <li>• Goal/no goal boundary decisions</li> <li>• Penalty decisions</li> <li>• Direct red card (not second yellow card/caution)</li> <li>• Mistaken identity (when the referee cautions or sends off the wrong player of the offending team)</li> <li>• Any fouls that occur in the Attacking Phase of Play that could negate a goal</li> <li>• Incorrect offside decisions that negate or award a goal</li> </ul>
<b><u>THE A.R. and OTHER OFFICIALS</u></b>	<b><u>RULE 6</u></b>	<b><u>RULE 6</u></b>	<b><u>LAW 6</u></b>
Other game personnel	A timekeeper and score keeper are required. An Alternate Official may be used. A minimum of 4 ball persons over the age of 10 is recommended.	A scored 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.	Other match officials (two assistant referees, fourth official, two additional assistant referees, reserve assistant referee, video assistant referee (VAR) and at least one assistant VAR (AVAR)) may be appointed to matches.
Signal to Inform Referee that a Foul by Defender was Inside Penalty Area	AR walks toward the corner flag.	No signal specified.	Same as NCAA.



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TOPIC	NCAA – NISOA	NFHS	IFAB – USSF
<b>DURATION OF GAME</b>	<b>RULE 7</b>	<b>RULE 7</b>	<b>LAW 7</b>
Length of periods	2- 45 min. periods. Periods end when clock reaches allotted time even if no horn sounds.	2- 40 min. periods or 4-20 min quarters	2-45 min. periods plus allowances for time lost due to subs., injury, time wasting, etc.
Overtime Rules	In regular season, <b>no</b> overtimes.  For post-season tournaments, two – 10 minute overtimes played in their entirety, R 7.1.2, which includes kicks from the penalty mark after the overtime periods.	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.	The rules of competition may allow for away goals, 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark.
Official Game	A suspended game of less than 70 minutes is declared "no contest". All normal statistics are nullified; however, cautions or ejections occurring in a "no contest" shall be subject to the procedures stated in Rules 12.4, 12.5, 12.6, 12.7 and 12.8 If the game progressed to 70 minutes, <b>it is suspended and may</b> be considered complete. <b>Suspended games may be resumed the same day or at a later date from the point of interruption</b>	Official game if one half has been played. If suspended during the first half, state association determines if game is to be rescheduled from the beginning or from the point of suspension.	If terminated, the competition authorities determine outcome.
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.	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 during regulation play. It must not exceed 15 mins.



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<b><u>DURATION OF GAME</u></b>	<b><u>RULE 7</u></b>	<b><u>RULE 7</u></b>	<b><u>LAW 7</u></b>
Clock stops	Goal, penalty kick, cards, & at discretion of referee (injury, time wasting, etc.). Subs during last 5 mins. of 2 <sup>nd</sup> half or 2 <sup>nd</sup> OT if made by leading team and special TV timeouts or hydration breaks. Also, if player shows signs of concussion.	Goal, penalty kick, yellow and red cards, and at discretion of referee, (to assess possible injury, time wasting, etc.), and for substitutions during last 5 mins. of 2nd half (but NOT 2 <sup>nd</sup> OT) made by leading team.	Referee discretion, e.g. substitutions, serious injury, time wasting, disciplinary sanctions, delays related to video reviews, and medical stoppages. The clock does not technically stop but time is added on for playing time lost.
<b><u>START OF PLAY</u></b>	<b><u>RULE 8</u></b>	<b><u>RULE 8</u></b>	<b><u>LAW 8</u></b>
Coin Toss – winner	Choice of goal or kick off. Same procedure for 1st overtime period.	Same as NCAA.	Same as NCAA.
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, but not own goal.
<b><u>BALL IN AND OUT OF PLAY</u></b>	<b><u>RULE 9</u></b>	<b><u>RULE 9</u></b>	<b><u>LAW 9</u></b>
Dropped Ball	<p>If play is stopped inside the penalty area, the ball will be dropped for the goalkeeper.</p> <p>If play was stopped outside the penalty area, the ball is dropped for one player of the team that last touched the ball at the point of the last touch. If the ball touches the referee (or another match official) and goes into the goal, team possession changes, or a promising attack starts, a dropped ball is awarded. All other players must be 5 yards away.</p> <p>A goal may not be scored from a dropped ball until it has been touched by two different players.</p>	Same as NCAA, but when drop is in the penalty area, and the ball was kicked out by two opponents simultaneously, the drop must also be 5 yds. from touch line. All other players are required to be 4 yards away.	<p>Same as NCAA. All other players are required to be 4 meters away. Provisions relating to dropped ball are contained in Law 8.</p> <p>A goal may not be scored from a dropped ball until it has been touched by two different players.</p>



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## A COMPARATIVE STUDY OF RULES AND LAWS

Restart after injury, inadvertent whistle, replaced cross bar, etc.	Correct restart is where the ball was last touched unless the ball is inside the penalty area; in this case and if last touch was inside the penalty area, the ball would be dropped to the goalkeeper uncontested.	Same as NCAA.	Same as NCAA.
<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b>BALL IN AND OUT OF PLAY</b>	<b>RULE 9</b>	<b>RULE 9</b>	<b>LAW 9</b>
Ball strikes overhead wire or tree extending into field	Considered as an outside agent. Ball is dropped at nearest point where ball landed. (Interpretation from NCAA rules editor).	Local ground rule to be discussed prior to game. No set rule.	Considered part of field. Ball remains in play.
<b>SCORING</b>	<b>RULE 10</b> No differences.	<b>RULE 10</b> No differences.	<b>LAW 10</b> No differences.
<b>OFFSIDE</b>	<b>RULE 11</b> No differences see Footnote	<b>RULE 11</b> No differences, see Footnote	<b>LAW 11</b> No differences, see Footnote.
<b>VIOLATIONS AND MISCONDUCT</b>	<b>RULE 12</b>	<b>RULE 12</b>	<b>LAW 12</b>
Handling	For the purposes of determining handball offenses, the upper boundary of the arm is in line with the bottom of the armpit. It is an offence if a player: deliberately touches the ball with their hand/arm, including moving the hand/arm towards the ball, scores in the opponents' goal directly from their hand/arm, even if accidental, including by the goalkeeper, after the ball it has touched their or a teammate's hand/arm, even if accidental, and immediately: scores in the opponents' goal, creates a goal-scoring opportunity, or touches the ball with their hand/arm when: the hand/arm has made their body unnaturally bigger, the hand/arm is above/beyond their shoulder	Not specified.	It is an offense if a player: * *deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball. * touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized. * scores in the opponents' goal 1 directly from their hand/arm, even if accidental, including by the goalkeeper. 2. immediately after the ball has touched their hand/arm, even if accidental.

**Commented [CR1]:** Can we just say for the NISOA section, "Aligned with IFAB?"

Also, does the NFHS say nothing about hand ball? Surprised, but I haven't done high school in ~20 years...

**Commented [TA2R1]:** I tired that, but Randall Reyes told me that they are now different (again) - you're much more up to date on IFAB changes than I am



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	level (unless the player deliberately plays the ball which then touches their hand/arm)		After the ball touched the team-mate's arm, it goes straight to the player who immediately scores in the opponents' goal. The handball shall be penalized even if it is considered accidental.
Caution-Reasons (Yellow Card)	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.	Same as NCAA – also use of video or communication, etc. to assist in coaching; use of tobacco at game site; delayed or excessive acts to focus attention on player or prohibits timely restart; and for fouls on obvious goal scoring opportunity, but goal scored. Unsporting conduct includes coaching outside of box, faking injury, simulating a foul, excessive goal celebration, reckless play. Cautioned player must go off, if subbed for, may return at next opportunity to sub. Coach may be cautioned for team or bench misconduct that cannot be attributed to specific player. 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.	Delaying the restart of play, dissent by word or action, entering, re-entering or deliberately leaving the field of play without the 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 (no specific number or pattern of offences constitutes 'persistent'), unsporting behavior, entering the referee review area (RRA), and excessively using the 'review' (TV screen) signal.  Unsporting behavior includes: attempts to deceive the referee (simulation), changing places with the goalkeeper during play or without the referee's permission, reckless fouls, any offence which interferes with or stops a promising attack, denying an opponent an obvious goal-scoring opportunity by an offence which was an attempt to play the ball and the referee awards a penalty kick, handling the ball in an attempt to score a goal or in an unsuccessful attempt to prevent a goal, making unauthorized marks on the field of play, plays the ball when leaving the field of play after being given permission to leave, shows a lack of respect for the game, uses trickery during a restart.



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b><u>VIOLATIONS AND MISCONDUCT</u></b>	<b><u>RULE 12</u></b>	<b><u>RULE 12</u></b>	<b><u>LAW 12</u></b>
<b>EJECTION-REASONS (Red Card)</b>	Serious foul play; violent behavior (I or II); fighting; spits at anyone; denies an obvious goal-scoring opportunity-see DOGSO footnote; 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; 3rd occurrence of coaching outside of team area.	2nd caution (cannot be replaced); violent conduct; taunting; serious foul play; hand ball to prevent goal if ball does not go into goal, foul against an opponent who is moving toward goal with an obvious opportunity to score (DOGSO), spitting at an opponent, teammate or official; using offensive, insulting or abusive language or gestures; leaves bench when a fight is taking place.	Denying the opposing team a goal or an obvious goal-scoring opportunity by handling, denying a goal or an obvious goal-scoring opportunity to an opponent whose overall movement is towards the offender's goal by an offence punishable by a free kick, serious foul play, biting or spitting at someone, violent conduct, using offensive, insulting or abusive language and/or gestures, receiving a second caution in the same match, entering the video operation room (VOR).
Player on field at end of period is ejected or disqualified during the interval	Team plays short in the next half.	Team does not have to remove a player to start the next period (R. 12.8.2 Situation F).	Same as NCAA.
Charging Goalkeeper	May not be charged or interfered with while in possession of ball within his penalty area.	Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing.	May be 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.
Addressing Referee Between periods	Only captain permitted unless summoned by referee. 1st occur. Verbal warning, 2nd occur. Caution, 3rd occur. Ejection	Only team captain should address referee.	No provision.
<b><u>FREE KICKS</u></b>	<b><u>RULE 13</u></b>	<b><u>RULE 13</u></b>	<b><u>LAW 13</u></b>
Direct free kick Offenses	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.	Basically, the same as NCAA, but specifies also charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground. Spitting at an opponent.	Charging, jumping at, kicking or attempts to kick, attempts to kick, pushing, striking, attempts to strike, reckless or careless tackles (challenges), tripping, attempts to trip, handling, holding an opponent, impeding an opponent, biting, and throwing an object at the ball, an opponent, or a match official, or contacts the ball with a held object.





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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b>FREE KICKS</b>	<b>RULE 13</b>	<b>RULE 13</b>	<b>LAW 13</b>
Indirect free kick offenses	<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.</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 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.</p>	<p>Playing in a dangerous manner, impeding, dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences, preventing 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, committing any other offence, not mentioned in the Laws, for which play is stopped to caution or send off a player.</p> <p>An indirect free kick is awarded if a goalkeeper, inside their penalty area, commits any of the following offences: controlling the ball with the hand/arm for more than six seconds before releasing it, touching the ball with the hand/arm after releasing it and before it has touched another player, touching the ball with the hand/arm, unless the goalkeeper has clearly kicked or attempted to kick the ball to release it into play, after it has been deliberately kicked to the goalkeeper by a team-mate or receiving it directly from a throw-in taken by a team-mate.</p>



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b><u>PENALTY KICK</u></b>	<b><u>RULE 14</u></b>	<b><u>RULE 14</u></b>	<b><u>LAW 14</u></b>
Ball Placement	On the 9" spot or 2-foot line.	Same as NCAA.	On the penalty mark and the goalposts, crossbar and goal net must not be moving.
How taken	Until the ball is kicked, the opposing goalkeeper shall remain on the goal line with at least part of one foot touching or in line with the goal line, facing the kicker, and between the goal posts without touching the goalposts, crossbar or goal net, and is permitted to move laterally.	Same as NCAA.	Same as NCAA, except the goalkeeper is allowed to have his feet behind the goal-line once the ball is kicked.
Stutter stepping or faking by the kicker	Permitted, no infraction if during run-up to kick. Cannot stop fully.	Same as NCAA.	Permitted, no infraction if during run-up to kick. Cannot stop fully. If stops at point of kick, caution the kicker and award an IFK for the defending team.
Encroachment by attacking team	If the ball enters the goal, the kick is retaken. If the ball goes directly out, goal kick. If ball rebounds into play, IFK to defending team.	If the ball enters the goal, the kick is retaken. If the ball goes directly out, goal kick. If ball rebounds into play, IFK to defending team. If the GK saves and holds ball, Play continues.	If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, IFK to defending team
Encroachment by defending team	If the ball enters the goal, it is a goal. If the ball does not enter the goal, the kick is retaken.	Same as NCAA.	Same as NCAA.
Encroachment by both teams	Kick is retaken.	Kick is retaken.	Kick is retaken.



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## A COMPARATIVE STUDY OF RULES AND LAWS

TOPIC	NCAA – NISOA	NFHS	IFAB – USSF
Offense by GK	If the ball enters the goal, it is a goal. If not saved (but no goal), penalty is not retaken unless kicker is clearly impacted. If saved, penalty is retaken. GK is warned and cautioned as appropriate	If the ball enters the goal, it is a goal. Otherwise, penalty is retaken.	Same as NCAA. GK is warned and then cautioned on any subsequent infringement.
Offense by Kicker and GK at same time.	IFK for defending team and warn/caution kicker as appropriate.	Penalty is retaken and caution kicker as appropriate.	Same as NCAA but caution kicker.
Kicker plays ball backwards	IFK for defending team.	Same as NCAA.	Same as NCAA.
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	Same as NCAA	Same as NCAA.
Kick 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. Referee selects goal to be used.	By State Association Adoption. NFHS Sample is 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.	Team must reduce its numbers to the same number as its opponent and the referee must be informed of the name and number of each player excluded. Only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks. The referee is not informed of the order. The referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable. Misconduct and warnings do not carry over to kicks from the mark.



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<b>TOPIC</b>	<b>NCAA – NISOA</b>	<b>NFHS</b>	<b>IFAB – USSF</b>
<b><u>THROW-IN</u></b>	<b><u>RULE 15</u></b>	<b><u>RULE 15</u></b>	<b><u>LAW 15</u></b>
Position of Defenders	Same as IFAB.	Same as IFAB.	All must stand no less than 2 meters (2 yards) from the point where the throw-in is to be taken, may not jump about or distract – Violations result in a caution.
Ball never enters field	Throw-in awarded to opponent.	Same as NCAA.	Throw-in retaken.
Throw-in by impaired player using only one hand	No provision.	Legal – One-handed throw-in allowed in such cases.	Same as the NFHS. Federation
“Stickum” to enhance grip	Not allowed. Also applies to goalkeepers.	No provision.	No provision.
<b><u>GOAL KICK</u></b>	<b><u>RULE 16</u></b>	<b><u>RULE 16</u></b>	<b><u>LAW 16</u></b>
Ball is in play	When it is kicked and clearly moves.	Same as NCAA.	Same as NCAA.
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.
<b><u>CORNER KICK</u></b>	<b><u>RULE 17</u></b>	<b><u>RULE 17</u></b>	<b><u>LAW 17</u></b>
	No significant differences in the three sets of Rules and Laws.	No significant differences in the three sets of Rules and Laws.	No significant differences in the three sets of Rules and Laws.
<b><u>MISCELLANEOUS</u></b>			
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 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.



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TOPIC	NCAA – NISOA	NFHS	IFAB – USSF
<b>MISCELLANEOUS</b>			
Protest by Coach	Allowed up to 48 hours after end of match. A protest may be filed only for situations involving (1) Player identification; or (2) Illegal participation by ejected or suspended personnel (3) <b>violent behavior II or fighting red card.</b>	No protests permitted.	No Provision (Refer to Competition Rules).
Outside agent touches ball as it goes into goal	Drop ball	Drop ball	Referee can award goal if the touch had no impact on the defenders.
Video Review	Equip. must be at field level or scorer's table. Call on field can only be overturned if evidence is indisputable.	No provision.	May be used as well as Video Assistant Referees (VAR). See League Rules.
Restart after Delays	<p>If the suspended game is resumed the same day or at a later date, it shall be resumed from the point of interruption and all statistics will carry over to the resumed game, including cards.</p> <p>No game may be started more than three hours after the originally scheduled start time unless the referee has been notified and the new start time mutually agreed upon before the start of the game by the teams or determined by the governing sports authority. (See Page 7.)</p> <p>Once a game has been started and suspended, it must be restarted not later than three hours after the originally scheduled start time unless mutually agreed upon before the start of the game by the teams or determined by the governing sports authority</p>	No similar provision.	No similar provision.



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## A COMPARATIVE STUDY OF RULES AND LAWS

<p>Tie breaking procedure – Kicks from the penalty mark</p>	<p>Any player on the roster can participate.          Either 10 kickers are designated, one of them may be the goalkeeper or 10 kickers are designated and a goalkeeper who will not participate as a designated kicker. (irrespective of how many players were on the field at the end of the match)          If the goalkeeper is designated as one of the kickers, the referee must be notified before the taking of the first kick.          Referee selects goal to be used.          Goalkeepers may only be changed if ejected or injured (as certified by the trainer)          Cautions carry over from the competition to the tiebreaker</p>	<p>The referee decides which goal shall be used          Each team selects 5 players (which may include the GK) except those who have been disqualified          Winner of a coin toss chooses to kick first or second          Goalkeepers may be changed for each kick          If tied after 5 kicks, a different set of 5 players are chosen and kick in a sudden victory situation where if one team scores and the other doesn't the game is ended.          If still tied a group of 5 players who were not part of the previous group (may be part of the first group) continue the process          Cautions carry over from the competition to the tiebreaker</p>	<p>Only players who are on the field of play or are temporarily off the field of play (injury, adjusting equipment etc.) at the end of the match are eligible to take kicks.          Must reduce to equate.          The referee tosses a coin to decide the goal at which the kicks will be taken which may only be changed for safety reasons or if the goal or playing surface becomes unusable.          A goalkeeper who is unable to continue before or during the kicks may be replaced by a player excluded to equalize the number of players or, if their team has not used its maximum permitted number of substitutes, a named substitute, but the replaced goalkeeper takes no further part and may not take a kick.          Cautions do not carry over from the competition to the tiebreaker</p>
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**Commented [CR3]:** Should we subdivide this further?

- Coin toss ramifications
- Reduce to equate
- Number of players
- Who chooses goal
- Cautions on GK carry-over



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### A COMPARATIVE STUDY OF RULES AND LAWS

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

“Interfering with an opponent” by:

- 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” while being in an offside position means playing the ball when it has:

- *rebounded or been deflected off the* goal post, crossbar; match official or an opponent
- *been deliberately save by any opponent.*

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Footnote regarding 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’s still a penalty kick and a red card for handling, holding, pushing, pulling 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 shown. *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, it is any free kick offense.

Footnote about IMMEDIATE

FIFA issued a clarification of what was meant as “Immediately”:

Immediately means that the scored goal or the goal scoring opportunity is a direct consequence of the attacker’s accidental handball and nothing else occurred in between.

There is no immediacy if, after an accidental handball, the ball travels some distance and/or there are several passes and/or dribbles-challenges before the goal is scored or the goal-scoring opportunity is created.

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#### NJCAA Rules and Procedures – major differences highlighted

A. All regular season, regional, district and national tournament games will be played under the current NCAA Soccer rules with the following exceptions:

1. **Unlimited substitutions** apply with a stoppage of the game clock during substitutions from the leading team “at anytime” in the last five minutes of the game.
2. In **regular season matches, if two teams are tied after regulation, they will go to two 10 minute sudden victory/golden goal overtimes.** If still tied, then the game is recorded as a tie. **NO** penalty kicks.
3. For all Region, District, and National **Tournament matches, the overtime rule will be two 10 minutes sudden/victory/golden goal overtimes.** If still tied, it will be followed by penalty kicks. Games that go to PK’s in post-season are recorded as ties except in the National Championship match..



## National Intercollegiate Soccer Officials Association



### A COMPARATIVE STUDY OF RULES AND LAWS

4. The Select "Super" or "Brilliant Super" ball shall be the official regular season game ball of the NJCAA beginning fall 2015. The Select "Super" ball shall be used at NJCAA Championships.

i. Penalty for non-compliance of using the NJCAA Official Ball: "(Exception to NCAA Rule 2 "The Ball") - Four official game balls must be provided by the host team in order to begin play. In the event that this stipulation is not met, the game shall be played with the **offending head coach receiving a yellow card.**

B. Teams participating in the NJCAA Soccer Championship are limited to 25 players. These players must be identified in the score book before the start of the first game. These players must be identified on an approved roster, which will contain the name, numbers and accumulated cautions of all squad members. This roster must be submitted to the NJCAA Soccer Chair, or his/her designee, prior to the first game of the tournament. No deletions or additions may be made after this time. A player who is part of his team's roster of 25, whose name is not listed in the score book, will be removed from the game at the point the omission is discovered.

C. Roster numbers and jerseys must be checked and verified prior to the start of the tournament. **Players found wearing incorrect numbers will be removed from the game until the problem is corrected.** Players not listed on the roster, found to be participating in the game, will be removed at that point and will not be allowed to participate in any subsequent games.

D. In the event of darkness, inclement weather or other circumstances beyond the control of the Tournament Director that prevent games from being completed on a given day, the suspended games will be resumed from the point of suspension on the following day and the game and time schedule will adjust accordingly. If for any reason, a team must play more than 90 minutes after a suspended game is resumed, they will not be required to play again that day.

E. For each game of the tournament, the team with higher seed (lower number) in each game will be the HOME TEAM and wear light colored uniforms and have choice of bench. The lower seed (higher number) will be the VISITOR TEAM and wear dark colored uniforms.

F. NJCAA rules govern all Regional, District and National competition.

G. **Tights and undergarments that extend below game pants must be the same color as game pants**