



RULE

LAW



DIFFERENCES

2008-2009



RULE 1 LAW



FIELD OF PLAY

Dimensions

- 100 – 120 yds long
55 – 80 yds wide
- 100 – 130 yds long
50 – 100 yds wide
- 4 inch width – all lines
- lines no more than 5 inches width



RULE 1 LAW

FIELD OF PLAY

Other



- 9 inch penalty spot or
2 foot penalty line
- prior to game
field condition
decided by host
- penalty spot
- prior to game
field condition
decided by referee



RULE 1 LAW



FIELD OF PLAY

Other

- Defines Official and Team areas
- Defines Spectators' Areas
- Goal posts MAY be padded
- Defines Technical Area



RULE 2 LAW
GAME BALL



- NFHS logo
- Manufacturers recommended pressure
- Home Team provides 3
- FIFA logo
- 8.5 to 15.6 lbs/sq. in.



RULE 3 LAW
NUMBER OF PLAYERS



Captain

- Designated team captain(s)
- Wears arm band
- May address referee -
rules interpretation
essential information



RULE 3 LAW
NUMBER OF PLAYERS



Subs

- Throw in – either team IF team in possession subs both must report prior
- Corner Kick – either team IF team in possession subs Both must report prior
- Throw in – team in possession only
- No sub allowed



RULE 3 LAW

NUMBER OF PLAYERS



Subs

- Either team – unlimited subs on:
 - injury
 - goal kick
 - after a goal
 - between periods
 - caution/disqualification
- Either team on:
 - injury
 - goal kick
 - after a goal
 - between periods

Soft red may be subbed for

Hard red may not be subbed for



RULE

3

LAW



NUMBER OF PLAYERS

Sub Control

- reports to scorer or nearest official except –
 - after goal
 - beginning of period
- suggested off before on
- GK change w/o permission
 - warning
- reports to referee
- off before on
- GK change w/o permission
 - caution at next stoppage



RULE

3

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NUMBER OF PLAYERS

Injury

- player injured
referee deems or attended to
SHALL leave
and **MAY** be subbed
- Injury attended to on field
 - no coaching by either team
- Unconscious – must have
physicians written auth.
- player attended to on
field must must leave
re-enters after restart
-
-



RULE 3 LAW
NUMBER OF PLAYERS



Cautioned

- Caution - player **MUST** leave •
and **MAY** be subbed



RULE

4

LAW



PLAYERS' EQUIPMENT

Jerseys

- Home team changes for color conflict
- Home team wears white/light color jerseys & socks
- left to league
-



RULE

4

LAW



PLAYERS' EQUIPMENT

Socks/Numbers

- Both socks same dominant color
-
- Numbers on jersey back & on jersey or shorts front
- left to league



RULE

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PLAYERS' EQUIPMENT

Shinguards

- NOCSAE Stamped
age & size appropriate
- provide reasonable
degree of protection
- bottom edge must be
no higher than 2 inches
above ankle



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PLAYERS' EQUIPMENT

Casts/Braces

- Cast padded ½ inch slow recovery – Dr.'s release
- Braces – covering recommended by manufacturer
- Cast – referee's decision
- Brace – referee's decision



RULE

4

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PLAYERS' EQUIPMENT

Casts/Braces

- Ankle Braces must be covered by the sock or other suitable material
-



RULE

4

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PLAYERS' EQUIPMENT

Goal Keeper

- May wear soft pliable helmet
- May wear soft bill Cap
- May wear same color as other Goal Keeper
- Referee's decision
- Must have 5 colors



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PLAYERS' EQUIPMENT

Jewelry

- None – except for Medical Alert or Religious
- must be taped
- None



RULE

4

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PLAYERS' EQUIPMENT

Other Equipment

- Face Masks

allowed – contoured to face

- Sliders

must all be same color
does not have to be
same color as shorts

- None

- Sliders

league rules govern



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PLAYERS' EQUIPMENT

Responsibility

- Coaches'---

- Referee's

Referee checks



RULE 5 LAW

OFFICIALS/REFEREE



- DSC

Dual

- Notify both coaches, scorer on **Cautions/Disqualifications**

- Timer keeps time

- DSC

-

- Referee keeps time



RULE 5 LAW

OFFICIALS/REFEREE



- DFK Signal
 - IFK Signal
 - Signal for Fouls
 - Signal for Offside
 - Signal for Clock
 - Signal for Goal/no Goal
- DFK Signal
 - IFK Signal
 -
 -
 -
 -



RULE 5 LAW
OFFICIALS/REFEREE



- Pre-game conference
With head/Coaches
required
-



RULE 6 LAW

ASSISTANTS



- Ball holders •
(must have at least 2)
- Timers –
counts last 10 seconds
- Scorers



RULE 7 LAW
DURATION OF GAME



Halves

- 2 x 40's for varsity
 - 2 x 45's for U19, Adult
 - 2 x 35's for most JV's
 - 2 x 40's for U16
 - May be shortened by agreement
 - may not be shortened
- (prior to start OR at halftime)



RULE

7

LAW



DURATION OF GAME

Other

- 10 minute half time – may be shortened
- Clock stopped for:
 - Penalty Kick
 - Cautions/Disqualifications
 - After a Goal
 - Referee's discretion
- 15 minute half time max; Youth 5-10 mins
- Time added – Referee's discretion for Substitution/Injury/Other Delay



RULE 7 LAW
DURATION OF GAME
Time



- Stadium clock
 - official time kept by timer
- Referee keeps time



RULE 7 LAW
DURATION OF GAME
Overtime



- Tie
- Tie stands
- 2 – 10 minute periods
- Shoot Out
- District decides



RULE 8 LAW

START OF PLAY



- Visitor calls coin toss

rule 5

- Winner elects:
defend goal or kick off

rule 5

- Winner selects:
direction of attack

•



RULE 8 LAW
START OF PLAY



- Drop ball – 2 opponents
- Dropped Ball – no players **required**
- IFK – for team in possession – injury/unusual stoppage
- Dropped Ball



RULE 9 LAW
BALL IN/OUT OF PLAY



- No Major Differences



RULE 10 LAW
METHOD OF SCORING



- Clock is stopped •



RULE 11 LAW
OFF-SIDE



- No Major Differences



RULE 12 LAW FOULS/MISCONDUCT



Cautions

- Enter/Leave w/o perm.
- Persistent Infringement
- Dissent
- Incidental Language
- Use of Electronic
- Unsporting Conduct
- Use of Tobacco
- Unsporting behavior
- Dissent
- Persistent Infringement
- Delay Restart
- Fail to give 10 yards
- Enter w/o permission
- Leaving w/o permission



RULE 12 LAW FOULS/MISCONDUCT



Cautions

- Trickery – pass to GK
IFK to opponent – not cautioned
- Referee notifies coaches, scorer on cautions
- Trickery – pass to GK
IFK to opponent
cautioned
-



RULE 12 LAW
FOULS/MISCONDUCT



Cautions

- Cautioned player **MUST** leave & **MAY** be replaced
- Coaches & team personnel may be Cautioned – show card
- No requirement
- Coaches & team personnel guilty of misconduct – no card



RULE 12 LAW



FOULS/MISCONDUCT

Disqualification/Send off

- Excessive celebration
- 2nd Caution
- Taunting
- Violent conduct
- Serious foul play
- Goal stopped by handling
- Goal stopped by foul
- Spit at a person
- Insulting, offensive, Abusive
- Leave team – join altercation
- Serious foul play
- Violent conduct
- Spit at a person
- Denies GSO - handling
- Denies GSO - foul
- Insulting, offensive, Abusive
- 2nd Caution



RULE 12 LAW



FOULS/MISCONDUCT

Disqualification/Send off

- Soft Red for excessive celebration
2nd Caution
- No Soft Red
- Team does not play short for soft red, plays short for all other red cards
- Team plays short for all red cards



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FOULS/MISCONDUCT

Disqualification/Send off

- Team does not play short for **red cards** between periods
- Referee notifies coaches, scorer of **disqualification**
- Team plays short for all **red cards** – after start of play
-



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FOULS/MISCONDUCT

Disqualification/Send off

- Soft Red
yellow/red cards shown
in one hand together
- Coaches & bench
personnel may be
disqualified – show card
- Coaches & bench 2nd caution
yellow/red cards shown 1 at a time
- 2nd Caution
yellow card shown - then
red card shown
- Coaches & bench
personnel are dismissed
– no card



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FOULS/MISCONDUCT

Disqualification/Send off



- Disqualified coach
must leave – no contact
with team
- Dismissed coach
must leave
- Disqualified player
remains on bench
- Player sent off must
leave



RULE 13 LAW
FREE KICK



- No Major Differences



RULE 14 LAW
PENALTY KICK



- Clock is stopped
-



RULE 15 LAW
THROW IN



- Throw in does not enter field – throw awarded to opponent
- Must be 2 yards from thrower



RULE 16 LAW
GOAL KICK



- No Major Differences



RULE 17 LAW
CORNER KICK



- Substitution allowed for team •
in possession and opponent if
already reported