

# Comparison of Selected NF Rule and USSF/FIFA Law Differences

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<u>Topic / Category</u> <u>rating</u> <sup>a</sup>	<u>National Federation</u>	<u>USSF/FIFA</u>
Length of Half - 3	40 minutes (Varsity)	Regular: 45 minutes Youth: Varied, based on age
Length of Halftime - 3	10 minutes	Up to 15 minutes
Substitutions: When - 3	GK, Own CK, Goal, Half, Injury, Caution, Ejection, Own TI (if sub on own TI or CK, other team can sub if sub has reported before stoppage)	Regular: Any stoppage Youth: Own TI, GK, Goal, Injury, Half Check local rules for additional youth requirements
Substitutions: Number - 2	Unlimited	Regular: Up to 3 (6 in "other matches") Youth: Unlimited (subject to local rules)
Substitutions: Procedure - 3	Report to Scorer or Official <b>PRIOR</b> to stoppage for GK, TI, CK restart (otherwise cannot enter the field)	No similar requirement, but substitute must be ready to enter the field when stoppage occurs
Substitutions: Injury and Play Stopped - 3	Can treat on field. Injured player <b>MUST</b> leave if attended to on field or if deemed injured by referee. Need not be substituted. If team elects to play shorthanded, injured player cannot return until next legal substitution opportunity.	Cannot be treated on field (unless life-threatening or dangerous and GK is excepted). Need not be substituted. Injured player <b>MUST</b> leave field but only if play stopped for injury. Injured player can return only after match is restarted. If play is not stopped for the injury, player can return even if play is continuing. However, if substituted, they have to wait until stoppage of play.
Substitutions: Return -2	Substituted player can return to the field	Regular: Cannot return to the field Youth: Can return to the field
Substitutions: Caution – 4	Cautioned player <b>MUST</b> leave until next substitution opportunity (may be substituted)	No similar requirement
Substitutions: Referee permission - 1	Referee permission not required after a goal or at the beginning of a period	Referee (and only referee) permission always required
Team Roster - 1	Submitted five minutes prior to match: includes players, substitutes, bench personnel	Submitted prior to start of play: includes players and substitutes

Equipment: Casts - 2	Illegal, unless covered by padding AND accompanied by release signed by MD	Illegal if considered by referee to be dangerous, or becomes dangerous during play, or if used in a dangerous manner
<u>Equipment: Face Mask - 2</u>	<u>Illegal, unless no protrusions AND accompanied by release signed by MD</u>	<u>Illegal if considered by referee to be dangerous or becomes dangerous during play or if used in a dangerous manner</u>
Equipment: Stockings - 1	Shall be of a single dominant color	No similar requirement (local rules prevail)
<u>Equipment: Thermal Undershorts - 2</u>	<u>Visible apparel under shorts must be similar length, all alike, and solid color</u>	<u>If worn, must be same basic color as uniform shorts</u>
Equipment: Shinguards - 4	May not be altered, must provide sufficient protection and <u>age and size appropriate</u> . Also they must be worn with the bottom edge no higher than 2 inches above the ankle. <u>Must meet National Operation Committee on Standards for Athletic Equipment (NOCSAE) specifications (start Fall 2007)</u>	Must provide a reasonable degree of protection, manufactured for the purpose, and appropriate for the age ( <u>no further requirement for placement -- USSF referees are not shinguard police</u> )
Equipment: Jewelry - 1	Not permitted (medical bracelets or medals must be taped and showing the medical data)	Not permitted unless clearly religious or medical in nature and not dangerous
Equipment: Braces - 4	Illegal, unless hinges covered and hard surfaces padded or covered by approved manufacturer sleeve	Illegal if considered dangerous by referee or if becomes dangerous during play or if used in a dangerous manner
<u>Equipment: Uniform - 2</u>	<u>No reference to singlets</u>	<u>Shorts and shirt must be separate items. USSF directive: Referees are to enforce strictly</u>
Systems of Control - 1	Dual, Single, 3 whistle, DSC	Single or DSC (not covered by USSF liability insurance otherwise and games don't "count" toward upgrade requirements)
Timing - 3	Stadium clock controlled by time-keeper (otherwise kept by referee). Stops for PK, caution, ejection, injury, or as ordered by referee. Restarts when ball is in play.	Referee keeps time, takes into account time lost but amount is discretionary and only excessively prolonged stoppages should be counted

Keeper: Illegally changed with field player - 2	Both replacement keeper and prior keeper WARNED at next stoppage of play	Both replacement keeper and prior keeper CAUTIONED at next stoppage of play
Restart: after stoppage other than for foul or misconduct - 4	IFK if one team has clear possession; otherwise DB (Location: where ball was, except in GA)	DB under all circumstances (Location: where ball was, except in GA)
Restart: after stoppage for misconduct <u>off the field</u> - 4	IFK for team not involved in misconduct (Location: where ball was, except in GA)	DB under all circumstances (Location: where ball was, except in GA)
Dropped Ball -1	One player from each team (no one else may participate or interfere)	No similar requirement
Ejected Player - 2	May be replaced if ejection occurs during half, quarter, or overtime breaks between periods of play	No replacement under any circumstances
Dangerous Play Violation - 1	Any act considered by referee likely to cause injury to any player (including self) but requires another player to be within playing distance	Any act considered by referee to be dangerous AND which causes opponent to lose opportunity for challenge (requires opponent within playing distance)
Second Caution: Consequence - 4	Player with second caution CAN be replaced	Player with second caution CANNOT be replaced
Second Caution: Mechanics - 1	Yellow/Red cards displayed together in same hand	Yellow card displayed, put away, and red card displayed
Cautions and Ejections - 1	Referee required to notify coach, scorer, and officials as to reason	No similar requirement
Signals -1	Use official NFHS signals -- including offside, timeout, and signals for type of offense	Use USSF/FIFA signals, which do not include signals for type of foul (but informal signals for type of foul ok if infrequent and deemed useful for communication)
Foul: by defense to prevent goal - 2	Send off whether successful or not	Send off only if successful on the immediate play
Misconduct: By other than players or substitutes - 1	Coaches may be cautioned or ejected and shown the yellow or red card <sup>b</sup> for their own conduct, for team misconduct, or for bench misconduct that cannot be attributed to a specific individual	<u>Regular</u> : No one other than a player or substitute on roster can be cautioned or sent off (or shown a yellow or red card). Coaches and other team officials can be required to leave the field and its surroundings under threat of game

termination for irresponsible behavior.  
Youth: Check local rules for showing cars to bench personnel.

Foul: "Trickery" in "Pass Back" to Keeper - 2	No caution for player, keeper is penalized only on handling	Keeper need not handle, player committing trickery is cautioned
Foul: Charging the Keeper - 3	Not permitted within PA unless Keeper is obstructing and is dribbling the ball	No similar requirement
Misconduct: Taunting - 4	Send off, with no replacement <sup>c</sup>	Taunting not named as misconduct (may be offensive language or USB)
Misconduct: Excessive Celebration - 4	Send off, with replacement	No similar requirement (may be caution for restart delay at referee's discretion)
<u>Misconduct: Removal of Jersey after Goal is Scored - 2</u>	No similar requirement (may be USB at referee's discretion)	Cautionable for restart delay
Captains - 1	Team Representative, may request interpretation or essential information	No similar requirement (only recognized captain responsibility is "reduce to equate")
Restart: Play stopped solely for misconduct by player on the field – 4	IFK where misconduct occurred (except in GA) -- NFHS now not different from USSF/FIFA <sup>d</sup>	IFK where misconduct occurred (except in GA)
Substitution: Penalty Kick - 2	Only for injury, caution, or ejection and substitute cannot take PK	No similar requirement
Termination - 2	Host institution up to opening whistle, referee thereafter	Referee determination
Substitutions: Wasting time - 3	Referee orders time clock stopped during substitutions and notifies coach of offending team (potential USC)	No similar requirement (referee discretion)
Coin toss - 3	Winner decides goal to defend or kicking first	Winner decides goal to attack, other team kicks first
Outcome of terminated game - 2	Referee declares game official if one complete half or more has been played	Terminated game not official (subject to local rules)

Second whistle - 1	Required to restart play for PK, after substitution, after caution, ejection, injury, or encroachment	Signal (not necessarily by whistle) required only for PK and KO or where referee is controlling the restart
Drop Ball - 3	Required restart if ball is caused to leave the field by two opponents simultaneously or for simultaneous fouls of same degree by opponents	No similar requirement, referees are advised to decide for one team or another (recent IFAB Q&A allows DB for "simultaneous fouls" but practice is discouraged)
PK: Violation by attacking team – 3	IFK if ball rebounds into play from Keeper or goal structure, play continues otherwise	IFK from spot of infraction whenever attacking team violates Law 14 and goal is not scored.
PK: kicker's movement to the ball - 4	The kicker may not interrupt movement to the ball.	No similar violation (kicker may not move past ball and come back, unfairly distract keeper using hand/arm signal, or delay kick)
Kicks from the Penalty Mark -- Participants – 2	Any persons on the roster can participate	Only players on the field at the end of play can participate
Kicks from the Penalty Mark -- Participants - 2	Teams can differ in the number of persons permitted to participate	Number of players from each team must be the same to start (reduce to equate) but can differ if reduction occurs once KFTPM start
Throw-in - 4	Must enter the field of play or ball is awarded to opponent	No similar requirement, throw-in is retaken
Throw-in: minimum distance -- 3	No provision	Opponents must be at least two yards away from location of TI
Misconduct: Encroachments on PK - 3	If play is allowed to continue (e.g., encroachment by attacker and ball is saved by Keeper), caution for infringement at next stoppage	Infringements of Law 14 are not cautioned except on repetition
Fewer than seven players - 1	Referee can suspend play if a player is off the field temporarily (e.g., equipment)	Play can continue if the fewer than seven condition is very brief, suspend play if longer but temporary, abandon if not temporary
Roster: Adding players - 1	May be added after roster is given to referee	May NOT be added after roster is given to referee
Injury: Unconscious - 4	Player rendered unconscious during play cannot return without written authorization by physician	No similar requirement

Injury: Coaching-3	Coaching instruction to any player by either coach is not permitted during time when a coach or trainer is on field attending an injured player	No similar requirement
Foul: Contact by hand with the ball following reflexive movement to protect self -3	DFK for handling, if hand or arm moves <u>after</u> ball is in motion	USSF advises against considering this an offense if the referee judges the action to be reflexive and no advantage is taken after contact occurs
Referee responsibilities prior to start of game – 1	Referee must address head coaches and players regarding sportsmanship	No similar requirement (such lengthy statements are not advised)
<u>Referee Authority - 3</u>	<u>Begins 15 minutes before kick-off and ends when leaves the immediate surroundings of playing field</u>	<u>Begins upon arrival at the area of the field of play and continues until has left the area of play at the end of the game</u>
Team playing with fewer than authorized strength - 3	Player may enter at any stoppage, up to authorized strength (new clarification of existing rule)	Player may enter at any stoppage, up to authorized strength
Tie Game with Required Winner - 4	2 full 10 minute periods, 2 5 minute sudden victory periods, kicks from the mark	Away goals, full extra time (sudden victory not allowed), kicks from the mark
Goals -- 1	May be padded (check technical details)	May NOT be padded
Official Signals -- Indicate Location -- 1	Required sequence: whistle, indicate type of foul, indicate location/direction of restart	No comparable requirements (USSF guidance discourages signaling location of restart unless necessary)
Illegal entry of substitute onto field -- 2	No specific provision or punishment	If play stopped, IFK for opposing team where ball located (except GA)
Misconduct: Player touches ball at stoppage for other team -- 3	No comparable provision	Caution for restart delay if referee believes action was intended to provoke confrontation

- <sup>a</sup> 1= Minor, technical, administrative, so what?
- 2= Important but rarely occurs.
- 3= Important but can survive though with some embarrassment.
- 4= You are in serious trouble!!!

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

<sup>c</sup> Previously, replacement after disqualification for taunting was permitted.

<sup>d</sup> As of 2006, NFHS restarts for misconduct (with no accompanying foul) occur where the misconduct occurred, subject to the special rules involving the goal area. Previously, the location was where the ball was when play was stopped. NFHS now matches USSF/FIFA in this respect.

Underlined text identifies material added since the 2006 version