



2006-07 SOCCER RULES EXAMINATION – PART I

Instructions: Only the **answer sheet** of this examination will be sent to the grader. **You retain the questions for further study.** Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. **Every part** of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

NOTE: Send answer sheet to your State Association Office unless otherwise instructed.

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The Field of Play (Rule 1)

- F 1. Hash marks one-yard long, perpendicular to the goal line, outside the field of play, 11 yards from the corner of the field, are required for all games.
- T 2. Player A is about to take the corner kick, but removes the flag post so he can get a better kick at the ball. The official shall not allow the kick to be taken until the flag is returned.
- T 3. The referee, while inspecting the field, notices the soccer goal posts are less than two yards in front of the football goal posts. The referee may allow the game to be played and notify the proper authority.
- T 4. A game may not be started without goal nets.
- T 5. Team areas may be placed on opposite sides of the field.

The Ball (Rule 2)

- T 6. Game balls shall include the NFHS Authenticating Mark.

The Players and Substitutions (Rule 3)

- T 7. At a stoppage of play, the captain of Team B requests an interpretation of the "blood-on-the-uniform" rule. The referee is correct to give the captain the interpretation.
- T 8. Team A and Team B may substitute an unlimited number of players from the bench when a goal is scored.
- T 9. Players, bench personnel and coaches may be added to the roster after the start of play without penalty.
- T 10. Team A scores a goal and Team B substitutes three players from the bench. This is permitted under the rules.
- T 11. When play is stopped due to a player injury and that player leaves the field unattended, players from either team may be substituted.
- T 12. Player A is injured and treated on the field by the trainer. Team A must remove the player and may play one player short or substitute.
- T 13. Player B is injured and is determined to be unconscious, or apparently unconscious, by the referee. The player may be substituted for and may not return to the game without a physician's written authorization.
- F 14. A player required by the referee to leave the field for having been cautioned must be replaced.
- T 15. Team A has been awarded a corner kick. Players from both teams are at the scorer's table ready to substitute. Both teams are allowed to substitute.
- T 16. The game is played with no official scorer available. The substitutes report to the nearest official.
- F 17. During the game, Player B leaves the field of play. Shortly thereafter, not during the normal course of play, he re-enters the game without approval of the referee. The re-entry is allowed.
- T 18. Goalkeeper B is disqualified for committing serious foul play. Team B is permitted to substitute a goalkeeper from the bench, but must have a field player leave the field.

Player Equipment (Rule 4)

- T 19. By Fall 2007, shinguards must meet the specifications of the National Operating Committee on Standards for Athletic Equipment (NOCSAE).
- T 20. Prior to the game, the referee notices that Player A3 has shinguards that have been altered to make them smaller. The referee orders A3 to replace the shinguards because they do not provide adequate protection or A3 cannot play. This is correct procedure.
- F 21. During the pregame inspection, it is discovered that all members of one team are wearing illegal jerseys. The referee terminates the game. This is correct procedure.
- F 22. Team A's players have a manufacturer's logo on both sides of each stocking. This is illegal.
- T 23. The numbers on Team B's jerseys are not clearly visible. Team B has no other jerseys. The game shall be played and the referee shall notify the state association. This is correct procedure.
- F 24. All players from Team A are dressed in jerseys with numbers three inches high on the back. Since the coach cannot produce a state association waiver, the referee cancels the contest.
- T 25. Team B players have only 6-inch numbers on the back of their jerseys. The referee informs Team B's coach that his team's uniforms are illegal and reports this to the proper authority.

- T 26. A player on Team A is wearing baseball spikes when the referee inspects the team. The referee considers them unsafe. In order to play, the player must replace them and report back for re-inspection.
- F 27. The home team A begins the game with all players wearing black compression shorts. This is not legal.
- T 28. Team A's jerseys have a legal-sized manufacturer's logo on the left sleeve and "Power Brand" on the right one. The referee allows the players to play, but files a report to the state for the team's illegal jerseys. This is correct procedure.
- T 29. Player A4 is wearing a manufacturer's sleeve over a knee brace. This is legal.
- F 30. Head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding materials are illegal unless covered with soft padding.
- F 31. Player B is wearing a hard cast on her arm. The head referee determines that the cast is properly padded and, since the coach gives verbal assurance that her physician has given her permission to play, the referee may allow her to participate.
- T 32. Player A is wearing a medical-alert medal taped to her body with the emergency data visible. This is permitted by the rules.
- T 33. Player A is wearing a protective face mask and presents the referee a medical release from his MD/DO. The referee notices that the mask is molded to the face and is not dangerous to other players. He permits Player A to wear the mask.
- T 34. It is the responsibility of the coach and referee to see that all players are legally equipped.
- T 35. Before the game begins, the head referee verifies with each coach that his/her players are legally equipped for the game.

The Officials (Rule 5)

- F 36. While inspecting Team B's equipment just prior to the start of play, B2 is verbally abusive to the official. The official cannot caution or disqualify B2 until the game has officially begun.
- T 37. After the final whistle, Player B verbally taunts the referee, who is still within the immediate surroundings of the playing field. The referee disqualifies Player B and reports the incident to the proper authorities. This is the correct procedure.
- F 38. When using the diagonal system of control, the referee may wear a different color shirt than the assistant referees.
- T 39. The coin toss shall be conducted at least five minutes before the start of the game.
- F 40. When a goal is scored, the referee must confirm for the scorer the players to be credited with the goals and assists.
- T 41. The referee observes a foul by Player B, determines an advantage situation exists and does not stop play.
- F 42. With Team A in control of the ball and nearing Team B's goal, lightning strikes in a nearby wooded area. The referee cannot stop the game until Team A loses control of the ball.
- T 43. The referee may choose to wave off an offside signal by an assistant referee.
- T 44. The head referee discovers an error in the final score that is being reported. The home coach contends a different score. The head referee's score stands.
- F 45. At the conclusion of the game, the referee determines that since the game was completed with no major problems, there was no need to report a disqualification of Player B.

Ball Holders, Timer and Scorer (Rule 6)

- T 46. Team B arrives at Team A's stadium. Team A notifies the referee that it has no ballholders available. The game may be played with ballholders provided by Team B.
- F 47. The home team coach instructs the ball holders on their duties since they are under his supervision.
- T 48. With 10 seconds to play, the official timer shall count down the last 10 seconds to the nearest official.

Duration of the Game and Length of Periods (Rule 7)

- F 49. At the conclusion of regulation time, the game is tied. The referee has the teams switch ends and starts the overtime period.
- F 50. State associations have the authority to determine tie-breaking overtime procedures during regular-season games.
- T 51. The interval between the second half and the first overtime period shall be five minutes.
- T 52. Twice, the referee signals to stop the clock for a serious injury. The referee orders that the clock be reset to the correct time. This is correct procedure.
- T 53. Team A refuses to play after the referee instructs it to do so. The referee shall terminate the game.

The Start of Play (Rule 8)

- F 54. Player A3 may kick off by passing the ball back to teammate A2.
- F 55. Player A2 is taking a kickoff. His foot touches the ball and then A3 kicks it into play. The referee calls for a re-kick because the ball did not travel its circumference forward. This is correct procedure.

Ball In and Out of Play (Rule 9)

- F 56. The referee inadvertently sounds the whistle. Realizing the error, the referee verbally directs "play on" to the players to continue play. This is correct procedure.
- T 57. A second whistle is required to restart play after an encroachment.
- T 58. Players from Team A and Team B simultaneously touch the ball as it crosses the touchline. The referee shall conduct a drop ball five yards inside the touchline.

Scoring (Rule 10)

- T 59. Goalkeeper A1 catches a shot on goal by Team B. In preparing to throw the ball to a teammate, A1 inadvertently extends the entire ball across the entire goal line and between the goal posts. The referee shall award a goal to Team B.
- F 60. The referee has awarded Team B a free kick just outside its own penalty area. B3 takes the free kick and passes back to the goalkeeper, who misplays the pass and has the ball carom off his foot and into the goal. The referee shall award a corner kick.
- T 61. Team A takes a throw-in toward Team B's goal. The ball deflects off the crossbar, hits the goalkeeper and goes into the goal. The referee shall award a goal.
- T 62. Player A kicks off for Team A and the ball travels directly into Team B's goal. The referee shall award a goal.

Offside (Rule 11)

- T 63. Player A2 plays the ball forward to A3, who is even with the second-to-last defender. The referee shall not penalize A3 for being offside.
- F 64. Player A2, who is in an offside position, receives the ball directly from a goal kick by A3. The referee shall declare offside.
- F 65. Player A3 takes a goal kick that goes directly to teammate A2, who is clearly in an offside position. A2 shoots and scores. The referee shall disallow the goal.
- F 66. If A3 is in an offside position at the moment the ball is played by A4, and A3 is onside before the ball deflects off B2, A3 cannot then be penalized for being offside.
- T 67. Player A3 is in an offside position when A4 takes a shot on goal. A3 scores a goal from a rebound off the goal post. The referee disallows the goal, declaring A3 offside. This is the correct call.
- F 68. Player A2 shoots for goal at the near post and scores while her teammate A3 is lying injured in an offside position inside the goal area just outside the far post. The referee shall disallow the goal.
- T 69. Player A2 is in an offside position. The ball is kicked up the field by the Team B goalkeeper and intercepted by A3. Player A2 makes no attempt to become involved in the play by his teammates. The referee does not declare A2 offside.

Fouls and Misconduct (Rule 12)

- T 70. Player A2 passes the ball to her teammate. After the ball is passed, player A3 moves her hands and arms over her chest and the ball hits her arm. The referee shall award a direct free kick to the opposing team.
- T 71. Player B2, in an effort to reach the ball, extends her arms and contacts opposing Player A2. The referee judges that the contact was not a foul and does not award a free kick to Team A.
- T 72. An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball.
- T 73. Player A3 fairly charges opponent B2, but neither player is within playing distance of the ball. The referee shall award an indirect free kick to Team B.
- T 74. The goalkeeper must release the ball into play within six seconds after taking possession/control of the ball.
- T 75. Player B is cautioned by the referee for incidental foul language. The player may be replaced and may return at the next substitution opportunity. This is correct procedure.
- T 76. A player places the ball and then moves it to the other side of the goal area on a goal kick to waste time. The referee shall stop play and caution the player.
- T 77. While running next to Player B3, Player A4 simulates being pushed by Player B3 and falls to the ground. Player A4 should be given a caution for simulating a foul.
- T 78. Only players on the field can be shown a yellow/red card for misconduct.
- F 79. Spitting at an opponent will result in a disqualification and the restart will be an indirect free kick from the spot of the infraction, unless the game has been stopped for some other reason calling for a different restart.
- F 80. Player B3 is guilty of taunting. B3 is disqualified and the number of players on the field shall not be reduced.

Free Kick (Rule 13)

- T 81. The referee awards a direct free kick but fails to raise his arm to indicate this. The ball enters the goal directly from the free kick and the referee allows the goal.
- T 82. The Team A goalkeeper runs up to take a free kick that has been awarded to his team just outside Team B's penalty area. The referee shall allow this.
- F 83. A free kick is awarded to Team B. A player from Team A refuses to move the required 10 yards and then kicks the ball away. The referee resets the ball for Team B. This is correct procedure.
- F 84. At the taking of an indirect free kick, Player A2 steps on top of the ball without moving it the distance of its circumference. A3 shoots and scores. The referee shall disallow the goal.

Penalty Kick (Rule 14)

- F 85. The referee may allow the teammate of Player A, who is taking a penalty kick, to stand in an offside position during the taking of the kick.
- T 86. The referee observes the goalkeeper moving laterally along the goal line before the penalty kick is taken. The kick is stopped and held by the goalkeeper. The referee shall allow play to continue.
- F 87. At the taking of a penalty kick, a teammate of the kicker enters the penalty area before the ball is in play. The opposing goalkeeper punches the ball out of play over the crossbar. The referee shall order the kick to be retaken.
- T 88. Player A2, in taking a penalty kick, approaches the ball and then stops abruptly. The goalkeeper dives away. A2 then kicks the ball and scores. The referee shall rule no goal and orders the kick retaken.
- T 89. Play may be extended so a penalty kick may be taken.

Throw-In (Rule 15)

- F 90. Player A2 takes a throw-in that goes directly into Team B's goal. The referee awards a goal to Team A.
- T 91. A pass by Team A hits a referee who is running just outside the touchline. The ball goes completely over the plane of the touchline just for an instant and bounces back to Team B. The referee shall allow a throw-in to Team B. This is correct procedure.
- T 92. Unless a physical impairment limits a player to the use of one hand, he/she shall use both hands to deliver the throw-in.

Goal Kick (Rule 16)

- T 93. An opposing player plays the ball before the ball clears the penalty area on a goal kick. The referee shall warn the opposing player and order a rekick.
- F 94. On a goal kick the ball shall be played forward.
- F 95. Player A3 takes the goal kick for his team. Seeing that the ball is about to be won by the opposing team outside the penalty area, he plays the ball a second time before another player can play it. The referee shall allow play to continue.
- T 96. The goalkeeper, in taking a goal kick, moves the ball from the right side of the goal area to the left side of the goal area. If this is deemed a time-wasting ploy, the referee shall stop the clock and caution the goalkeeper.

Corner Kick (Rule 17)

- T 97. A goal may be scored directly from a corner kick.
- F 98. Player A places the ball on the quarter circle line to take the corner kick. The referee shall not allow the kick to be taken until the ball is moved within the quarter circle.

Signal Chart

- T 99. To indicate that the clock should start after the kickoff, the referee uses a clockwise, wind-up motion.
- T 100. The correct signal for obstruction is to place the palms of both hands on the chest.