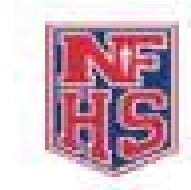




National Intercollegiate Soccer Officials Association



A COMPARATIVE STUDY OF RULES AND LAWS



2009 SOCCER GUIDE

(INTERCOLLEGIATE EDITION)

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Based Upon:

- ***NCAA Men's and Women's Soccer Rules – 2008-2009***
- ***National Federation Soccer Rules Book – 2009-2010***
- ***[USSF] FIFA Laws of the Game – 2009/2010***
And Other Authorized Supplemental Materials

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PREFACE:

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, High School Federation and FIFA Laws and Rules. Over the past twenty-five years the more significant rules have been brought generally into conformity by 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 author 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.

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 page 12.




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 FIFA Laws are published in May and take effect the following July. The NCAA Rules are enacted early in the year, but are not normally published until early or mid summer. High School Federation rule changes are enacted by their Rules Committee early each year and are distributed in early summer. Beginning this year, the NCAA Rule Book will only be 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 Don Dennison at donsar@comcast.net



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TOPIC ABOUT THE RULES AND LAWS	NCAA-NISOA 	HIGH SCHOOL FEDERATION 	FIFA – USSF 
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 Obstruction	Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Reserve Official Obstruction	Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4 th Official Impedes Progress of Opponent
Where the Rules or Laws are Employed	NCAA, NAIA, NJCAA, NIRSA and NCCAA	Most public high and intermediate schools and some private schools	International matches, professional leagues, most club and semi-pro matches, and some private schools
Interpretations	Approved Rulings (A,R.) appearing in the Rule book are official decisions of the NCAA. The secretary rules editor can be contacted for interpretations (pg 5R). Generally it is preferable to first go through the NISOA Rules Interpreter. 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. The State High School Associations can be contacted for additional interpretations .The Rules describe 3 systems of mechanics that may be used; the Dual Officiating System, The Diagonal Officiating System, 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 USSF Advice to Referees and Questions and Answers on the Laws of the Game are also official sources in the U.S. The Diagonal System of Control (DSC) is described in other FIFA and USSF publications.
<u>FIELD OF PLAY</u> 11 Yd. Encroachment Hash Mark Penalty Kick Mark Goal Nets	RULE 1 Mandatory 2 foot Line or 9" diameter spot Mandatory	Optional RULE 1 Same as NCAA Same as NCAA	LAW 1 Optional penalty spot (no fixed size) Not mandatory



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA - USSF
Coaching and Team Area	20 yds long and 10' from touchline Caution to coach who leaves the area <u>after</u> a first verbal warning and IFK where ball was if game stopped.	Same size as NCAA. Caution to coach who leaves this area. R 1, Sec. 5. Should be on same side of field, but if on opposite sides, the benches should be diagonally across from each other	Not specified in the Laws, but mentioned in the Additional Instructions for Referees, ARs and 4 th Officials (Pg.61)
Coach in press box	Ejection for 3 rd offence. R 1, Sec. 12 One member of coaching staff may view match from press box but may not contact bench during play	No provision but no phones or radios allowed	No provision
Padded Goal Posts	Not Sanctioned	A white commercially made pad at least 72" in height and a max. of 1" thick may be placed on the vertical posts	Same as NCAA
Goal Post Placement	Goal lines must be the same width as the goal posts and crossbars	Rear of each goal post shall be on the <u>outer</u> edge of the goal line. R 1, Sec. 4, Art. 1	On the center of the as goal line
Field Conditions for play to start and continue	Determination made by referee	Prior to start of game, host institution representative determines; thereafter determination is made by referee R 1 Sec. 7	Same as NCAA
Games played indoors	Match may be played indoors if outside field is unavailable	No provision	No provision
<u>THE BALL</u> Number of Balls	RULE 2 3 or more identical. Max. of 6 and at least 4 ball persons at least 10 yrs. old	RULE 2 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.	LAW 2 1 required, others may be used if available. For major international matches – FIFA marking required USSF – up to 6 suggested
<u>PLAYERS AND SUBSTITUTES</u> Team Roster	RULE 3 REQUIRED to be presented to referee, scorekeeper and other coach 15 mins. prior to game time. Copy given to referee should not show total cautions and ejections.	RULE 3 REQUIRED to be presented to referee 5 mins. before game time. Names may be added to roster after the start of play. May be presented by coach or player.	LAW 3 Names of subs given to referee prior to match. No other roster requirement. No more than 6 in National A Team matches



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Substitutions When?	<u>Either team:</u> End of period; goal; goal kick; player instructed to leave for equipment change (other team may sub equal number); injury or caution (only players involved – other team may sub like number)	<u>Either team:</u> End of period; goal; goal kick (players must have already reported to scorer; caution (player must go out); injury (must go out if treated or referee deems player is injured); disqualification (but not for disqualified player); blood on player or uniform – all are unlimited in number.	At any stoppage with permission of referee. (many local leagues have set times for subs).
When substitute become a player of record	<u>Team in possession:</u> throw-in or corner kick (if sub, other team may also sub. Players must have reported to scorer prior to time ball went out of play);GK ejected: (team plays short but may sub for keeper – no sub allowed for other team. When beckoned on by the referee during the first 85 mins of game. During last 5 mins., when referee signals the clock to stop if leading team substitutes	<u>Team in possession:</u> Throw-in or corner kick (if sub, other team may also sub).Players must have reported to scorer prior to the time ball went out of play) When beckoned onto the field.	At any stoppage of play with the permission of the referee. Many youth leagues have set times for substitutions When substitute enters the field (must be at the halfway line)
Restrictions	During first half and in each overtime period-no reentry. One reentry in second half. (R3 Sec. 5). GK is allowed one reentry each period and each OT	When given a yellow and red card for delayed or excessive acts to focus attention on the player or a subsequent caution; player is disqualified but may be subbed for.	Player replaced may not return to the match. (This Law differs in many local competitions and youth matches)
Changing Goal Keeper with field player	During any stoppage with referee's permission Verbal warning to the players at next stoppage for violation.. No sub from bench for GK during penalty kick.	Whenever clock is stopped or at a substitution time with permission of referee. Warning to both players for a violation.	During any stoppage with referee's permission. Caution both players for violation when ball is out of play.
Withdrawing a reported sub.	Sub not required to enter but is charged with a reentry	Once beckoned, sub must enter game	No requirement



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TOPIC PLAYERS' EQUIPMENT	NCAA-NISOA RULE 4	HIGH SCHOOL FEDERATION RULE 4	FIFA - USSF LAW 4
Casts Facemasks and "ankle" braces	Casts permitted if covered and not considered dangerous by referee. Facemasks not permitted	Hard casts or splints must be padded. Facemask may be worn by player with facial injury. It must be molded to the face with no protrusions; player must have a medical release at the game site signed by a physician for either cast or mask. Metal ankle brace must be under stockings, non-metal may be over stockings	Referee's discretion – check for safety and require padding if cast is hard or dangerous. Facemasks now permitted if referee feels they are not dangerous
Uniform numbers	8" number on back of jersey and 4" number on front of jersey, <u>including</u> Goal Keeper	6" number on back of jersey (GK excluded) and 4" number on front of jersey or shorts	Nothing specified in the Laws
Visible apparel under uniform and stockings	Visible apparel worn under shirt or shorts must be solid color that matches the dominant color of the garment (recommended R 4, Sec. 2d)	If worn under shorts, all on team must be alike & of similar length and solid color. If under jersey, all alike, similar length and of a solid color. Socks must be of a similar color, design and pattern.	Any visible undergarment (shirt or shorts) must be same main color as the uniform shirt or shorts. Shirt must have sleeves
Uniform Colors	Home team has responsibility to insure that their uniforms contrast to those of the visitors	Home team – white or light jerseys and stockings; visitors, dark jerseys and stockings	Nothing specified, but no political, religious or personal statements allowed
Shirts tucked in Goal Keeper's Jersey and Color	Not specified – generally required Jersey must differ from all field players and socks must differ from opponents	Mandatory (R 5, Sec. 3, Art. 1) Same as FIFA, except can be same color as other Goal Keeper	Same as NCAA Must differ from all other players and the officials
Jewelry	Not permitted – Except "Medic Alert" bracelets or necklaces, if taped to body. Penalty-clock stopped, player leaves field (no sub allowed)	Not permitted – Except for medical or religious medals which must be taped under uniform. Medic alert bracelet must be taped and visible	Not permitted
Shinguards	NOCSAE standard required	NOCSAE standard required	Shinguards required – no standard



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA - USSF
<p>THE REFEREE Referee System</p>	<p>RULE 5 Diagonal System of Control (DSC) shall be used. If 1 official fails to appear, the dual system may be used</p>	<p>RULE 5 DSC, Dual (2 referee) or Double Dual (3 referee)</p>	<p>LAW 5 DSC only – may use club linesman if necessary</p>
<p>Forfeit or Terminate</p>	<p>Power to forfeit if coach will not end discussion or leave field, or team refuses to return to field within 3 mins.; ejected player reenters as a sub. If team not on field within 15 mins of game time it is declared “no contest”. Ref, can suspend game. If terminated less than 70 mins into game, - it is declared “no contest”. Failure to submit roster prior to match</p>	<p>Forfeit if less than 7 players, however if below 7 due to equip. problem, minor injury or blood wait for treatment or correction. Can terminate if team refuses to play, no cross bar, etc.</p>	<p>Referee has no power to declare forfeit but may suspend or terminate a match</p>
<p>Authority Begins and Ends</p>	<p>Begins 30 min. before scheduled game time and ends when officials leave the game site</p>	<p>Begins 15 min. prior to start of game and ends when officials leave the field and its immediate surroundings.</p>	<p>Not specified but by custom begins when officials enter the field area and ends when they leave.</p>
<p>Referee Uniform</p>	<p>Solid black or gold, orange, blue or black with white-all except solid black in a checked grid pattern. Socks – black with 3 bands of white, gold, orange or Blue. All dressed alike. Cap permissible. Shoes mainly black.</p>	<p>Shirt - as set by the State Associations, but usually the same as USSF. Some areas use black and white striped shirts. Black shorts or long trousers. Black stockings with white stripes. Solid black cap may be worn. Shirt must differ from field players, but not necessarily goal keepers</p>	<p>USSF – Shirts- Gold, black, green, red or blue, all with vertical stripping. Socks – black with three white top bands or solid black with USSF logo. Caps not specified, but generally permitted if conditions warrant in club matches</p>
<p>Whistles and hand signals</p>	<p>Whistle used for kickoff, penalty kicks, and to signal play stoppage such as fouls injuries, etc .Other whistles discretionary. The only recognized hand signals are advantage, indirect and direct free kicks, goal and corner kicks and penalty kicks, all by pointing to the spot and giving direction, also timeout</p>	<p>Whistles, same as NCAA and to signal restart after substitutions, injuries and time stoppage. Also when a card is given and encroachment Discretionary when ball goes out of play. Special hand signals for all fouls, time out and goal.</p>	<p>Whistle used for kickoff, penalty kick, restarts and stoppages as necessary Signals are the same as NCAA except no specified time out signal.</p>



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Time Keeping	Backup to home team clock which is official unless malfunction. Match ends when timekeeper's signal begins	Referee keeps time only by agreement of the coaches or state association-otherwise home team controls clock	Referee keeps official time.
Pre-game Conference	Nothing specified for coin toss	Head coach must attend with captain(s). Address sportsmanship and inquire of coach if players are properly and legally equipped	Nothing specified for coin toss
2 nd Caution Mechanics for Displaying Cards	Display yellow card and then red card sequentially.	Display yellow and red cards <u>simultaneously</u> in the same hand, except for coaches or bench personnel, in which case a yellow card is shown followed by a red card as in NCAA	Same as NCAA
Articles worn by officials	Officials should not wear anything that is not allowed to be worn by players (watches and caps excepted)	Same as NCAA	Same as NCAA, however in senior and professional leagues, caps should not be worn
Post-game Score verification	All officials must sign the score book. Jurisdiction over the score and statistics ends upon signing	Head referee must verify the score	Nothing stated in the laws, but the rules of the competition may require score card signature.
<u>THE A.R. and OTHER OFFICIALS</u>	<p style="text-align: center;">RULE 6</p> No significant difference between The three sets of Rules and Laws. A timekeeper and scorekeeper are listed. An alternate official may be used. Once score sheet is signed and is released for publication, coaches, players and other personnel bear burden of the infractions and no protest can be filed	<p style="text-align: center;">RULE 6</p> A scorer and timer are listed No similar provision	<p style="text-align: center;">LAW 6 ====</p> No similar provision
<u>Signal to referee that fouls by defenders was in penalty area</u>	AR moves smartly to corner	No signal specified	Flag held at waist level in a horizontal; position across body



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<u>DURATION OF GAME</u> Length of periods	RULE 7 2- 45 min. periods. In regular season 2-10 min. sudden victory overtimes. For post-season tournaments, see R 7.1.2, which includes kicks from the penalty mark after the overtime periods.	RULE 7 2- 40 min. periods or 4-20 min quarters Overtime allowed by state association, up to 20 mins. max., sudden victory may be permitted by state.	LAW 7 2-45 min. periods plus allowances for time lost due to subs., injury, time wasting, etc. The local rules of competition allow for 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark. No "golden goal" allowed.
<u>DURATION OF GAME</u> Official Game	A suspended game of less than 70 mins is declared "no contest". If at least 70 mins. have been played the governing authority may declare it official	Official game if one half has been played. If suspended during the first half, state association determines if it is to be rescheduled from the beginning or from the point of suspension	If less than full time is played, the match must be replayed in its entirety unless the local rules of competition state otherwise
Half-time and Overtime (OT) Intervals	15 mins for half time, 10 or less by prior consent of coaches and officials. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins.	10 mins. for half time unless agreed by coaches. Time between overtime periods, same as NCAA	Players are entitled to a halftime interval. It must not exceed 15 mins.
Clock stops	Goal, penalty kick, cards & at discretion of referee (injury, time wasting, etc.), Subs during last 5 mins. of 2nd half by leading team and special TV timeouts .	Goal, penalty kick, yellow and red cards and at discretion of referee (injury, time wasting, etc.)	Referee discretion, e.g. serious injury, time wasting, substitutions. Clock does not stop but time is "added on".
START OF PLAY Coin Toss – winner	RULE 8 Choice of goal or kick off. Same procedure for 1st sudden-victory overtime	RULE 8 Same as NCAA	LAW 8 Must choose goal to attack. Loser of toss <u>always</u> kicks off
Drop Ball	Where ball was when play stopped. If in goal area, drop on 6 yd. line nearest to location of stoppage. Does not require 2 opposing players	Same as NCAA, but must also be 5 yds. from touch line and must be dropped between two opposing players.	Same as NCAA
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TOPIC	NCAA- RULE 9	HIGH SCHOOL FEDERATION RULE 9	FIFA - USSF LAW 9
BALL IN AND OUT OF PLAY Restart after injury, inadvertent whistle, replaced cross bar, etc.	Drop ball where play was stopped by the referee except if in goal area, drop is moved to nearest point outside of goal area. Does not require opposing players to be at the drop spot,	If one team is in clear possession, indirect free kick, otherwise drop ball at spot of stoppage. Drop must be between opposing players	Same as NCAA
SCORING	RULE 10 No differences between the three	RULE 10	LAW 10
OFFSIDE Meaning of "nearer to opponent's goal line"	RULE 11 The position of any part of head, body or feet, will be the deciding factor, not the player's arms	RULE 11 Same as NCAA	LAW 11 Same as NCAA
VIOLATIONS AND MISCONDUCT Caution-Reasons (Yellow Card)	RULE 12 Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting); delays restart; encroachment of free kicks and corner kicks; coach cautioned for 2 nd infraction of coaching outside of team area. Coach and bench personnel CAN be carded. (yellow or red)	RULE 12 Same as NCAA – also use of video or communication, etc. to assist in coaching; use of tobacco at game site. Unsporting conduct includes coaching outside of box, faking injury, simulating a foul. 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 and bench personnel CAN be carded (yellow or red). Coach carded if player improperly or illegally equipped. Any subsequent illegal equipment infractions-player is carded, not coach	LAW 12 Unsporting behavior (includes removing jersey when celebrating a goal and simulating any action to deceive referee), dissent, persistent infringement of laws, delays restart, encroachment on free kicks and corner kicks, enters, re-enters or leaves the field without referee's permission. Coach and bench personnel CANNOT be carded



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<p>Ejection-Reasons (Red Card)</p> <p>Charging Goalkeeper</p>	<p>Serious foul play; violent conduct; fighting; spits at anyone; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; 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 2^d caution.; 3rd occurrence of coaching outside of team area. Coach and bench may be carded</p> <p>May not be charged or interfered with while in possession of ball within his penalty area</p>	<p>Delayed or excessive acts to focus attention on player or prohibits timely restart;; 2nd caution; violent conduct; taunting; serious foul play; hand ball to prevent goal (even if ball does not go into goal); foul against an opponent who is moving toward goal with an obvious opportunity to score; spitting at an opponent, teammate or official; using offensive, insulting or abusive language or gestures; leaves bench when a fight is taking place. Coach and bench may be carded</p> <p>Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing</p>	<p>Serious foul play (includes any tackle which endangers safety of opponent); violent conduct; spits at anyone; denies an obvious goal-scoring opportunity by handling or any offense punishable by a free kick; uses offensive, insulting or abusive language or gestures; receives a 2nd caution. Red card <u>cannot</u> be shown to coach or non-player, some youth leagues differ.</p> <p>May be <i>fairly</i> 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</p>
<p><u>FREE KICKS</u></p> <p>Direct free kick Offenses</p>	<p>RULE 13</p> <p>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.</p>	<p>RULE 13</p> <p>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. Does not list assaulting an official</p>	<p>LAW 13</p> <p>Basically the same as NCAA, but specifies also tackling an opponent to gain possession of ball by making contact with the opponent before touching the ball. Does not list assaulting an official.</p>
<p>Indirect free kick offenses</p>	<p>Playing 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</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 team mate or game</p>	<p>Dangerous play, impedes progress of opponent, prevents goalkeeper from releasing ball, commits any offense not sanctioned by a direct free kick for which play is stopped to caution or send off a player; goalkeeper takes more than 6 secs.</p>



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	<p>ARs entering field with referee permission; improper coaching from the touchline after verbal warning; dissent; unsporting behavior 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 or unusual situation and one team has clear possession of the ball. Assaulting a game official.</p>	<p>official. Dangerous play may involve opponent or a team mate</p>	<p>before releasing ball; touches ball again with hands after releasing goalkeeper touches ball with hands after it has been deliberately kicked to him by team-mate, or handles the ball on a throw in to him by team-mate, offside.</p>
<p><u>PENALTY KICKS</u> Ball Placement</p> <p>Stutter stepping or faking by the kicker</p>	<p>RULE 14 On the 9" spot or 2 foot line</p> <p>Not permitted – Caution and retake</p>	<p>RULE 14 Same as NCAA</p> <p>Same as NCAA</p>	<p>LAW 14 On the penalty spot</p> <p>Permitted – no infraction</p>
<p>Player taking kick infringes or team-mate encroaches and ball does not go into goal</p> <p>Kicks from Penalty mark/spot (tiebreaker)</p>	<p>An indirect free kick is given to defenders. at point of infraction, unless ball goes out of play over goal line, then goal kick.</p> <p>No player reduction if other team is playing short. Coach not allowed in center circle during kicks. 10 kickers designated</p>	<p>Goal kick if ball goes directly over goal line. If deflected out by goal keeper or ball bounces into play – indirect free kick to defenders. If saved by keeper, play on</p> <p>Same as NCAA, but no restriction on coach in the center circle</p>	<p>An indirect free kick is given to defenders at the point of the infraction.</p> <p>If one team is playing short, other team must reduce number Coach not permitted on the field. Each team must have same number of kickers.</p>



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TOPIC	NCAA-NISOA	HIGH SCHOOL FEDERATION	FIFA - USSF
<u>THROW-IN</u> Position of Defenders Ball never enters field Throw-in by impaired player using only one hand Use of "stickum" on hands	RULE 15 No restriction on position, but cannot move to interfere Throw-in retaken Not allowed Not permitted nor are gloves with adhesive surface	RULE 15 Same as NCAA Throw-in awarded to opponent Legal – One-handed throw-in allowed in such cases Nothing specified in rules	LAW 15 All must stand no less than 2 meters (2 feet) from the point of the throw-in Same as NCAA Same as HS Fed. See USSF Advice to Referees §15.3 Nothing specified in rules
<u>GOAL KICK</u> Moving ball in goal area after it is spotted	RULE 16 No prohibition unless movement is for purposes of time wasting	RULE 16 Once spotted, ball should not be moved to another part of goal area	LAW 16 Same as NCAA
<u>CORNER KICK</u>	RULE 17 No significant differences in the three sets of Rules and Laws	RULE 17 ====	LAW 17 ====
<u>MISCELLANEOUS</u> 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, point in direction of restart	Same as NCAA
Future Requirements	Rule Book to be issued every two years began in 2008. No rule changes for 2009 season	NOCSAE stamp on shin guards required in 2012	None known
Restart after Delays	No contest may be started or restarted or resumed that has not been restarted before an additional 90 minutes after the end of a regulation 90 minute game	No similar provision	No similar provision



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