

SOCCER

2010 AND 2011 RULES
AND INTERPRETATIONS



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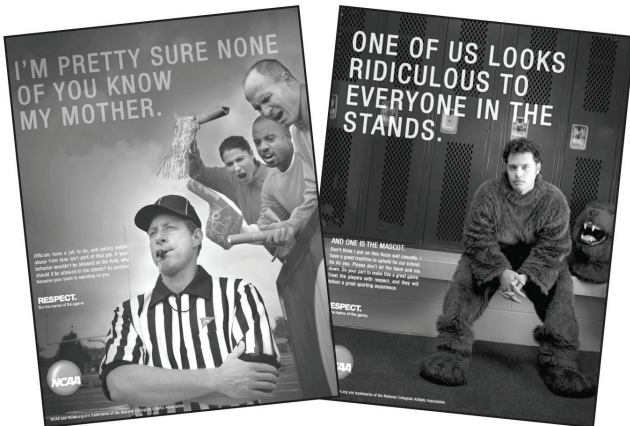
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2010 and 2011 NCAA[®] MEN'S AND WOMEN'S SOCCER RULES

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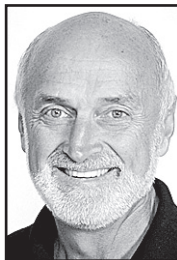
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Major Rules Changes for 2010 and 2011

The figures below refer to rule and section, respectively.

Each changed or altered segment is identified in the rules by a screened background.

	<i>page</i>
1.1.2	Minimums and maximums established for new field construction..... 9
1.1.3	Indoor facilities approved for play 9
3.5.3.2, 5.5.6.2	Addition of signs of concussion and concussion management plan 23, 36
6.4.3	Scorekeeper duties regarding ineligible player defined 40
A.R. 10.4.j	Ineligible player and/or 11 players when goal scored..... 52
10.9	Protest timetable formula clarified 55
Rule 12	Rule rearranged for easier access and application 69
12.7	Obstruction defined 76
12.11.1	Accumulated cautions and game suspensions..... 78
14.2	Stutter step allowed on penalty kick..... 87

Statement of Sportsmanship

The NCAA promotes good sportsmanship by student-athletes, coaches and spectators. We request your cooperation by supporting the participants and officials in a positive manner. Profanity, racial or sexist comments, or other intimidating actions directed at officials, student-athletes, coaches or team representatives will not be tolerated and are grounds for removal from the site of competition.

Points of Emphasis

In each edition of the NCAA Men's and Women's Soccer Rules, there are several areas that are given special attention. These are identified as points of emphasis. While they may not represent any rules changes as such, their importance must not be overlooked. In some cases, the points of emphasis are more important than some of the rules changes. When a topic is included in the points of emphasis, there has been evidence during the previous year that there has been inconsistency in administering the rule.

Points of emphasis are accentuated with a frame around the specific rule within the main text of the rules book.
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The figures below refer to the rule and section of those points the rules committee has decided to emphasize for the 2010 and 2011 seasons.

<i>Rule(s)</i>	<i>page(s)</i>
1.1.2	Minimums and maximums established for new field construction 9
1.1.3	Indoor facilities approved for play 9
3.5.3.2,	Addition of signs of concussion and concussion
5.5.6.2	management plan 23, 35
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9.3.2	Goalkeeper restart exception 48
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10.9	Protest timetable formula clarified 54
Rule 12	Rule rearranged for easier access and application 69
Rule 13	Direct, Indirect free kicks shifted to Rule 12 85
14.2	Stutter step allowed on penalty kick 87

Governing Sports Authority Language

References to game authority or governing sports authority throughout the book generally refer to athletics directors of the participating institutions, conference commissioners or any other office that has jurisdiction over the game in question. **Governing Sports Authorities may not alter the rules of conduct as stated in this book (for example, rescinding violations and misconduct rules before, during and after a contest and altering overtime procedures to accommodate a conference's postseason tournament).** For NCAA championships, the NCAA games committee is the game authority.

The NCAA Men's and Women's Soccer Rules have been designated as either administrative or conduct rules. Typically, administrative rules are those dealing with preparation for competition. They may be altered by prior written mutual consent of the competing institutions. Conduct rules are those that pertain directly to the competition. These rules may not be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

In the 2010 and 2011 Men's and Women's Soccer Rules, the administrative rules are Rules 1.1.2, 1.12.2, 1.13, 1.14, 1.15, 1.16, 1.18, 4.1.3, 4.2.4, 4.2.5, 5.3.5, 6.2, 6.5, 10.2, 10.3, 10.4, 10.5 and 10.6. All other rules are conduct rules.

All references in the rules book to reports required to be filed by the referee refer to **written** reports that must be dispatched within 72 hours after the completion of the game to which the report relates. (*Exception: Referees must fax, telephone or e-mail a fighting report immediately after the game.*)

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RULE 1

The Field of Play

1.1 Dimensions

1.1.1 The field of play shall be rectangular, the width of which shall not be more than 75 yards [68.58m] or less than 70 yards [64.01m] and shall not exceed the length. The length shall not be more than 120 yards [109.73m] or less than 115 yards [105.16m].

Note: The optimum size is 75 yards [68.58m] by 120 yards [109.73m]. Facilities in use before 1995 need only to be rectangular the width of which shall not exceed the length.

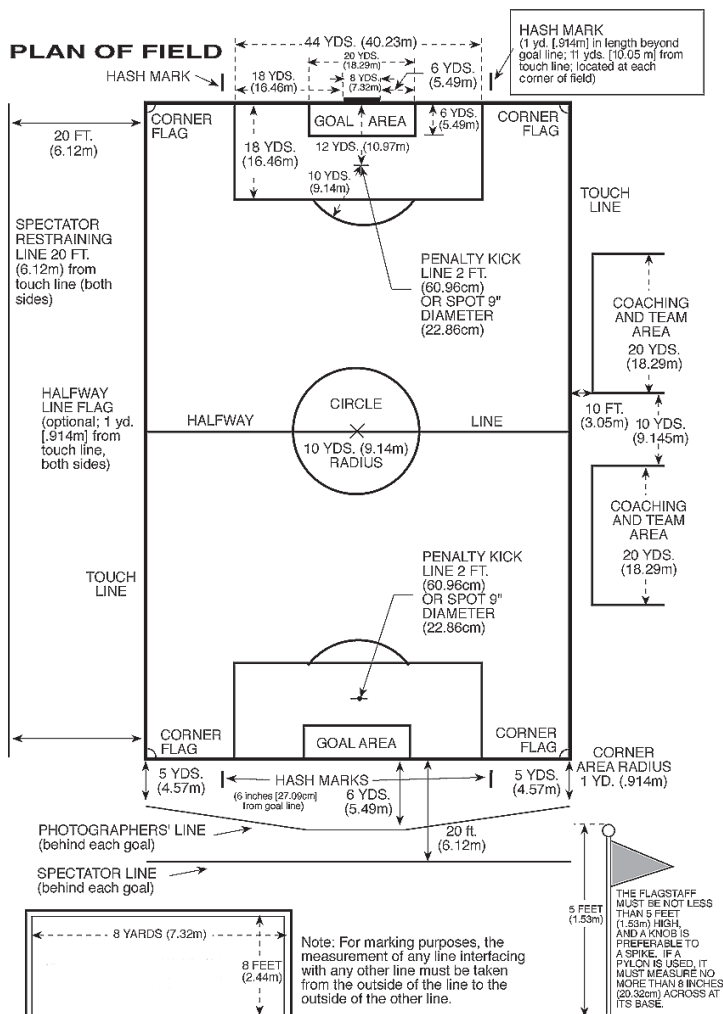
1.1.2 Facilities constructed after 1995 shall be a minimum of 70 yards in width [64.01m] by 115 yards [105.16m] in length.

Note: It is the responsibility of the home team to notify the visiting team, before the date of the game, of any changes in field dimensions (for example, greater or lesser than minimal requirements), playing surface (for example, from grass to artificial or vice versa) or location of the playing site. Further, it is recommended that teams agree on any changes in facility issues before confirming contests or signing game contracts.

1.1.3 *Indoor Facility.* It is permissible to conduct collegiate soccer games in an indoor facility provided the dimensions are in compliance with Rule 1.1.1. Balls striking any part of the upper edifice shall result in one of the two following actions:

1) If the ball lands ‘in touch’ (out of bounds), the opposing team shall be awarded a throw-in from the nearest point where the ball crossed the touchline.

2) If the ball makes contact with any part of the overhead edifice, the referee’s whistle shall indicate a dead ball and the suspension of play. Play shall be restarted with a drop ball at a point nearest where the ball made contact in the field of play.



Exception: *If the ball falls inside the goal area, play shall be restarted with a drop ball at the nearest corner of the penalty area where the 18- and 44-yard lines meet.*

Note: Corner kicks and goal kicks shall be awarded accordingly. (See Rules 9.3.1 and 9.3.2.)

1.2 Boundary Lines

The field shall be marked with distinctive lines, in accordance with the diagram on page 10, the longer boundary lines being called the touch lines and the shorter the goal lines. The lines shall meet at the corners; that is, the goal lines shall extend completely across the field of play, including the area between the goal posts, and the touch lines shall extend the entire length of the field.

The home team is responsible for proper marking of the field.

PENALTY—**The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)**

1.3 Field Markings and Measurements

All lines, which are part of the areas they define, shall be the same width and measure not less than 4 inches [10.16cm] in width or more than 5 inches [12.7cm] in width.

Measurements shall be taken from the outside of the line to the outside of the line with which it interfaces. However, when measuring the width of the goal and penalty areas, the measurements shall be taken from the inside of the goal post to the outside of the six- and 18-yard lines, respectively.

In the case of a field that is playable but on which, during the course of the game, the lines and markings have become invisible due to snow or other such conditions, the lines and markings shall be assumed to be present and decisions rendered accordingly.

All lines shall be clearly marked but may not be of a form (for example, grooves, curbs or other items) that could prove dangerous to players. During the regular season, painted logos or other noncommercial field markings are at the discretion of the host institution.

A.R. 1.3. May an institution place markings of a commercial nature on the field?

RULING: No.

1.4 Halfway Line, Center Circle

A halfway line shall be marked out across the field of play. The center of the field shall be indicated by a suitable mark, and a circle with a 10-yard [9.14m] radius shall be marked around it.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.5 Goal Area

At each end of the field of play, two lines shall be drawn at right angles to the goal line, 6 yards [5.49m] from the inside of each goal post. These shall extend into the field of play for a distance of 6 yards [5.49m] and shall be joined by a line drawn parallel with the goal line. Each of the spaces enclosed by these lines and the goal line shall be called a goal area.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.6 Penalty Area

At each end of the field of play, two lines shall be drawn at right angles to the goal line, 18 yards [16.46m] from the inside of each goal post. These shall extend into the field of play for a distance of 18 yards [16.46m] and shall be joined by a line drawn parallel with the goal line. Each of the spaces enclosed by these lines and the goal line shall be called the penalty area.

At each end of the field, a 2-foot [60.96cm] line or 9-inch [22.86cm] spot shall be placed at a point 12 yards [10.97m] from the midpoint of, and parallel to, the goal line. The line shall extend 1 foot [30.48cm] on either side of the undrawn center line. The spot shall be situated at a point 12 yards [10.97m] from the midpoint of, and parallel to, the goal line. The spot shall extend 4½ inches on either side of the undrawn center line. The penalty kick may be taken from any position on this line or spot.

Using the center of this penalty-kick line or spot, describe a 10-yard [9.14m] arc outside the penalty area and closing on the penalty-area line. This is the restraining line for penalty kicks.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.7 Corner Area, Hash Mark

From each corner, a quarter circle, having a radius of 1 yard [.914m], shall be drawn inside the field of play. In addition, a hash mark 1 yard [.914m] in length, situated 6 inches beyond (but not touching) the field of play and 11 yards [10.05m] from the touch line shall be marked perpendicular to the goal line at each corner of the field. (See Plan of Field, Page 10.)

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.8 Corner Flags

A flag on a post not less than 5 feet [1.53m] high and having a nonpointed top shall be placed at each corner; a similar flagpost may be placed opposite the halfway line on each side of the field of play, at least 1 yard [.914m] outside the touch line.

The staff or post shall be approximately 1½ inches [3.81cm] thick and may be either round or square. The corner flag shall not be removed for any purpose during the game. The flag shall be of some bright color, easily distinguishable from the surroundings, and shall be about 2 feet [60.96cm] long by 1 foot [30.48cm] wide and securely fastened to the post or staff.

The flagpost shall be implanted in the ground or shall rise from a pylon that measures not more than 8 inches [20.32cm] across at its base, providing the post itself rises directly above the center of the intersection of the touch line and goal line.

A.R. 1.8. Upon inspecting the field, the referee discovers the absence of corner flags on the corner flagposts. **RULING:** The home team shall obtain appropriate flags for the corner flagposts. If unsuccessful, the game shall begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.9 Goals

The goals shall be anchored, secured or counterweighted. The goal posts, which shall be superimposed on goal lines of the same width and depth, shall consist of two wooden or metal posts, equidistant from the corner flags and 8 yards [7.32m] apart (inside measurement), joined by a horizontal crossbar of similar material, the lower edge of which shall be 8 feet [2.44m] from the ground.

The width or diameter of the goal posts and crossbar shall not be less than 4 inches [10.16cm] nor more than 5 inches [12.7cm]. The posts and

crossbar may be square, rectangular, round or elliptical in shape, and shall be painted white.

In addition, no markings other than a single manufacturer's identification/logo of appropriate size may appear on the goal posts or the crossbar.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

A.R. 1.9.a. The goal line is 4 inches wide and the depth of the goal post is 2 inches.

RULING: Illegal. The goal line and goal post shall be the same width and depth.

A.R. 1.9.b. Goal posts are 5 inches in depth and the goal line 4 inches in width.

RULING: Illegal. The goal posts and goal line shall be the same dimensions.

1.10 Goal Nets

Nets shall be attached to the uprights and crossbars and secured behind each goal.

The goal nets shall be properly and firmly secured and put in order before every match, and care taken that there are no holes or possible openings for the ball to escape. The nets shall be properly supported so that the top of the net will extend backward on a level with the crossbar for a distance of about 2 feet [.609m].

Nets may be multicolored; however, no markings other than a single manufacturer's identification/logo of appropriate size may appear on the net. Further, banners shall not be hung from the goals or nets and the nets shall not be lettered, nor reflect school names, logos, slogans or any commercial design.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

1.11 Displaced Crossbar, Goal Post

If any part of the goal becomes displaced during the game, play shall be suspended, and every effort shall be made to repair or replace the goal. If, in the referee's opinion, it cannot be repaired to its original condition within a reasonable period of time, the game shall be suspended. When the goal is repaired or replaced, the referee shall restart the game by dropping the ball where it was when play was suspended; or, if the ball was inside the goal area, it shall be dropped at the nearest point outside the goal area.

1.12 Coaching and Team Areas

- 1.12.1 There shall be a coaching and team area. Team benches shall be on the same side of the field, separated by a 10-yard neutral zone, and shall be at least 10 feet [3.05m] (whenever possible) from the touch line.
- 1.12.2 Each coaching and team area shall be marked parallel to the touch line and situated at least 10 feet [3.05m] from the touch line and extending 20 yards [18.29m] from the five-yard neutral zone measured from the halfway line in both directions.

Note: Rule 1.12.2 is an administrative rule and may be altered by prior written mutual consent.

PENALTY—The game shall begin but the coach shall be reminded that in the future, proper markings are to be provided, and the referee shall file a report with the governing sports authority. (See Page 8.)

1.13 Photographers' Line

There shall be a designated photographers' area. (See Plan of Field, Page 10.)

Note: Rule 1.13 is an administrative rule and may be altered by prior written mutual consent.

1.14 Scorekeeper's/Timekeeper's Table

If not using a press box for timekeeping, the scorekeeper's/timekeeper's table shall be placed on the same side of the field as the team benches, situated equidistant between the two team benches and at least 10 feet [3.05m] (whenever possible) from the touch lines.

Note: Rule 1.14 is an administrative rule and may be altered by prior written mutual consent.

1.15 Spectator Restraining Line

It is recommended that a rope, fence or some form of demarcation be used to keep spectators a minimum of 20 feet [6.10m] (whenever possible) away from the touch lines and goal lines.

Note: Rule 1.15 is an administrative rule and may be altered by prior written mutual consent.

1.16 Scoreboard and Clock

It is recommended that an electronically controlled clock and scoreboard, which can be seen by spectators and both benches, be provided and maintained in proper working order. (See Rule 6.3.1.)

Note: Rule 1.16 is an administrative rule and may be altered by prior written mutual consent.

1.17 Lighting

The field should be uniformly and adequately lighted. Lighting engineers shall be placed in charge of this important factor when planning new installations. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall Street, 17th Floor, New York, New York 10005; telephone 212/248-5000.

According to the NCAA Broadcasting Manual, the target light of NCAA championships for television broadcasting shall be a range of 125 to 150 maintained vertical foot candles. The minimum levels shall read 125-foot candles.

1.18 Grading, Slope of Field

The rules of conduct in the NCAA Men's and Women's Soccer Rules do not specify, nor do they legislate matters pertaining to the slope or grading of playing facilities. The rules specify only maximum and minimum dimensions of fields constructed after September 1995. New field construction minimum dimensions are 115 yards [105.16m] (length) by 70 yards [64.01m] (width). New maximum dimensions are 120 yards [109.73m] by 75 yards [68.58m].

The following guidelines appear to be generally accepted standards for new facilities: A field with not greater than a two percent slope at the declining edges of the touchlines, provided that the outer lines of demarcation do not abut with hazardous curbing or boundary materials, is considered preferable. Architectural engineers shall be consulted with reference to the actual height references that pertain to grading percentages or broken-back construction.

Note: Rule 1.18 is an administrative rule and may be altered by prior written mutual consent.

RULE 2

The Ball

2.1 Dimensions

The circumference of the ball shall not be more than 28 inches [71.12cm] nor less than 27 inches [68.58cm]. The weight of the ball at the start of the game shall not be more than 16 ounces [454.4g] nor less than 14 ounces [397.6g], and the weight shall not exceed 16.75 ounces [475g] even when wet and used. The pressure of the ball shall be equal to 0.6 to 1.1 atmospheres at sea level. (It is recommended that the manufacturer indicate on the ball the recommended air pressure to meet the above standards.)

2.2 Style, Shape and Material

The ball shall be spherical, the outer casing of which shall be leather or approved synthetic, and no material shall be used in its construction that might prove dangerous to players.

Not fewer than three balls, furnished by the home team, shall be available for use in a game, and the balls shall be identical in size, make, grade and color.

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 8.)

2.3 Defective Ball

In the event the game ball becomes defective, the referee shall suspend play, replace the ball and restart the game by dropping the ball where it was when play was suspended; or, if the ball was inside the goal area, it shall be dropped on that part of the goal area line that runs parallel to the goal line nearest where the ball was when play was suspended. *Exception: If the ball is in the goalkeeper's possession, the game shall be restarted with an indirect free kick by the goalkeeper's team.* (See Rule 9.3.2 and A.R. 9.3.2.a.)

RULE 3

Players and Substitutes

Players

3.1 Number of Players

The game shall be played by two teams of 11 players each, one of whom shall be the goalkeeper. In addition, not fewer than seven players are required to start and finish a game.

A.R. 3.1.a. Team A starts with 10 players. May the 11th player join the team during a suspension of play? **RULING:** Yes, provided that the player is listed on the game roster, reports to the official scorer and is beckoned by the referee.

A.R. 3.1.b. A player is ejected before the start of a match. Shall the team play with only 10 players? **RULING:** No, the team may begin the match with another player in place of the ejected player.

A.R. 3.1.c. Is there a limit on the number of players allowed to dress for a game? **RULING:** No, unless restricted by the appropriate governing sports authority.

3.2 Game Roster

3.2.1 An official NCAA game roster, including the names and numbers of all players, coaches and other bench personnel, shall be submitted to the referee, official scorekeeper and opposing coach not later than 15 minutes before game time. The game roster submitted to the official scorekeeper and the opposing coach shall include each player's total number of cautions and ejections in the columns beside the players' names. In addition, the roster shall include the name(s) and number(s) of the suspended player(s) and date(s) of the suspension(s). The copy submitted to the referee shall not include records of cautions and ejections.

PENALTY—The game shall not begin and may result in a forfeiture by the offending team to be determined by the governing sports authority. (See Page 8.)

A.R. 3.2.1.a. A player has a total of six cautions. Is the number entered on the game roster a six or a one? **RULING:** Six.

A.R. 3.2.1.b. A player is listed on the roster as having accumulated four cautions. The opposing coach insists that the player has a total of five cautions and should not be allowed to participate in that game. If the referee cannot get the opposing coach to agree, what action shall the referee take? **RULING:** The referee shall allow the player to play and submit a written report to the governing sports authority. (See Page 8.)

3.2.2 Players not listed on the game roster are not eligible to participate in that game, overtime period(s) or tiebreaker.

PENALTY—The unlisted player, who may be replaced, shall be instructed to leave the game and is not eligible to participate in that game, overtime periods or tiebreaker.

A.R. 3.2.2.a. In the event of any problems regarding participation in the game by ineligible players, is the referee required to submit a written report? **RULING:** Yes, a written report shall be filed with the governing sports authority. (See Page 8.)

A.R. 3.2.2.b. It is determined that a player(s) has not been listed on the game roster. **RULING:** Remove the player(s) from the game. Players not listed on the game roster are not eligible to play in that game.

A.R. 3.2.2.c. A player(s) on the game roster submitted by either team is ejected by the referee before the start of the game. May that player's name on the game roster be replaced with another player's name? **RULING:** Yes, provided it is done before the start of the game.

A.R. 3.2.2.d. It is determined that a goal is scored by a player not listed on the game roster and/or a player not eligible for that contest. **RULING:** Provided it is determined before the end of the game, the player shall be removed from the game and the goal nullified.

A.R. 3.2.2.e. It is determined after the game has been completed that the name and/or number of a player was incorrect or omitted. **RULING:** The score stands.

A.R. 3.2.2.f. It is determined that a player's number is listed incorrectly on the official roster. **RULING:** The name and number of each player shall be listed correctly on the official roster before the game begins. Provided the player's name is listed correctly on the game roster and the roster is corrected to reflect the proper number, the player is eligible to compete in the game.

A.R. 3.2.2.g. It is determined during an overtime period that a player not listed on the game roster scored a goal during regulation play. **RULING:** Nullify the goal, end the game and declare the opposing team the winner.

A.R. 3.2.2.h. A player scores a goal or is credited with an assist, and it is later determined that the player's number was listed incorrectly on the game roster. Does the goal count? **RULING:** Yes, provided that the player's name is listed correctly on the game roster and the roster is corrected to reflect the proper number, the goal and/or assist shall count.

3.2.3 It is recommended that once assigned, each player retain the same number throughout the season.

Substitutes

3.3 Number of Substitutes

Either team may substitute up to 11 players at a time under the conditions set forth in Rule 3.4.

3.4 When Allowed

Substitutes may enter the game under the following conditions:

3.4.1 On a goal kick;

3.4.2 On a team's own throw-in;

Note: If the team in possession chooses to substitute, providing the requisites of Rule 3.6 are met, the opposing team also may substitute up to 11 players at that time.

3.4.3 On a team's own corner kick;

Note: If the team in possession chooses to substitute, providing the requisites of Rule 3.6 are met, the opposing team also may substitute up to 11 players at that time.

3.4.4 After a goal has been scored;

3.4.5 Between periods;

3.4.6 When a player has been cautioned;

Note: In the case of a player(s) being cautioned, the coach may substitute for the player(s) cautioned. If such a substitution is made, the opponent shall have the opportunity to make an equal number of substitutions at that time.

A.R. 3.4.6. A player has been cautioned for misconduct. Before the kick is taken, may a player enter the game as a substitute for the cautioned player? **RULING:** Yes, and the opposing team may make an equal number of substitutions.

3.4.7 When a goalkeeper has been ejected;

Note: In the case of a goalkeeper being ejected, his or her team shall play short, and the coach may substitute for the ejected goalkeeper only. If a substitution is made, a field player shall be removed, and the opposing team shall not substitute at that time.

3.4.8 When a player has been instructed to leave the field for an equipment change.

Note: In the event of an equipment change, only the player(s) with the equipment problem may be replaced. The opponent may replace an equal number of players at the same time.

A.R. 3.4.8.a. A player from Team A is instructed to leave the field for an equipment change and is not replaced at that time. Provided a player from Team B is ready to enter the game, is it permissible for that player to enter the game when the player from Team A returns? **RULING:** Yes, the player from Team B may enter the game at the same time Player A returns to the game, provided the Team B player has already checked in at the scorer's table. If the player from Team A does not return to the game, the Team B player shall wait until the next allowable time for substitutions set forth in Rule 3.4.

A.R. 3.4.8.b. May a player who has been removed from the game for an equipment change return? **RULING:** Yes, if the player was not substituted for while completing the equipment change, the player may return. No, if another player was substituted for the player with the equipment change, the original player may not re-enter the game in the period in which he or she was replaced. **Exception:** *The player is allowed one re-entry in the second period only. And, when applicable, a goalkeeper shall be entitled to his/her re-entry in any period.*

3.4.9 In the event of an injury.

Note: In the event of an injury, only the injured player(s) may be replaced. The opponent may replace an equal number of players at the same time.

PENALTY—Indirect free kick for the non-offending team from the location of the ball at the time the infraction is discovered if the reason for the stoppage of play was the infraction.

A.R. 3.4.9.a. An injured player is removed from the game, is not replaced at that time, and it is determined a substitute is needed. When may the substitute for the injured player enter the game? **RULING:** Provided the substitute has checked in, at the next stoppage of play or any allowable time for substitutions.

A.R. 3.4.9.b. A player from Team A is injured and the coach sends in a substitute. At this point, Team B sends in two substitutes without the referee noticing it. **RULING:** Once detected, the referee shall suspend play, caution—send to the

bench and charge with a substitution—the last player to enter the game and restart play with an indirect free kick from the location of the ball at the time the infraction was discovered—provided the ball was not in the goal area, in which case the indirect free kick shall take place on that part of the goal area line that runs parallel to the goal line nearest to where the ball was when play was stopped.

3.5 Re-entry Conditions, Restrictions, Exceptions

3.5.1 *Field Players.* With reference to periods of play, substitutions are permitted as follows:

First half: no re-entry.

Second half: one re-entry.

First overtime period: no re-entry.

Second overtime period: no re-entry.

A.R. 3.5.1.a. May a player who is replaced in the first overtime period re-enter the game in the second overtime period? **RULING:** Yes.

A.R. 3.5.1.b. A player does not start the second half but later enters the game and subsequently is substituted for. May that player re-enter the game in the second half? **RULING:** Yes.

A.R. 3.5.1.c. A player receives a caution but is not substituted for at the time of the caution. Play is restarted and later the cautioned player is replaced. May he or she be permitted to re-enter the game in the same period? **RULING:** No. **Exception:** *Players are permitted one re-entry in the second period only.*

A.R. 3.5.1.d. A player is cautioned and substituted for at the time of the caution. May the player re-enter in that same period? **RULING:** No. **Exception:** *Players are permitted one re-entry in the second period only.*

3.5.2 *Goalkeepers.* With reference to periods of play, substitutions are permitted as follows: First half: One re-entry. Second half: One re-entry. First overtime period: One re-entry. Second overtime period: One re-entry.

A.R. 3.5.2. A goalkeeper is replaced by a substitute, remains on the field as a field player and later is replaced by a substitute. During the same period, the coach instructs the original goalkeeper to substitute for the current goalkeeper. **RULING:** Illegal. Once the original goalkeeper changes positions, the rule for that position (for example, midfielder) applies. A player who has not yet entered the game may substitute (that is, one re-entry) for the goalkeeper as per Rule 3.5.1.

3.5.3 *Illness/Injury/Bleeding or Blood on Uniform and Signs of Concussion.*

3.5.3.1 Players whose injury was caused by an opposing player who was cautioned or ejected in conjunction with the injury may be substituted for and re-enter the game in any period (after being beckoned by the referee) at any stoppage of play or at any of the allowable times for normal substitutions. Neither the injured player nor the substitute shall be charged with a substitution.

A.R. 3.5.3.1. An injured player is replaced in the second half, and an opposing player is cautioned or ejected as a result of the injury. The injured player(s) subsequently returns to the game in that half and later is substituted for again. Is he or she permitted one additional re-entry? **RULING:** Yes.

3.5.3.2 Players with a bleeding injury, blood on the uniform or signs of a concussion shall be substituted for and may re-enter the game (after being beckoned by the referee) at any stoppage of play or at any of the allowable times for normal substitution, provided the appropriate medical personnel have given clearance. Neither the injured player nor the substitute shall be charged with a substitution. However, if the injured player replaces a player other than the original substitute, that player shall be charged with a substitution.

Note: The injured player is eligible for re-entry only after medical personnel has given clearance. However, if a player leaves the game for displaying concussion-like symptoms, that player must be cleared by the team physician or his or her designee according to the concussion management plan. Student-athletes diagnosed with a concussion shall not return to activity for the remainder of that day. (See Appendix D.)

Also for all other occurrences other than the permissible one (re-entry in the second period), field players who are substituted for when leaving the field of play for illness/injury shall not re-enter the game in that same period.

3.5.3.3 Field players who are substituted for when leaving the field of play for normal illness/injury shall not re-enter the game in that same period.

Exception: *Players are permitted one re-entry in the second period only.*

3.5.3.4 Field players who are not substituted for (team plays short) when leaving the game for illness/injury may re-enter the game (after being beckoned by the referee) during the run of play or at any stoppage of play, including times for normal substitutions.

3.6 Reporting into the Game

3.6.1 A substitute shall report to the scorekeeper's table (or nearest assistant referee if the official scorekeeper is in the press box), be ready to enter the game before the time when substitutions are allowed, remain at the scorekeeper's table (or near the halfway line) and be beckoned by the referee before entering the field of play. **Exception:** *After a goal is scored or between periods, provided it is done in a timely manner, substitutes are not required to "be ready" before the period begins or the kickoff to restart the game.*

Note: It is suggested that a horn or noise-producing instrument with a distinctly different tone from the referee's signaling device be used to facilitate the substitution process.

A.R. 3.6.1.a. Shall the player entering the game remain at the halfway line until the departing player exits the field? **RULING:** No. The player may enter the field when beckoned by the referee.

A.R. 3.6.1.b. Shall the departing player exit the field at the halfway line? **RULING:** The player shall exit the field at the halfway line nearest the coaching and playing areas unless the departing player is injured and cannot leave the field unassisted.

A.R. 3.6.1.c. When does a player become a field player of record? **RULING:** During the first 85 minutes of the game and during both overtime periods: At the moment the referee beckons the player(s) onto the field. In the last five minutes of the second regulation period, when the referee signals the clock to be stopped. (See Rule 6.3.5.5.)

A.R. 3.6.1.d. Does a player(s) have to enter the field of play after the referee has beckoned or signaled the clock to be stopped for a substitution(s)? **RULING:** No. However, the player(s) shall be charged with one substitution entry.

A.R. 3.6.1.e. Multiple players have reported to the scorekeeper (or assistant referee) to enter the game as substitutes. The referee beckons or signals to stop the clock (last five minutes of second period, if the leading team is substituting) and the coach decides to hold one player back. Is that player charged with a substitution entry? **RULING:** Yes.

A.R. 3.6.1.f. At the 84:50 mark, the referee beckons onto the field a player substituted by the leading team's coach, but the restart of play does not occur until the clock passes the 85:00 mark. Does the clock stop when it reaches 85:00 per Rule 6? **RULING:** No. The clock continues to run because the substitution occurred before the 85th minute.

- 3.6.2 During the final five minutes of the second period only, if the leading team makes a substitution, the referee shall signal the clock to be stopped and beckon the substitute onto the field.
- 3.6.3 If the game is tied or the losing coach chooses to substitute, the clock shall not be stopped.
- 3.6.4 Any player who has left the field of play with or without the referee's permission after a game has started shall not return to the field or participate in play without first receiving the referee's permission.
- 3.6.5 Any player who enters or leaves the field during the progress of the game, except through normal movement of play, without the referee's permission, shall be guilty of misconduct.

PENALTY—Caution the player and/or coach and award an indirect free kick from the location of the ball at the time of the infraction.

3.7 Changing Goalkeepers

- 3.7.1 The referee shall be notified when a goalkeeping change is made, either by another player on the field changing places with the goalkeeper or by substitution from the team bench.
- 3.7.2 Provided it occurs during stoppage of play, the referee is notified and all other rules pertaining to uniform dress (see Rules 4.2 and 4.3) are satisfied, a teammate on the field of play may change positions with the goalkeeper.
- 3.7.3 Provided the referee is notified in advance, a teammate on the field may change places with the goalkeeper for the taking of a penalty kick; however, a goalkeeper substitution from the bench is not permitted.

PENALTY—Both players (goalkeepers) shall receive a verbal admonition at the next stoppage of play.

RULE 4

Players' Equipment

4.1 Uniform

4.1.1 A field player's uniform shall consist of a jersey or shirt, shorts, stockings and shoes. (See Rule 4.4.) Further, in accordance with NCAA bylaws, an institution's uniform or any item of apparel (including warm-ups) that is worn by a student-athlete while representing the institution in intercollegiate competition may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (that is, rectangle, square, parallelogram) that does not exceed $2\frac{1}{4}$ -square inches. Such an item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel provided the logo or trademark is not visible.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (that is, rectangle, square, parallelogram) that does not exceed $2\frac{1}{4}$ -square inches.

The restriction of the size of a manufacturer's or distributor's logo is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities such as pregame warm-ups, including individual player warm-up attire before entering the game, postgame celebrations or pre- or postgame press conferences involving student-athletes.

The logo restrictions on student-athletes' apparel set forth in NCAA bylaws, apply during NCAA championships to all personnel (for example, coaches, trainers, managers) who are on the team bench for practices and games and who participate in NCAA news conferences.

The same logo restrictions on student-athletes' apparel also shall apply to commercial logos on uniforms worn by band members, cheerleaders, dance team members and the institution's mascot during NCAA championship events.

A commemorative patch may be permitted on a jersey or shirt. The entire patch must be contained within a four-sided geometrical figure (that is, rectangle, square, parallelogram) that does not exceed 2¼-square inches.

- 4.1.2 Players shall wear shin guards under the stockings in the manner intended, without exception. The shin guards shall be professionally manufactured, age and size appropriate, and not altered to decrease protection. The NCAA requires players to wear shin guards that meet the standards established by the National Operating Committee on Standards for Athletic Equipment (NOCSAE). This change recognizes that the effective date for the required shin guard specifications has been announced by NOCSAE; however, such information may not be available regionally. Nonetheless, the effect of this change is to notify member schools that they are expected to be in compliance with NOCSAE standards. For that matter, players should already be wearing age and size appropriate shin guards. (For current information, visit www.nocsae.org.)
- 4.1.3 It is recommended that a special armband (which shall be displayed on the upper arm) be worn that distinguishes the team captain(s) from other players on his or her team.

Note: Rule 4.1.3 is an administrative rule and may be altered by prior written mutual consent.

4.2 Contrasting Colors

- 4.2.1 All players of a team shall wear matching uniforms. It is the responsibility of the home team to wear jerseys and stockings in clear contrast to those worn by the visiting team.
- 4.2.2 Goalkeepers shall wear jerseys that distinguish them from all field players and stockings that distinguish them from their opponents.
- 4.2.3 Shorts may differ in color from that of the stockings and jerseys but shall be matching in color and uniform in style.
- 4.2.4 It is recommended that any visible garment worn under the jersey or shorts shall be a solid color that matches the dominant color of the respective garment.

4.2.5 It is recommended that players warming up outside the coaching and team areas wear colored jerseys/vests that distinguish them from all other field players.

Note: Rules 4.2.4 and 4.2.5 are administrative rules and may be altered by prior written mutual consent.

4.3 Numbers Mandatory

Numerals at least 8 inches [20.32cm] in height that are easily distinguishable from the predominant background color(s) and pattern shall be worn on the back of each player's (including goalkeeper's) jersey.

Numerals at least 4 inches [10.16cm] in height that are easily distinguishable from the predominant background color(s) and pattern shall be worn on the front of each player's (including goalkeeper's) jersey. The same number shall be displayed on both the front and back of the jersey, and no two teammates may wear the same number.

Note: Numbers worn on shorts are optional but shall not satisfy the requirement for numerals on the front of the jersey.

4.4 Shoes

Shoes shall be worn by all participants in a game. Shoes with soles containing aluminum, leather, rubber, nylon or plastic cleats, studs or bars, whether molded as part of the sole or detachable, are allowed as long as the referee does not consider them dangerous.

4.5 Articles

4.5.1 A player shall not wear anything that is dangerous to any player.

A.R. 4.5.1.a. A player is wearing articles considered dangerous. The coach insists that the player in previous games has been allowed to wear these articles and refuses to make the player take off the articles. **RULING:** The referee shall instruct the player to leave the field until he or she conforms to Rules 4.5 and 4.6.

A.R. 4.5.1.b. If a player is instructed to leave the field for not conforming to Rule 4.5, may that player return at any time after rectifying the problem? **RULING:** If the player was not substituted for, that player may re-enter the game when the ball is not in play, after receiving approval from the referee. **Exception:** *The player, if substituted for, may re-enter in the second period only providing he or she had not previously re-entered in that period.* (Also see Goalkeeper provisions in Rule 3.5.2.)

4.5.2 Knee braces with any metal parts are permissible provided no metal is exposed.

- 4.5.3 Casts are permissible if they are covered and the referee does not consider them dangerous.
- 4.5.4 Headgear, headbands and hats (goalkeepers only) are legal providing they are not considered dangerous to any player.
- 4.5.5 Prostheses may be worn as long as the equipment is well padded to protect not only the affected player, but also his/her opponents. Any such device with exposed rivets, pins, sharp edges or any form of exterior fastener that would present a hazard, shall be properly padded.

Note: It is mandatory that the referee examine the equipment of each player before each game to see that it complies with the foregoing standards. If the referee considers any article liable to cause injury to another player, including head, face or body protective equipment, the referee shall signal the clock to be stopped and instruct the player to leave the field of play and remove the illegal article.

PENALTY—Any player not conforming to Rules 4.1 through 4.5 shall not be permitted to play. Moreover, after being instructed to leave the field, providing he/she has not been substituted for, a player shall not re-enter the game without first reporting to the referee, who shall be satisfied that the player's uniform, shoes and equipment are in order.

4.6 Jewelry

A player shall not wear jewelry of any type whatsoever. **Exception:** *Medical alert bracelets or necklaces may be worn but must be taped to the body.*

PENALTY—The referee stops the clock and the player shall leave the field of play. Once the player has complied, the player or a substitute may re-enter according to the conditions set forth in Rule 3.4.

A.R. 4.6.a. May a player wear earrings, chains, charms, watches, hair clips, bobby pins, tongue studs, bracelets of any type or items associated with piercing (visible or not visible)? **RULING:** No.

A.R. 4.6.b. A player, because of religious beliefs, is required to wear items (crosses, rosary beads, yarmulkes, etc.) not conforming to Rules 4.1 through 4.6. **RULING:** The referee shall use every discretion in attempting to enforce the rule, but is obliged to follow the PENALTY set forth in Rules 4.5 and 4.6 if he or she considers the item(s) liable to cause injury to any player.

RULE 5

The Referee

5.1 Number of Referees

The diagonal system of control shall be used. **Exception:** See A.R.s 5.3.1.a-d.

5.2 Uniform

All referees shall dress in the prescribed uniform and wear shoes that are predominantly black. Shirts of the same color and style shall be alike for all officials and shall be in contrast to those worn by the competing teams. **Exception:** Shirts may match the color of goalkeeper jerseys, and it is permissible for officials to wear a cap.

5.3 Jurisdiction

5.3.1 The referee's jurisdiction shall begin 30 minutes before the start of play and shall end when the officials leave the site of the competition. The site of the competition is defined as the field, locker rooms, parking areas and the surroundings generally associated with athletics facilities.

A.R. 5.3.1.a. What happens in the event that the assigned referee fails to appear for a game or is injured during play? **RULING:** (1) The senior assistant referee shall assume the role of referee, provided the service of a certified assistant referee is available, and both teams agree to the selection of the substitute official before the game begins. Moreover, once the game begins, it shall continue under the control of the three officials who started the game. (2) Failing (1) above, the two assistant referees assigned to the game then shall operate the dual-referee system of control. (3) If the game begins under the dual-referee system of control and the assigned referee then appears, he or she shall assume the role of assistant referee and the remainder of the game shall be governed by the diagonal system of control.

A.R. 5.3.1.b. Is it permissible to conduct a game with one referee? **RULING:** Yes, provided both teams agree to the selection of the referee before the game begins.

A.R. 5.3.1.c. What happens in the event that an assigned assistant referee fails to appear for a game or is injured during play? **RULING:** (1) The assigned referee shall try to obtain the services of a certified referee to fill the open assistant referee

position, (2) Failing (1) above, the game shall be officiated according to the dual-referee system of control.

A.R. 5.3.1.d. The assigned officials for the game fail to appear. May that game be played? **RULING:** Yes, provided that both teams agree on the selection and use of replacement officials at that time.

5.3.2 The referee, whose decision is final, so far as the result of the game is concerned, shall enforce the rules and decide any disputed point.

Exception: See Rule 10.9 Protests.

A.R. 5.3.2. What action shall be taken when a referee fails to enforce a specific rule of conduct? **RULING:** The rule stated in the rules book shall be followed.

Exception: See Rule 10.9 Protests.

5.3.3 The referee's power of penalizing shall extend to offenses committed when play has been suspended or when the ball is out of play. The referee shall, however, refrain from penalizing in cases in which he or she is satisfied that by doing so an advantage would be given to the offending team. When the referee observes a foul that is not to be penalized, the referee shall call out the words "play on" and signal accordingly to indicate that the foul has been acknowledged. However, if the advantage does not materialize, the referee shall then blow the whistle and award a free kick.

5.3.4 When signaling, the referee shall use the "Official Referee's Signals." (See Appendix A.)

5.3.5 It is recommended that all officials remain on the field of play after the completion of the game until postgame duties have been completed.

Note: Rule 5.3.5 is an administrative rule and may be altered by prior written mutual consent.

5.3.6 The rules of conduct, including game times, substitutions and overtime procedures, shall not be altered by the referee or by mutual consent of the institutions.
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5.4 Duties

5.4.1 Preamble duties shall include:

5.4.1.1 Surveying field conditions (for safety purposes);

5.4.1.2 Inspecting the field markings;

5.4.1.3 Inspecting the goals and nets;

5.4.1.4 Inspecting the team benches and timekeeper's table (if located between team benches);

5.4.1.5 Inspecting corner flags;

5.4.1.6 Inspecting game balls;

5.4.1.7 Inspecting players' uniforms and equipment; and

5.4.1.8 Obtaining both team rosters.

Violations involving field conditions, uniforms, equipment or other items shall be reported immediately to the appropriate governing sports authority and, if possible, necessary changes or repairs shall be made before the contest.

5.4.2 Postgame duties shall include signing the official NCAA box score and reporting ejections and other matters of game misconduct to the appropriate governing sports authority.

A.R. 5.4.2. May a referee reverse a decision involving a sudden-victory goal?

RULING: Yes, any time before signing the official NCAA Box Score form or leaving the site of competition. (See Rules 5.3.1, 5.3.2, 6.4.3 and 6.4.4.)

5.5 Discretionary Power

The referee has discretionary power to:

5.5.1 Suspend the game whenever, by reason of the elements (see Lightning Policy, See Appendix C), interference by spectators or other cause, such action is deemed necessary. A suspended game may be resumed should conditions allow. If the suspended game is not resumed the same day, the referee shall file a report with the appropriate governing sports authority for later administrative action. (See Rule 10.10.)

A.R. 5.5.1.a. If a game is suspended by the referee because of the elements, interference by spectators, grave disorders or other causes, shall a forfeit be declared? **RULING:** No, the referee has no authority to decide that either team is disqualified, unless specifically stated in Rule 5.5.4.

A.R. 5.5.1.b. The referee determines that spectators are interfering with the progress of the game. **RULING:** Spectators shall stay in the seating areas or remain behind ropes, fencing or other barriers. In addition, photographers shall have freedom to operate in their prescribed areas. The referee has the right to stop the clock and instruct the host institution to remove spectators who do not comply.

A.R. 5.5.1.c. May a referee reverse a decision or rescind a card? **RULING:** Yes, if the game has not been restarted. No, if the game has been restarted.

A.R. 5.5.1.d. In the event the coach is ejected from the game and an institutional representative is unavailable to replace the coach for the balance of the game, what action is to be taken by the referee? **RULING:** Suspend the game.

5.5.2 Caution any player, coach or other bench personnel for misconduct or unsporting behavior (persistent infringement on any of the rules of the game) and, if the behavior persists, eject that individual from the game. When cautioning a player, coach or other bench personnel, the referee shall display a yellow card and indicate the appropriate person.

A.R. 5.5.2.a. May a player be cautioned and/or ejected during an interval between periods or after the completion of a match? **RULING:** Yes. Moreover, if time remains and the player in question has not been substituted for before the incident occurred or the penalty has been assessed, the team shall play short for the remainder of the game.

A.R. 5.5.2.b. A player from Team B walks off the field without permission while the game is in progress, then walks back onto the field. **RULING:** Any player who leaves the field without permission, except through the normal course of play, is guilty of unsporting behavior.

A.R. 5.5.2.c. A player commits two infringements of a different nature at the same time. **RULING:** The more serious offense shall be penalized.

5.5.3 Multiple Cards to the Same Player. If a previously cautioned player, coach or other bench personnel commits a second cautionable offense, the referee shall display a yellow card followed immediately by a red card. When ejecting a player, coach or other bench personnel, a red card shall be displayed. A player receiving a red card shall be ejected from the game and cannot be replaced. An ejected player, coach or other bench personnel shall leave the premises of the field of play to the point that the individual, in the referee's opinion, shall not be a disruptive influence on the further progress of the game. That usually means out of sight and sound of the field of play.

Note: It is not possible for the same player in the same game to be charged with two (2) yellow cards. Albeit the multiple offense may be a cautionable offense, the second card to the same player in the same game shall be a red. Further, the player, coach or bench personnel shall be charged with one (1) yellow and one (1) red in his or her respective accumulation record.

5.5.4 Forfeit the game to the opposing team if:

5.5.4.1 In his or her judgment, a coach prolongs a discussion with an official or refuses to leave the field at the request to do so;

5.5.4.2 A team refuses to return to the field of play within three minutes after being ordered to do so by the referee;

5.5.4.3 A player ejected earlier in the game re-entered the game as a substitute and is later detected as an illegal substitute; or

5.5.4.4 A coach and/or institutional representative fails to submit an official game roster before the beginning of the game. (See Rule 3.2.1—PENALTY.)

5.5.5 Declare a “no contest” when a team without prior notification is not on the field and prepared to play within 15 minutes after the contracted starting time, unless evidence of extenuating circumstances can be provided.

5.5.6 Suspend the game and stop the clock because of injury.

5.5.6.1 General injuries: If the player is not the goalkeeper, and medical personnel are beckoned to attend to the player(s), the referee shall instruct the player(s) to leave or be removed from the field of play. Players leaving the game for illness or injury, providing they have not been replaced, may re-enter the game (after being beckoned by the referee) during the run of play or at any stoppage of play, including times for normal substitutions. If the referee signals the clock to be stopped to assess a player’s injuries and it is determined that medical personnel are not needed, the player(s) does not have to leave the field.

A.R. 5.5.6.1.a. Multiple players appear to be injured in a single incident and medical personnel are beckoned onto the field of play. Do all players requiring medical attention have to leave the field of play? **RULING:** Yes, unless one of the players is a goalkeeper, who is allowed to remain and be treated on the field.

A.R. 5.5.6.1.b. If the injured player is the goalkeeper, may the player remain in the game and be treated on the field of play? **RULING:** Yes.

A.R. 5.5.6.1.c. When a player is removed from the field as a result of an injury, shall the player be replaced by a substitute player? **RULING:** No. A team may continue play with fewer players. However, such action is unnecessary if the injury was caused by an opponent who was cautioned or ejected as a result of the

injury, inasmuch as the injured player may re-enter the game in the same period. (See Rule 3.5.3.)

A.R. 5.5.6.1.d. If an injured player is unable to return, may the replacement be given permission to enter the game at the next stoppage of play? **RULING:** Yes, and the opposing team may make appropriate substitutions in accordance with Rule 3.4.9.

5.5.6.2 Bleeding, oozing injuries, blood on uniform or signs of **concussion**: Summon medical personnel to escort or remove the player(s) from the field of play. The player(s) may re-enter the game after the injury has been properly treated, the uniform has been evaluated by appropriate medical personnel for potential infectivity and changed, if necessary, before return to participation and permission has been granted by the referee. (See Rule 3.5.3.2.)

A.R. 5.5.6.2. In the event the trainer is ejected from the game and no suitable certified medical authority or replacement is available, what action is to be taken by the referee?

RULING: Ensure that the trainer is within a reasonable distance to be summoned in the event of an emergency.

- 5.5.7 Suspend the game and stop the clock when a player has been instructed to leave the field for an equipment change or jewelry violation.
- 5.5.8 Suspend the game, stop the clock and direct the game management personnel to remove artificial noisemakers, air horns, electronic amplifiers and any other items that are not permitted from the spectators' areas.

RULE 6

Other Officials and Their Duties

6.1 Assistant Referees

Two assistant referees shall be appointed, whose duties (subject to the referee's decision and supervision) shall be to:

- 6.1.1 Indicate when the ball is out of play;
- 6.1.2 Indicate which side is entitled to a corner kick, goal kick or throw-in;
- 6.1.3 Indicate when a player may be penalized for being in an offside position;
- 6.1.4 Indicate when a substitution is desired; and
- 6.1.5 Assist the referee (subject to the referee's decision and supervision) to control the game in accordance with the rules by:
 - 6.1.5.1 Indicating to the referee any breach of the rules that the referee may not have seen;
 - 6.1.5.2 Helping with pregame and postgame duties, including (but not limited to) inspecting player equipment, field, game balls, game reports and other items;
 - 6.1.5.3 Keeping track of the halftime interval, and notifying the referee and teams three minutes before the start of play; and
 - 6.1.5.4 Giving an opinion on any point on which the referee may request.
 - 6.1.5.5 Using the "Official Assistant Referees' Signals" when signaling. (See Appendix B.)

6.2 Alternate Official

A conference or an institution may elect to assign an alternate official to a competition in order to assure game officiating continuity in the event one of the assigned officials is unable to perform his or her duties. When an alternate official is assigned, the governing sports authority (see Page 8)

shall clearly state the officiating position he or she will assume in the event that one of the referees or assistant referees is unable to officiate.

The alternate official is under the assigned referee's jurisdiction and performs duties that include: supervising the timekeeper and scorekeeper; managing substitutions and treatment of injuries; halftime checks; and assisting in the control of bench personnel. The alternate official shall remain near the halfway line between the coaching and team areas during play.

Note: Rule 6.2 is an administrative rule and may be altered by prior written mutual consent.

6.3 Timekeeper

6.3.1 When an electronically controlled scoreboard clock is visible to both benches and spectators, it shall be used as the official timepiece. The clock may count up or down; however, it is recommended that it count down. There shall be one official timekeeper designated by the home team.

Note: It is recommended that someone other than team personnel perform this function.

6.3.2 Before the game, the referee shall instruct the timekeeper who is subject to the referee's jurisdiction, as to his or her duties. The referee shall arrange with the timekeeper an understandable series of signals covering timeouts (including television timeouts), substitutions, termination of playing periods and out of bounds.

6.3.3 The timekeeper shall control the timing device and keep track of playing time.

Note: In the event that the official timing device malfunctions or there is no electronically controlled scoreboard clock visible to both benches and spectators, the referee on the field shall become the timekeeper.

6.3.4 The timekeeper shall be responsible for managing the timing sheet used in pregame administration for both regular-season and postseason contests. Language to be included in the regular timing sheet is: At 15 minutes, game rosters shall be exchanged; at 10 minutes, captains and officials meet and teams clear the field. Officials, coaches and players are introduced. National anthem is played, if applicable; and at 0:00, game begins.

Sample Timing Sheets

NCAA Regular-Season Pregame Schedule

Clock Activity

60:00* Teams may begin warm-up.

**Begin clock 60 minutes before game starting time.*

15:00 Game rosters exchanged.

10:00 Captains and officials meet.

Teams clear field.

Introduction of officials, coaches and players.

1. Officials.

2. Visiting coaches and team.

3. Home coaches and team.

National anthem.

0:00 Game begins.

Overtime Procedure

5:00 Intermission after regulation time.

10:00 First overtime period (sudden victory).

2:00 Intermission.

10:00 Second overtime period (sudden victory).

NCAA Postseason Pregame Schedule

60:00* Teams may begin warm-up.

**Begin clock 60 minutes before game starting time.*

20:00 Captains and officials meet.

15:00 Game rosters submitted and exchanged.

10:00 Teams clear field. Public-address welcome.

Introduction of officials, coaches and players.

1. Officials. (In center circle)

2. Visiting team nonstarters, followed by starters.

(All to midfield, in front of bench)

3. Home team nonstarters, followed by starters.

(All to midfield, in front of bench)

National anthem.

0:00 Game begins.

45:00 Kick-off • First half

Halftime 15:00—Start immediately as teams exit field

0:00/45:00 Kick-off • Second half

Overtime Procedure

- 5:00 Intermission after regulation time.
- 10:00 First overtime period (sudden victory).
- 2:00 Intermission.
- 10:00 Second overtime period (sudden victory).
- 5:00 Intermission

Penalty-Kick Procedure (See Rule 7.1.2.)

- 6.3.5 The timekeeper shall stop the clock when signaled by the referee to do so for any of the following reasons:
 - 6.3.5.1 For a television timeout;
 - 6.3.5.2 Because a player has been instructed to leave the field for an equipment change;
 - 6.3.5.3 To assess a player's injuries;
 - 6.3.5.4 Because a player has been instructed to leave the field for a jewelry violation;
 - 6.3.5.5 When a substitute(s) is beckoned onto the field in the final five minutes of the second period only in keeping with A.R. 3.6.1.c;
 - 6.3.5.6 Because a trainer or other bench personnel is beckoned onto the field.
 - 6.3.5.7 When a goal is scored;
 - 6.3.5.8 When a penalty kick is awarded; or
 - 6.3.5.9 When a player is carded.
- 6.3.6 The timekeeper shall start the clock when the ball is put into play;
- 6.3.7 The timekeeper shall signal the referee when a substitution is to be made, provided the ball is not in play. Signaling should be made by a noise-producing instrument with a distinctly different tone (a horn is suggested) from the referee's signaling device;
- 6.3.8 The timekeeper shall call out audibly to the nearest official, if at the timekeeper's table located between the team benches, or call out over the public-address system, if time is being kept in the press box, the last 10 seconds of playing time in any period; and
- 6.3.9 The timekeeper shall signal for the termination of the period and signal with a horn (not whistle) when time has expired.

Note: The expiration of time is the moment when the timekeeper's timekeeping signal begins, regardless of the position of the ball.

A.R. 6.3.9. What happens if the signaling device malfunctions? **RULING:** Provided the last 10 seconds have been counted down to zero and/or the timekeeping device (for example, scoreboard clock) reaches zero (and/or 45:00/90:00/10:00/10:00) the referee's whistle shall represent that time has expired and the period/game ends.

6.4 Scorekeeper

6.4.1 There shall be one official scorekeeper designated by the home team.

Note: It is recommended that someone other than team personnel perform this function.

6.4.2 The official scorekeeper shall record team lineups, player substitutions and names of the referees and assistant referees assigned to the game. The scorekeeper shall record team scores, shots, goalkeeper saves, cautions and ejections, penalty kicks, corner kicks, goals and assists, offside, fouls and infractions, forfeitures, date, weather/field conditions, attendance, suspended games, team names, and team records.

6.4.3 In addition, the official scorekeeper shall obtain the signatures of the referee and assistant referees on the official NCAA box score form or an 8½ x 11-inch computer-generated scoresheet with complete game information after the game is completed, thus verifying cards issued, ejection reports and the official score of the game. This shall become the official record of the game. Also, if it is determined that a player is not eligible to enter the game, the scorekeeper shall instruct the timekeeper to signal (by horn or other than a whistle) either the referee and/or the assistant referee that the player is not eligible to enter the game. The referee shall suspend the game, approach the scorekeeper's table (if at field level) and/or the field representative (mandatory if the scorekeeper is in an elevated press box), obtain the information and instruct the player to return to the bench area. The game shall be restarted accordingly. (See Rule 3.5.1.)

6.4.4 Once given, and once the scoresheet is signed and released for publication, coaches, players and bench personnel bear the burden of the infractions.

6.4.5 When required, the scorekeeper shall file scoresheets with the governing sports authority. (See Page 8.)

6.5 Ball Persons

It is recommended that a minimum of four ball persons, appropriately positioned and at least 10 years of age, be provided for the duration of the game. Further, it is recommended that ball persons wear colored jerseys/ vests that distinguish them from all field players. Each ball person's duty shall be to act as a ball retriever to avoid delay of the game. All ball persons shall be instructed by and are under the direct supervision of the game officials.

Note: Rule 6.5 is an administrative rule and may be altered by prior written mutual consent.

RULE 7

Duration of the Game

7.1 Length of Game

The duration of the game shall be two periods of 45 minutes. For live telecasts, a timeout that may not exceed two minutes in length may be taken after the 23rd minute of each half before a throw-in near the halfway line of the field or before a goal kick.

The following procedures shall be used when a game is tied after the regulation 90 minutes.

Note: Play shall be extended beyond the expiration of any period, in regulation time or overtime, to permit a penalty kick to be taken.

7.1.1 For regular-season games, two sudden-victory overtime periods of 10 minutes each shall be played. A coin toss called by the visiting team will determine choice of ends of the field or the kickoff before the start of the first sudden-victory overtime period. Teams shall change ends of the field to start the second sudden-victory overtime period. If the score still is tied at the end of the second sudden-victory overtime period, the game will remain a tie for all purposes.

A.R. 7.1.1.a. A penalty kick is awarded, but before the clock is stopped the signal sounds denoting the end of the game. **RULING:** Play shall be extended, if necessary, beyond the expiration of time until the penalty kick is completed.

A.R. 7.1.1.b. If a game is tied at the end of regulation play, may a coach, referee or bench personnel rule that overtime shall not be played? **RULING:** Illegal. The game shall be played according to the rules of conduct that shall not be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to official (approved) rules.

7.1.2 For postseason games, which include conference tournaments and NCAA tournament games, two sudden-victory overtime periods of 10 minutes each shall be played. If the score still is tied, the game shall be recorded as a draw and the tiebreaker procedure of taking kicks from the penalty-kick line or spot, as set forth below, shall be used to determine advancement. **Exception:** *The winner of the penalty kicks during the*

national championship game only shall be declared the winner for all purposes, including the record.

A.R. 7.1.2.a. When is a game result determined a draw? **RULING:** A postseason game, except the national championship game, decided by the penalty-kick tiebreaker is recorded as a draw, and the team scoring the greater number of goals advances to the next game.

A.R. 7.1.2.b. The national championship game is determined by the penalty-kick tiebreaker. How shall the game result be recorded? **RULING:** The team scoring the greater number of goals is the champion and is credited with a win and the opposing team is charged with a loss.

A.R. 7.1.2.c. The national championship game is determined by the penalty-kick tiebreaker set forth in Rule 7.1.2. How shall the score be recorded? **RULING:** State U wins the game and the University of the Arts loses the game. It shall be recorded as follows: Regulation game score was 1-1. State U wins the national championship on penalty kicks, 10-9. The goals and statistics during the penalty-kick tiebreaker are not credited to the shooters nor assigned as 'goals against' to the goalkeepers; 'saves' during the penalty-kick tiebreaker are not credited to the goalkeepers.

A.R. 7.1.2.d. A postseason game tied after the regulation 90 minutes is suspended due to the elements or other reasons and the coaches agree to resume the game the next day to determine the advancing team. **RULING:** Illegal. The game shall be replayed in its entirety according to the rules of conduct. Conduct rules shall not be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules.

7.1.2.1 Only players who are listed on the official NCAA game roster form shall be eligible to participate in the tiebreaker. Each team shall designate either: (a) 10 different kickers, one of whom may be the goalkeeper; or (b) 10 different kickers and a goalkeeper who will not participate as a designated kicker in the tiebreaker procedure. The kicking order shall be at the discretion of the kicking team; however, once taken, the order of the designated kickers shall remain the same. If any of the designated players, except for the goalkeeper, are ejected during the tiebreaker, the game will continue with the remaining designated players; and the opposing team, if desired, shall have the option to reduce or adjust its kicking order to avoid being penalized or placed at a disadvantage if the No. 1 kicker from the offending team ends up kicking against the No. 10 kicker from the non-offending team. In addition, if the designated

player ejected is the goalkeeper, his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game; however, the game will continue with the remaining designated players and the opposing team shall remove one of the designated kickers from its kicking order.

A.R. 7.1.2.1. Are coaches permitted in the center circle during the taking of kicks from the penalty line or mark? **RULING:** No. Coaches, nonparticipating players and all other bench personnel shall remain beyond the touch line in the coaching and player area.

7.1.2.2 The visiting team shall call the coin toss, the winner of which elects to kick first or last. Each team shall take an initial series of five kicks, if necessary, alternately. In all games except the national championship game, the team scoring the greater number of goals shall advance to the next round.

7.1.2.3 If the score still is tied after each team has taken five kicks, kicks shall continue alternately in the same order until a team has one more goal in the same number of kicks.

7.1.2.4 Each kick shall be taken by a different player until 10 kicks have been taken by each team. If the number of kicks goes beyond 10, the initial order of kicking shall be repeated.

7.1.2.5 The nonparticipating goalkeeper shall stay on the field of play at one corner of the penalty area. All designated players except the kicker and the designated goalkeepers shall remain in the center circle.

7.1.2.6 One official shall record the kicking order, and one shall administer the taking of the kicks.

7.1.2.7 Once the goalkeeper is designated, he or she shall not be replaced unless injured or ejected; and his or her replacement may be from any of the eligible players listed on the official NCAA game roster for that game. Injuries leading to replacement of the designated goalkeeper shall be determined by the attending physician and/or a certified trainer in concert with the governing sports authority. (See Page 8.) However, the injured goalkeeper is eligible to return if physically able.

7.2 Halftime and Overtime Intervals

The halftime interval shall be 15 minutes. The interval may be shortened to 10 minutes or fewer by prior mutual consent of the coaches and officials. The interval between the end of regulation play and the first overtime period shall be five minutes. The interval between the first and second overtime periods shall not exceed two minutes.

7.3 End of Game

The end of the game shall occur after time has expired and the referees have signed the official NCAA box score form or left the site of the competition. (See Rules 5.3.1, 6.4.3 and 6.4.4.)

RULE 8

Start of Play

8.1 Coin Toss

At the beginning of a game, the visiting team shall call the coin toss. The team winning the toss shall have the choice of ends of the field or the kickoff. At the beginning of the first sudden-victory period, the visiting team shall call the coin toss and the procedures for choosing ends of the field or the kickoff as set forth above shall be followed.

8.2 Kickoff

At the referee's signal (whistle), the game shall be started by a player kicking the ball into the opponent's half of the field of play. Every player shall be in his or her half of the field, and every player of the team opposing that of the kicker shall remain at least 10 yards [9.14m] from the ball until it is kicked off. A goal may be scored directly from the kickoff.

The kicker shall not play the ball again after he or she has kicked off until it has been touched by another player.

PENALTY—Indirect free kick.

The game is started only when the ball is properly kicked off; that is, kicked forward. If the ball is not properly kicked forward, the ball again shall be placed on the kickoff mark and properly kicked forward. After the ball has been properly kicked off, it may be kicked in any direction.

PENALTY—Any player who kicks off improperly, willfully encroaches on the 10-yard [9.14m] distance or willfully moves beyond his or her halfway line shall be cautioned and, on repetition, ejected from the game.

8.3 After a Goal

After a goal is scored, the ball shall be taken to the center of the field and kicked off under the same conditions as when the game is started (see Rule 8.2), by the team against which the goal was scored.

8.4 Change of Ends

Teams shall change ends of the field at the start of the second half, and play then shall start with a kickoff by a member of the team opposite to that of the team taking the kickoff at the start of the game. If overtime is necessary in regular-season and postseason games, a coin toss called by the visiting team shall determine choice of ends of the field or the kickoff before the start of the first overtime period. Teams shall change ends to start the second overtime period.

RULE 9

Ball In and Out of Play

9.1 In Play

The ball is in play at all times from the start of the match to the finish, including rebounds from a goal post, crossbar or corner flagpost into the field of play, except those circumstances in Rule 9.2. If the ball rebounds from an official provided that official is in the field of play (for example, a ball in flight strikes an official and goes directly into the goal), it still is in play.

9.2 Out of Play

The ball is out of play in the following circumstances:

- 9.2.1 It has completely crossed a boundary line whether on the ground or in the air.
- 9.2.2 The game has been stopped by the referee.

9.3 Restarts

A ball out of play is put back in play in the following ways:

- 9.3.1 *After crossing a boundary line.* When the ball crosses a touch line or goal line, a throw-in, goal kick or corner kick is used to put it in play.

9.3.2 *After temporary suspension of play.* In case of temporary suspension of play due to an injury or any other cause, there shall be a drop ball at the spot where the ball was located when play was suspended, provided the ball was not in the goal area.

If play was suspended with the ball in the goal area, it shall be dropped on that part of the goal area line that runs parallel to the goal line nearest to where the ball was when play was stopped. The ball is in play when it touches the ground; however, if the ball is played before it touches the ground, the referee shall drop it again.

Exception: See A.R. 9.3.2.a.

A.R. 9.3.2.a. The goalkeeper, in possession of the ball, has been hurt in a goal-mouth scramble, but no foul has been committed. **RULING:** Stop the game and the clock, treat the injury and restart the game with an indirect free kick by the team in possession.

A.R. 9.3.2.b. Before the referee drops the ball and it touches the ground, a defending player in the penalty area strikes an opponent. **RULING:** If the misconduct took place inside the penalty area, a penalty kick shall not be awarded because the ball was not in play at the time the offense was committed. The game shall be restarted by dropping the ball after the misconduct has been penalized.

9.3.3 *Kickoff.* (See Rule 8.2.)

RULE 10

Scoring

Note: Scrimmages and exhibitions, including alumni games, do not count toward season statistics and card accumulations.

10.1 Method of Scoring

A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried or propelled by hand or arm by a player of the attacking side, except as otherwise provided by these rules.

If a defending player deliberately handles the ball in an attempt to prevent a goal, it shall be scored a goal if it goes in.

A.R. 10.1. Shall a goal be allowed if a defensive player, while in his or her own penalty area, handles the ball intentionally and propels it into his or her own goal?

RULING: Yes.

10.2 Scoring Plays

For statistical purposes, the point value of scoring plays shall be two points for a goal and one point for an assist.

Note: Rule 10.2 is an administrative rule and may be altered by prior written mutual consent.

10.3 Shots

A shot is an attempt that is taken with the intent of scoring and is directed toward the goal.

Note: A cross is not a shot. A cross is a long kick from a wide position into the penalty area in front of the goal. The intent of a cross is to set up a scoring opportunity for an attacking player. A goalkeeper who intercepts a cross is not credited with a save. To be credited with a save, the goalkeeper must have stopped a ball that otherwise would have gone into the goal. (See Rule 10.6.1.)

Each shot results in one of five possibilities: a goal, a save, it hits the post, it is blocked by a defender, or it is high or wide.

Note: Rule 10.3 is an administrative rule and may be altered by prior written mutual consent.

10.4 Goals

An offensive player who either kicks or heads the ball into the goal is awarded a goal. The player is credited with two points for statistical purposes.

A.R. 10.4.a. Standing on his or her own goal line, the goalkeeper catches the ball and, in an attempt to throw the ball, carries the ball over the goal line. **RULING:** Goal, if the whole of the ball passed over the goal line, between the goal posts and under the crossbar.

A.R. 10.4.b. On a shot with the goalkeeper beaten, the ball strikes an outside agent (for example, a dog) and is deflected away from the goal. **RULING:** No goal. The ball has been stopped by an outside agent. Restart by dropping the ball at the point where the ball struck the outside agent, unless the event occurred inside the goal area, in which case the ball shall be dropped at the nearest point outside the goal area.

A.R. 10.4.c. Team A goalkeeper saves a shot and throws the ball downfield. Without anyone else touching it, the ball goes directly into Team B's goal. **RULING:** Goal. The throw is equal to a shot.

A.R. 10.4.d. The referee whistles to signal a goal before the ball has passed completely over the goal line and into the goal, then immediately realizes the error. **RULING:** No goal. The game shall be restarted by dropping the ball at the nearest point outside the goal area.

A.R. 10.4.e. A player kicks the ball directly into the goal from a corner kick. **RULING:** Goal.

A.R. 10.4.f. A player kicks the ball directly into the opponent's goal from a kickoff. **RULING:** Goal.

A.R. 10.4.g. A player kicks the ball directly into the opponent's goal from an indirect free kick. **RULING:** No goal. Award a goal kick.

A.R. 10.4.h. A player taking a free kick kicks the ball into his or her own net. **RULING:** No goal. Award a corner kick.

A.R. 10.4.i. A penalty kick is taken. The ball rebounds directly from a goal post to the kicker, who then kicks the ball directly into the goal. **RULING:** No goal. Restart play with an indirect free kick to the opposing team, to be taken from the point where the ball was kicked a second time.

A.R. 10.4.j. A goal is scored. Before the kickoff, the referee finds that the scoring team had more than 11 players on the field and/or an ineligible player at the time the goal was scored. What action is to be taken? **RULING:** The goal shall be disallowed, the offending player(s) and coach cautioned as appropriate and the game restarted with a goal kick.

10.4.1 When a defender kicks or heads the ball into his or her team's goal with the intent of making a pass back to a teammate or of clearing the ball out of danger, the goal is not credited to an individual, but is recorded as an "own goal."

Note: For statistical purposes, an "own goal" is not credited to any player; however, the goal shall be counted in the season totals "for" and "against" for the respective teams.

10.4.2 An offensive player whose shot is deflected into the goal by the goalkeeper or a defender receives credit for the goal, provided the momentum of the shot carried the ball into the goal.

10.4.3 An offensive player whose pass is deflected into the goal by a defender or whose pass is mishandled by the goalkeeper and allowed to cross into the goal shall receive credit for a shot and a goal, provided the momentum of the shot carried the ball into the goal.

Note: Rule 10.4 is an administrative rule and may be altered by prior written mutual consent.

10.5 Assists

An assist is awarded for a pass leading directly to a goal. Not more than two assists may be credited on any one scoring play. Players receiving assists are credited with one point for statistical purposes.

10.5.1 If a scoring play consists of two consecutive passes without a defender gaining control of the ball, two assists may be awarded, provided the second player does not have to elude a defender to make the final pass. Both passes must have a direct influence on the outcome of a goal scored. If the second player needs to elude a defender before passing to the goal-scorer, credit only that assist.

10.5.2 No assist is awarded when a player gains control from the defensive team and scores.

10.5.3 No assist is awarded on a penalty-kick goal.

- 10.5.4 A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists.
- 10.5.5 A player cannot receive credit for an assist on a goal that the player also scores.
- 10.5.6 If an attacking player's shot hits a post or crossbar and bounces back into the field of play and, before a defender can touch the ball, another attacker shoots the ball into the goal, credit the player whose shot hit the post or crossbar with an assist.
- 10.5.7 If an attacking player shoots and the goalkeeper or defender blocks the shot but cannot control the ball, and a second attacking player immediately knocks the rebound in for a goal, credit the player who took the first shot with an assist.

Note: Rule 10.5 is an administrative rule and may be altered by prior written mutual consent.

10.6 Goalkeeper Saves, Shutouts

- 10.6.1 A save is awarded to a goalkeeper only if a shot otherwise would have gone into the goal. A goalkeeper may be credited with a save without catching the ball. If the goalkeeper blocks the ball or punches it wide or over the goal, that goalkeeper may be credited with a save, provided the ball would otherwise have gone into the goal. To receive a save, the play must be a shot. A goalkeeper cannot receive credit for a save on a cross.
- 10.6.2 When a game is tied after regulation and overtime periods, and a penalty-kick situation determines a winner, each goalkeeper will be charged only with goals allowed before the penalty-kick procedure.

A.R. 10.6.2. The score is tied 1-1 at the end of regulation and two overtimes. Team A wins the penalty-kick tiebreaker, 3-2. **RULING:** Goalkeepers for Team A and Team B are charged with one goal allowed.

- 10.6.3 A goalkeeper is credited with a shutout only if he or she plays the entire match. If two or more goalkeepers participate in a game in which no goals are allowed, no individual shutout is recorded.

Note: Rule 10.6 is an administrative rule and may be altered by prior written mutual consent.

10.7 Winning the Game, Game-Winning Goals

The team scoring the greater number of goals shall be designated the winner. During the regular season, if no goals or an equal number of goals are scored, the game shall be termed a “draw.”

In all postseason games, except the national championship game, in which the tiebreaker procedure described in Rule 7.1.2 is used, the game shall be recorded as a draw and the team that wins the penalty-kick tiebreaker shall advance to the next game.

A game-winning goal for statistical purposes is the goal that is one more than the opposing team’s final total.

10.8 Forfeited Game, No Contest

When a scheduled game is forfeited before it begins, it is recorded as “No Contest.” Neither team is credited with a win or loss, regardless of the reason why the game was forfeited. If a game is forfeited during play, the statistics only count if at least 70 minutes have been completed. If a game in progress is declared a forfeit win to one of the teams by the game officials and the game has not progressed to a reasonable point of conclusion (70 minutes), then the official game score shall be 1-0. The team’s won-lost record shall include the forfeit, but the statistics are voided as a result of 70 minutes not being played; all averages shall be computed without the inclusion of the forfeited contest. All statistics count if the game is forfeited after the game has concluded, and the team that won the game on the field still gets the victory, while the team that lost on the field still gets the loss. Only when forfeits are declared by the NCAA Committee on Infractions will the official record for the schools be reversed. Any forfeited games that are not declared by the Committee on Infractions do not alter any NCAA statistics and/or records. It is suggested that schools and conferences denote such games by using an asterisk and a footnote.

10.9 Protest

If a game (that is, legal contest, minimum of 70 minutes played) ends and a protest option is elected, the coach lodging the protest, provided it pertains to the misapplication of a rule of conduct (for example, a referee requiring teams to continue playing after a legal goal has been scored in any overtime period), shall file such as follows:

The protest shall be recorded on the NCAA Soccer Protest Form (see Appendix F) and forwarded to the NCAA Men's and Women's Soccer Secretary-Rules Editor within 72 hours of the end of the contest. (See Page 8 for address, e-mail, fax and phone information.) Protests shall not be considered if they are based solely on a difference of opinion or decision involving the accuracy of the referee's judgment. **The decisions of the referee regarding facts of play are final.**

If the protest is found to be valid, and the result of the game changed, the secretary-rules editor's decision, which shall be final, shall be reported to the respective teams, and/or governing sports authority (for example, conference, commissioner, director of athletics, etc.).

The secretary-rules editor shall determine the status of the game and if the decision results in a decision to replay the game, it shall be replayed in its entirety. Further, all statistics in the previous game shall not count. **Exception:** *Cautions and ejections occurring in the protested game are subject to the procedures stated in Rules 12.11, 12.12, 12.13 and 12.14.*

If a game result clearly delineates a winner, there shall be no replay and all statistics, except the modified score, shall remain.

If the protest involves a possible scorekeeper error (for example, failure to record an obvious red-card ejection), the referee and protesting coach (and/or team representative in the event the coach has been ejected) shall make an immediate determination based on all information available at the game site. The protest shall not be resolved on a delayed basis by the secretary-rules editor. All rulings by the secretary-rules editor are final and there shall be no right of appeal.

10.10 Suspended Game

A suspended game is considered a temporary action (because of elements or other causes). If the conditions leading to a suspended game persist and the game is not resumed the same day, the game shall be considered "no contest" if it has not progressed to 70 minutes. A "no contest" does not count, and all normal statistics are nullified; however, cautions or ejections occurring in a "no contest" shall be subject to the procedures stated in Rules 12.11, 12.12 and 12.13.

A.R. 10.10.a. Because of lightning, the referee suspends a game midway into the second half of play. The storm persists, and the game cannot continue. How shall

the referee report the game? **RULING:** If the game has progressed to 70 minutes (that is, 70:00), the referee shall report that it was suspended.

A.R. 10.10.b. A game is suspended at 47:47. What is the status of the game?

RULING: No contest.

10.11 Lightning Safety Policy, Expiration of Time

The purpose of the lightning safety policy is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning. See Appendix C.

With reference to game interruptions and the length of waiting time beyond which the game cannot be started and/or restarted: No contest may be started or resumed that has not been restarted before an additional 90 minutes after the conclusion of a regulation 90-minute game, unless mutually agreed upon before the game or by conference policy. For example, a game begun at 2 p.m., if interrupted, shall be suspended for that day if it cannot be resumed before 5 p.m., unless mutually agreed upon before the game or by conference policy. (See Rule 7.1.)

RULE 11

Offside

11.1 Offside Position

A player is in an offside position if he or she is nearer to the opponent's goal line than the ball, unless:

11.1.1 The player is in his or her own half of the field of play; or

11.1.2 The player is not nearer to the opponent's goal line than at least two opponents.

Note: The position of any part of the player's head, body or feet will be the deciding factor; not the player's arms.

11.2 When Offside

A player shall be declared offside and penalized for being in an offside position if at the moment the ball touches or is played by a teammate, the player is involved in active play; interferes with play or with an opponent; or seeks to gain an advantage by being in that position. Further, when a player is in an offside position, that player shall not interfere with an opponent or with the play by being so near the goalkeeper or any other opponent as to hamper the opponent's movements or obstruct his or her sight of the ball.

PENALTY—Indirect free kick from the point of the infraction.

A.R. 11.2.a. Can a player be offside when a free kick is taken? **RULING:** Yes, under the conditions set forth in Rule 11.2.

A.R. 11.2.b. An offensive player steps off the field to avoid being offside. **RULING:** No penalty if the player left the field for the sole purpose of not being offside. If, upon leaving the field, the player distracts an opponent or assists a teammate, the player is guilty of an infraction. (See Rule 3.6.5.)

A.R. 11.2.c. Is a player offside when the ball hits the goalkeeper, one of the goal posts or crossbar and rebounds into the field of play? **RULING:** No. A player shall be judged offside at the moment the ball is played (that is, kicked) and then only if in an offside position and also judged as either intending to interfere with play or an opponent, actually interfering with play or an opponent or gaining an advantage by being in that position.

A.R. 11.2.d. Shall an attacking player be called offside when a defensive player deliberately leaves the field of play or does so in the normal run of play (for example, sliding out-of-bounds)? **RULING:** No. However, the defensive player who deliberately steps off the field of play shall be cautioned for unsporting behavior. (See Rules 3.6.4 and 3.6.5.)

A.R. 11.2.e. May a player in an offside position be penalized for being offside on a shot by a teammate? **RULING:** Only if the referee judges that the player in the offside position is interfering with play or an opponent, or is gaining an advantage by being in that offside position at the moment the ball is played.

11.3 When Not Offside

A player shall not be declared offside by the referee under the following situations:

- 11.3.1 Merely because of being in an offside position; or
- 11.3.2 If the player receives the ball directly from a goal kick, corner kick or throw-in.

DIAGRAMS ILLUSTRATING POINTS IN CONNECTION WITH

OFFSIDE

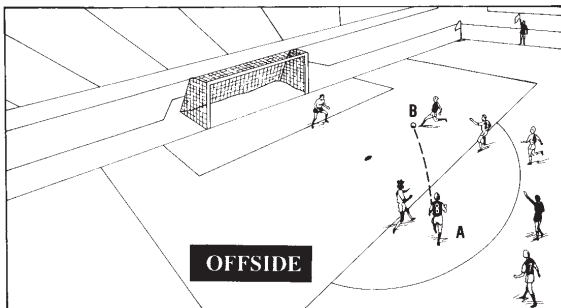


—Players attacking goal.



—Players defending goal.

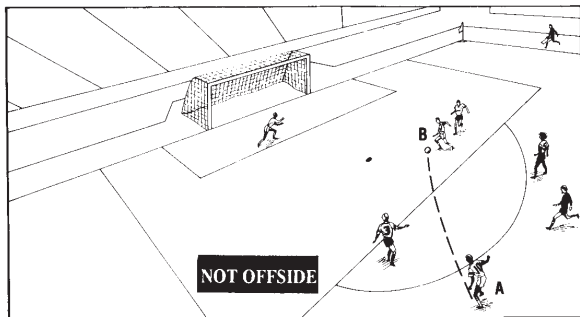
OFFSIDE—Diagram 1



Pass to a Teammate

A passes the ball to B. B is offside because he is in front of A and is closer to his opponent's goal line than at least two of his opponents when the ball was passed by A.

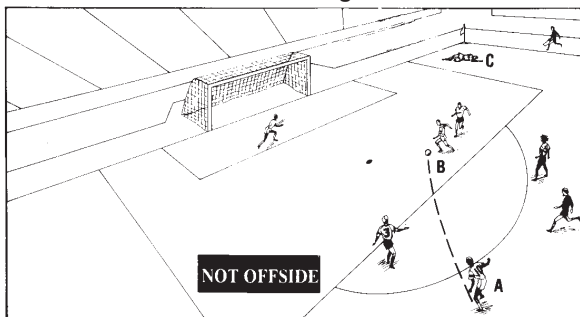
OFFSIDE—Diagram 2



Pass to a Teammate

A plays the ball forward to B, who is level with the second-to-last defender. B is not offside since, at the moment the ball was played by A, she was not closer to her opponent's goal line than at least two opponents.

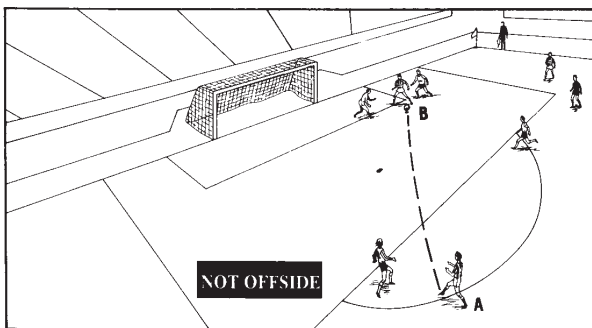
OFFSIDE—Diagram 3



Pass to a Teammate

A plays the ball forward to *B*, who is level with the second-to-last defender. *B* is not offside since, at the moment the ball was played by *A*, he was not closer to his opponent's goal line than at least two of his opponents. *C*, lying injured outside the penalty area, is in an offside position but shall not be penalized since he is not involved in active play.

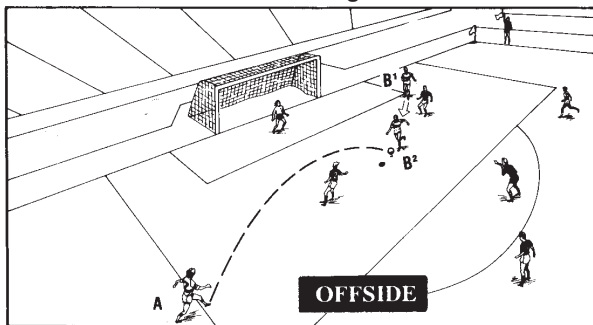
OFFSIDE—Diagram 4



Pass to a Teammate

A plays the ball to *B*, who is level with the last two opponents. *B* is not offside since, at the moment the ball was played by *A*, she was not closer to her opponent's goal line than at least two opponents.

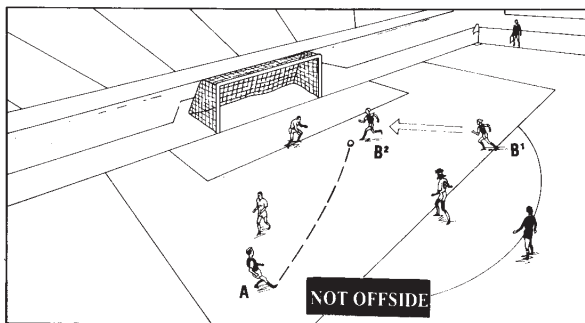
OFFSIDE—Diagram 5



Pass to a Teammate

A crosses the ball forward from outside the penalty area. **B** runs from Position 1 and collects the ball as it lands at Position 2. **B** is offside since, at the moment the ball was played by **A**, he was closer to his opponent's goal line than at least two of his opponents and gained an advantage by being in active play.

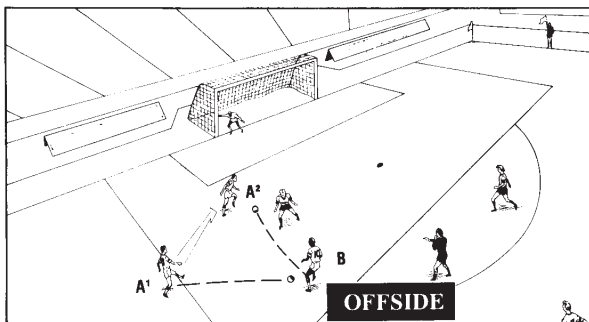
OFFSIDE—Diagram 6



Pass to a Teammate

A passes the ball to **B**, who runs from Position 1 to Position 2 to play it. **B** is not offside because at the moment the ball was played by **A**, she was not in an offside position since she was not in front of the ball and was not closer to her opponent's goal line than at least two opponents.

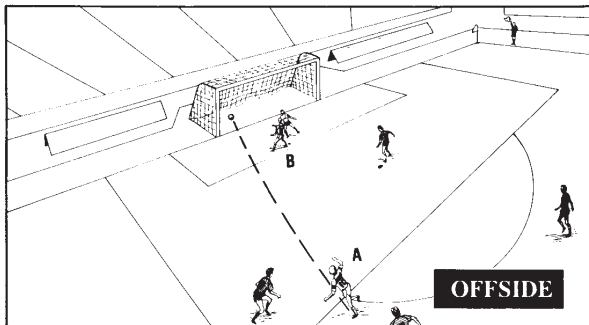
OFFSIDE—Diagram 7



Interpassing with a Teammate

A plays the ball to B from Position 1 and runs forward to receive the return pass. B plays the ball to A, who is now in Position 2. A is offside since at the moment the ball was played forward to him by B, he was closer to his opponent's goal line than at least two opponents and gained an advantage by being in active play.

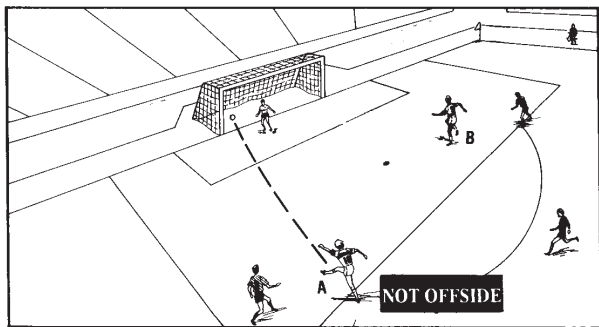
OFFSIDE—Diagram 8



Interfering with an Opponent

A shoots for goal and the ball enters the net. B is standing in front of the goalkeeper. The goal shall not be allowed since B, who is in an offside position, is involved in active play and is interfering with an opponent.

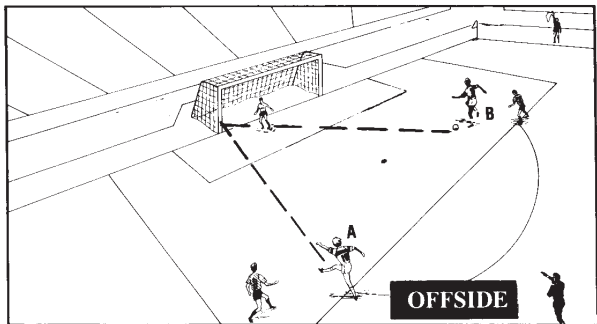
OFFSIDE—Diagram 9



Shot at Goal

A shoots for goal and scores. Although B is in an offside position, she is not involved in active play and the goal shall be allowed.

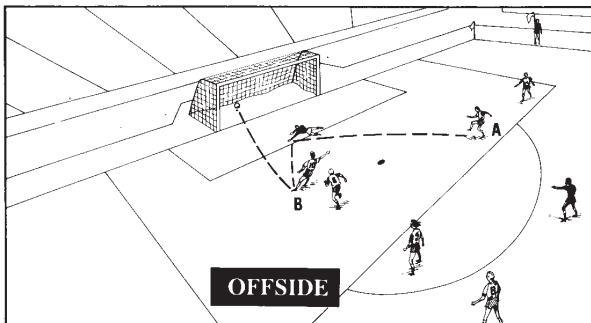
OFFSIDE—Diagram 10



Ball Rebounding from Goal Posts or Crossbar

A shoots for goal and the ball rebounds from the post to B, who kicks the ball into goal. The goal shall be disallowed since B, who was in an offside position when the ball was last played by A, was in active play and gained an advantage by being in that position.

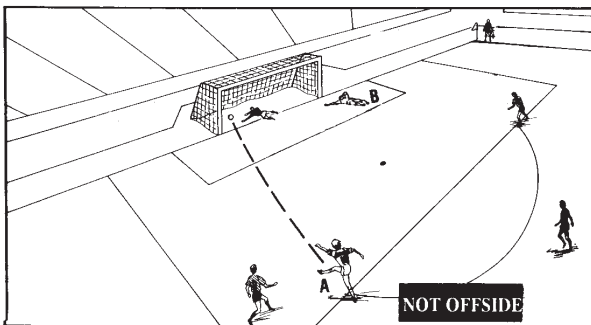
OFFSIDE—Diagram 11



Shot Rebounds from Goalkeeper

A shoots the ball at goal and the ball rebounds from the goalkeeper to B, who kicks the ball into goal. The goal is disallowed since B, who was in an offside position when the ball was last played by A, was in active play and gained an advantage by being in that position.

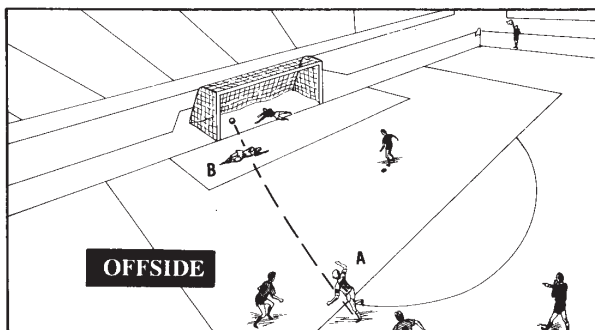
OFFSIDE—Diagram 12



Not Interfering with an Opponent

A shoots for goal and scores. Although B is lying injured in an offside position, he is not involved in active play. The goal shall be allowed.

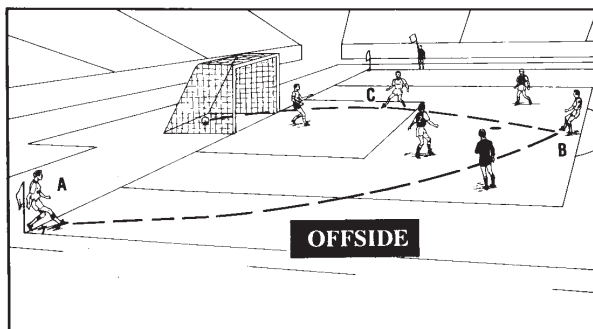
OFFSIDE—Diagram 13



Interfering with an Opponent

A shoots for goal and the ball enters the net. B, who is lying injured in the goal area and in the path of the ball, shall be penalized for offside. By her presence, however accidental, she is involved in active play and is interfering with an opponent.

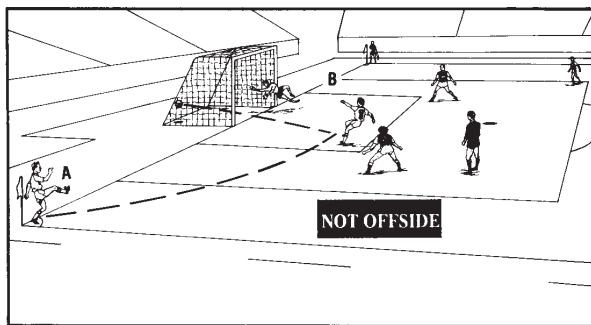
OFFSIDE—Diagram 14



Corner Kick

A takes a corner kick, and the ball goes to B. B shoots for goal and the ball is touched by C and enters the goal. The goal is not permitted since C was in front of the ball and there were not at least two opponents between him and the goal line when it was last played by B.

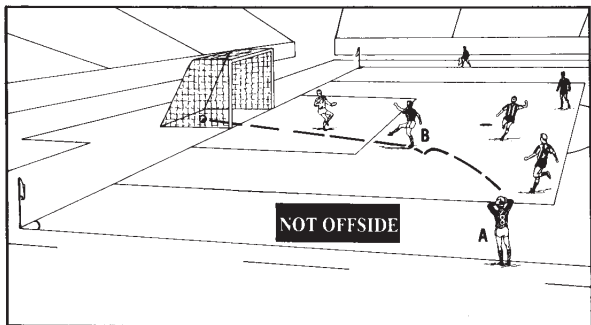
OFFSIDE—Diagram 15



Corner Kick

A corner kick is taken by A and the ball goes to B, who scores. Although B has only one opponent between her and the goal line, the goal is allowed since a player cannot be offside if she receives the ball directly from a corner kick.

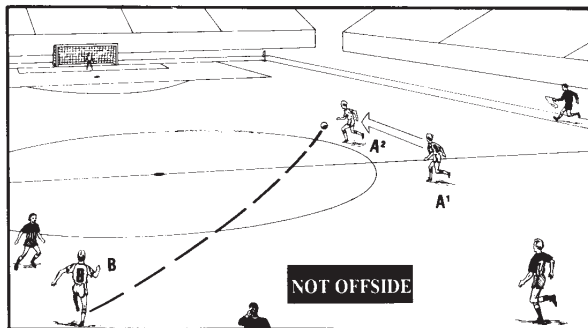
OFFSIDE—Diagram 16



Throw-In

A throws the ball to B, who scores. The goal is allowed. Although B is in front of the ball and there is only one opponent between him and the goal line, he is not offside because a player cannot be offside if he receives the ball directly from a throw-in.

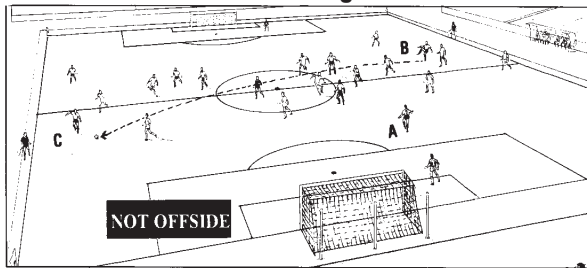
OFFSIDE—Diagram 17



Pass to a Teammate

B plays the ball ahead of **A**, who is in her own half. Although there are not at least two opponents closer to their own goal line at the moment **B** played the ball, **A** is not offside since a player cannot be offside in her own half of the field of play.

OFFSIDE—Diagram 18

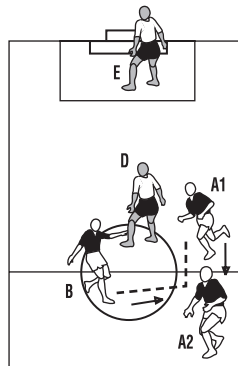


Active Play

The ball is intercepted by **B**, a teammate of the attacking player. It is transferred to another teammate, **C**, on the wing. Although the attacking player **A** is in an offside position, he shall not be penalized since he is not involved in active play.

Diagrams 1-18 reprinted with permission from the U.S. Soccer Federation and the National Federation of State High School Associations.

OFFSIDE—Diagram 19



Offside when Ball is Played

*If **A** is in the opponent's half of the field of play and is in an offside position when **B** last played the ball, **A** cannot put herself onside by moving back into her half of the field of play.*

RULE 12

Fouls and Misconduct

Note: Substantial portions of Rules 12 and 13 have been reorganized for easier reference. For example, Direct and Indirect Free-Kick Offenses, previously listed as Rules 13.3. and 13.4, are now listed under Rules 12.2 and 12.3.

12.1 Unsporting Behavior

- 12.1.1 Players, coaches and team representatives are expected to behave in the tradition of fair play and sporting behavior, which is inherent in this game.
- 12.1.2 In accordance with NCAA bylaws, the use of tobacco by student-athletes, or team or game personnel (for example, coaches, athletic trainers, managers and game officials) is prohibited in all sports during practice and competition.

Any student-athlete, team or game personnel who use tobacco during practice or competition shall be disqualified for the remainder of that practice or competition.

During regular-season play, it is the responsibility of each institution to enforce the rule for its own student-athletes, team and game personnel.

During postseason play, which includes conference tournaments and NCAA tournament games, the governing sports authority or the games committee shall enforce the rule.

12.2 Direct Free-Kick Offenses

Offenses for which a direct free kick shall be awarded are:

- 12.2.1 Spitting at an opponent;
- 12.2.2 Kicking or attempting to kick an opponent;
- 12.2.3 Striking or attempting to strike an opponent;
- 12.2.4 The goalkeeper striking or attempting to strike an opponent with the ball, arm and/or glove;

12.2.5 Tripping or attempting to trip an opponent;

12.2.6 Using blood on a uniform or from a bleeding or oozing injury to assault an opponent;

A.R. 12.2.6. A player has been injured, is bleeding from the nose, mouth or other parts of the body, and spits, flicks or uses blood to assault another person.

RULING: Eject the player and award a direct free kick or a penalty kick if the offense took place in the penalty area.

12.2.7 Jumping at an opponent;

12.2.8 Handling the ball;

A.R. 12.2.8. A player takes a free kick, kicks the ball into play and then intentionally handles the ball before it has been played by another player.

RULING: Punish the more serious offense by a direct free kick, or by a penalty kick if the offense took place in the penalty area.

12.2.9 Handling by the goalkeeper outside the penalty area;

12.2.10 Holding an opponent;

A.R. 12.2.10. A player holds an opponent by grabbing his or her clothing.

RULING: Direct free kick or penalty kick if the offense occurs in the penalty area and caution the offending player.

12.2.11 Pushing an opponent;

12.2.12 Charging an opponent violently; and

12.2.13 Violently fouling the opposing goalkeeper while in possession of the ball in the penalty area.

All direct kicks awarded to the offensive team in the penalty area are penalty kicks. (See Rules 14.1 and 14.2.)

12.3 Ejections

An ejection is a formal disciplinary action requiring specific procedures to be followed that include the display of a red card and a written report filed by the referee to the governing sports authority. (See Page 8.)

There are eight types of behavior that the referee shall penalize by ejection.

Note: Cautions and/or ejections issued during suspended or forfeited games shall stand as a matter of record.

The referee shall eject from the game a player, who cannot be replaced, a coach or any team representative if that individual:

12.3.1. Is guilty of serious foul play;

12.3.2. Is guilty of violent behavior;

A.R. 12.3.2. Two players of the same team commit unsporting or violent behavior toward each other on the field of play. **RULING:** The players shall be cautioned or ejected from the game, and the game shall be restarted with an indirect free kick.

12.3.3. Is guilty of fighting;

A.R. 12.3.3. A defensive player strikes an offensive player in the penalty area before a free kick is taken. **RULING:** Eject the defensive player, and, inasmuch as the ball was out of play, restart.

12.3.4 Spits at an opponent or any other person;

12.3.5 Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball;

Note: This does not apply to a goalkeeper within his or her own penalty area.

12.3.6 Denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offense punishable by a free kick or a penalty kick;

12.3.7 Engages in hostile or abusive language or harassment that refers to race, religion, sex, sexual orientation or national origin, or other abusive, threatening or obscene language, behavior or conduct; or

A.R. 12.3.7.a. If the referee believes that a player, coach or other bench personnel uses abusive, threatening or obscene language/gestures unintentionally, may the referee decide not to eject the individual? **RULING:** No.

A.R. 12.3.7.b. May a player be cautioned and/or ejected during an interval between periods or after the completion of a match? **RULING:** Yes. Moreover, if time remains and the player in question has not been substituted for before the incident occurs or the penalty has been assessed, the team shall play short for the remainder of the game.

12.3.8 Receives a second caution in the same game.

A.R. 12.3.8.a. Shall the referee eject a player, coach or other bench personnel who dissents? **RULING:** No, not if it is a first occurrence.

A.R. 12.3.8.b. Shall a game be suspended immediately to caution or eject?

RULING: No. If the referee applies the advantage clause, he or she shall caution or eject when play is suspended.

12.4 Indirect Free-Kick Offenses

Offenses for which an indirect free kick shall be awarded are:

- 12.4.1 A player playing the ball a second time before it has been played or touched by another player at the kickoff, on a throw-in, on a free kick, on a corner kick, on a goal kick (if the ball has passed outside the penalty area) or on a penalty kick;
- 12.4.2 A goalkeeper holding the ball longer than six seconds;
- 12.4.3 A goalkeeper taking longer than six seconds to release the ball;
- 12.4.4 A substitution or resubstitution being made at an improper time;
- 12.4.5 A substitution or resubstitution being made without being beckoned by the referee;
- 12.4.6 Persons other than the players and assistant referees entering the field of play without the referee's permission;
- 12.4.7 Illegal or inappropriate coaching from the touch lines after previously being advised by the referee against a recurrence;
- 12.4.8 Dissenting by word or action with a referee's decision;
- 12.4.9 Unsporting behavior, including inappropriate language;
- 12.4.10 Dangerous play;
- 12.4.11 Offside;
- 12.4.12 Charging illegally when the ball is not within playing distance, unless being obstructed;

A.R. 12.4.12. What is meant by charging illegally (not violently or dangerously)?
RULING: An illegal charge is one that involves a nudge or contact with the near shoulder against an opponent while the ball is in play that is made when both players are not in an upright position, and/or not within playing distance of the ball, and/or do not have at least one foot on the ground and/or do not have their arms held close to the body.
- 12.4.13 Interfering with the goalkeeper or impeding the goalkeeper in any manner until he or she releases the ball, or kicking or attempting to kick the ball when it is in the goalkeeper's possession;
- 12.4.14 Illegal obstruction other than holding;

- 12.4.15. A player leaving the field of play during the progress of the game without the consent of the referee; or
- 12.4.16. Assaulting a referee or game official. (See Rule 12.13.)

12.5 Cautions

There are seven types of behavior that the referee shall penalize by caution. A caution is a formal disciplinary action requiring specific procedures to be followed that include suspending the game, stopping the game, and displaying a yellow card. Any player, coach, team representative or participant listed on the official roster shall be cautioned a maximum of one yellow card per game for committing any of the following offenses:

- 12.5.1 Joining the team after the kickoff and leaving or returning to the field of play (except through the normal course of play) without first reporting to the referee or assistant referee;

A.R. 12.5.1. A player enters or returns to the field of play without receiving approval from the referee and, apart from this, commits another more serious infringement. **RULING:** The player shall be cautioned for entering or returning to the field without approval and ejected for the more serious infringement.

- 12.5.2 Persistently infringing upon any of the rules of the game;
- 12.5.3 Showing dissent by word of mouth or action to decisions made by the referee;
- 12.5.4 Using profane language in an incidental manner;

A.R. 12.5.4. A player misses a shot and uses incidental profanity directed at no one in particular. **RULING:** The referee shall caution the player.

- 12.5.5 Engaging in other acts of unsporting behavior, including taunting, simulating a foul, exaggerating an injury, baiting, substituting illegally or ridiculing another player, bench personnel, officials or spectators;

A.R. 12.5.5.a. Play is suspended to caution a nonparticipating player for unsporting behavior committed while the ball was in play. **RULING:** The game shall be restarted by an indirect free kick, against the offending player's team, given from the point where the ball was when the infraction occurred.

A.R. 12.5.5.b. A referee is about to caution a player but before doing so, the player commits another offense that merits a caution. **RULING:** Caution the player on the first offense and eject the player on the second offense.

- 12.5.6 Delaying the restart of play; or

A.R. 12.5.6.a. Players of either team are wasting time in the waning minutes during throw-ins and goal kicks. **RULING:** The referee has the authority to stop the clock and caution the offending players for unsporting behavior.

A.R. 12.5.6.b. The defensive team is guilty of delaying tactics by not giving the required 10 yards. **RULING:** Stop the clock and caution the appropriate player(s).

A.R. 12.5.6.c. A player(s) kicks the ball away to prevent the opposing team from executing a free kick. **RULING:** The referee shall stop and/or reset the clock, administer a caution to the offending player(s) and allow the offended team the opportunity to put the ball in play.

12.5.7 Failing to respect the required distance when play is restarted with a corner kick or free kick.

A.R. 12.5.7. Is encroachment a form of misconduct? **RULING:** Yes. The referee has the authority to caution, and on recurrence, eject the offending player(s).

12.6 Violations

12.6.1 *Fighting*. Definition: A fight is defined as a deliberate strike or punch or an attempt to strike or punch another player, official, coach or bench personnel. These acts include, but are not limited to, kicking, head-butting, hair pulling or an open-handed strike if done deliberately and in a malicious manner.

12.6.1.1 A player, coach or bench personnel shall be ejected if he or she is guilty of fighting or leaves the coaching area to participate in an altercation.

A.R. 12.6.1.1. An offensive player is struck by an opponent in the penalty area, but the ball is in play elsewhere on the field at the time. **RULING:** A penalty kick shall be awarded and the offending player ejected for fighting.

12.6.1.2 A coach or team representative may leave the coaching area during an altercation, providing it is an attempt to restore order.

12.6.1.3 The referee shall inform the player(s), the head coach(s) and the official scorekeeper, who shall record on the official NCAA box score form, that an ejection for fighting has been issued.

In addition, the referee shall contact the NISOA regional representative by telephone and transmit by facsimile or electronic mail a completed fight reporting form.

The regional representative shall then contact by telephone, facsimile or electronic mail the athletics director of the ejected

player's institution within 48 hours and inform him or her of the fighting ejection(s).

- 12.6.2 *Handling*. A player shall be penalized if the player deliberately handles the ball; that is, carries, strikes or propels it with his or her hands or arms.

Note: This does not apply to the goalkeeper within his or her penalty area.

PENALTY—Direct free kick.

Inadvertent touching (the ball touching the hands or arms) shall not be penalized even though the player or the player's team gains an advantage by such inadvertent touching.

- 12.6.3 *Holding and Pushing*. A player shall be penalized for holding, pulling the uniform or pushing an opponent.

PENALTY—Direct free kick.

A.R. 12.6.3.a. A player, upon being fairly charged, falls down outside the field of play but in so doing intentionally pushes or trips an opponent who is still in the field of play. **RULING:** Direct free kick or penalty kick if the offense occurs in the penalty area, and a caution to the offending player.

A.R. 12.6.3.b. A player holds an opponent by grabbing his or her clothing. **RULING:** Caution the offending player and award a direct free kick or penalty kick if the offense occurs in the penalty area.

- 12.6.4 *Violent Charging*. A player shall be penalized for charging an opponent in a violent manner.

A fair charge consists of a nudge or a contact with the near shoulder, when both players are in an upright position, within playing distance of the ball, and have at least one foot on the ground and their arms held close to the body.

PENALTY—Direct free kick.

- 12.6.5 *Fouling the Goalkeeper, Goalkeeper Fouls*. The referee shall eject without previous caution any player who, with obvious intent, violently fouls the goalkeeper who is in possession of the ball in the goalkeeper's penalty area.

A.R. 12.6.5.a. When can the goalkeeper be legally charged? **RULING:** When the ball is not in the goalkeeper's possession; that is, being dribbled with his or her feet, but within playing distance of the goalkeeper.

A.R. 12.6.5.b. The goalkeeper throws the ball at an opponent. **RULING:** Caution or eject the goalkeeper and award a direct kick at the point where the ball struck the player (if the player is outside the penalty area) or penalty kick (if the player is within the penalty area).

PENALTY—Direct free kick.

12.6.6 *Kicking Ball Held by Goalkeeper.* A player shall be penalized for kicking or attempting to kick the ball when it is in possession of the goalkeeper.

PENALTY—Indirect free kick.

A.R.12.6.6. A player raises his or her foot as the goalkeeper kicks the ball from his or her hands. **RULING:** Indirect free kick.

12.7 Obstruction

Obstruction is the deliberate act of impeding or attempting to impede an opponent from access to a ball that is not within playing distance of either player.

PENALTY—Indirect free kick to the opposing team from point of infraction.

A.R. 12.7.a. May a player stand in front of the goalkeeper during a corner kick without trying to play the ball but merely trying to stop the goalkeeper from playing it? **RULING:** No. Indirect free kick from the point of infraction.

A.R. 12.7.b. May an opposing player ever take a position in front of a goalkeeper who is in possession of the ball? **RULING:** No.

PENALTY—Caution the player and restart play with an indirect free kick from the point of infraction.

12.8 Dangerous Play

Dangerous play is any action likely to cause injury to oneself or an opponent. Some examples of dangerous play are: raising the foot to the level that may endanger an opponent; lowering the head to a position level with or below the waist in an effort to head the ball in the presence of an oncoming player, which is likely to cause injury to the player heading the ball in such a manner; and a player other than the goalkeeper covering the ball while sitting, kneeling or lying on the ground.

PENALTY—Indirect free kick from point of infraction.

A.R. 12.8. Is the scissor kick permitted? **RULING:** Yes, if the act does not endanger an opponent.

12.9 Goalkeeper Privileges

Within his or her penalty area, the goalkeeper has certain privileges not given to any other player. These privileges include:

12.9.1 *Handling.* The goalkeeper may catch, carry, strike or propel the ball with the hands or arms; and

12.9.2 *Possession.*

12.9.2.1 The act of distributing the ball after control (for example, dropping the ball for the kick, parrying, throwing, etc.);

12.9.2.2 Tossing the ball into the air and re-catching it as long as the ball is released into play within six seconds; or

12.9.2.3 Pinning the ball to the ground.

12.10 Goalkeeper Violations

12.10.1 *Six-second limit.* An indirect free kick shall be awarded from the point of infraction if the goalkeeper fails to put the ball back into play once the individual takes control of the ball with the hands within six seconds.

A.R. 12.10.1. A goalkeeper appears to sustain an injury making a save while maintaining possession of the ball, during which time the six-second limitation elapses. **RULING:** If the goalkeeper is able to continue, play shall restart with an indirect free kick for his or her team.

12.10.2 *Repossession.* After releasing the ball from possession, the goalkeeper may touch or receive the ball with his or her hands only under the following conditions:

12.10.2.1 The ball has been touched by a member of the opposing team, whether inside or outside the penalty area; or

12.10.2.2 The ball has been touched by a member of his or her own team, providing that player is outside the penalty area and the ball has not been deliberately kicked or thrown to the goalkeeper. Further, throwing the ball into the air and allowing it to hit the ground is considered releasing the ball, and the goalkeeper may not retake possession unless the ball is touched or played by an opponent.

A.R. 12.10.2.2. May a teammate, while defending against a corner kick, head the ball in the direction of the goalkeeper, who receives it with his or her hands?

RULING: Yes.

Note: When a player deliberately kicks or throws the ball to his or her goalkeeper, the goalkeeper is not permitted to touch it with his or her hands.

PENALTY—Indirect free kick from the point of infraction.

12.10.3 *Trickery.* A player may pass the ball to his or her own goalkeeper using the head, knee, chest, etc. However, if a player uses trickery in any form (for instance, flicking the ball with the foot in order to head it to the goalkeeper), the player is guilty of unsporting behavior. The referee shall caution the player and award the opposing team an indirect free kick from the point of infraction.

A.R. 12.10.3.a. May a player retreating toward his or her goal with the ball pass the ball to the side of the goal, giving the impression that he or she was not seeking to pass the ball back to the goalkeeper? **RULING:** No. In a situation in which the ball is kicked by a teammate in any manner with the apparent intention of allowing the goalkeeper to take possession, the goalkeeper shall be penalized once the ball is touched by the hands.

A.R. 12.10.3.b. May the goalkeeper receive a kicked ball outside the penalty area from his or her teammate, dribble back into the penalty box and pick up the ball with his or her hands? **RULING:** No. The referee shall award the opposing team an indirect kick from the point of infraction.

12.11 Accumulated Cautions and Game Suspensions

12.11.1 *Regular-Season Games.* Any player(s) or coach(es) who has received a total of five cautions in one season shall be suspended and shall not participate in the next regularly scheduled game, including postseason games. Three additional cautions shall result in additional one-game suspensions. Each two additional cautions shall result in additional one-game suspensions.

If the total is reached in the final game of the season, the player(s), coach(es) and/or bench personnel shall not participate in the first postseason game and/or the first regularly scheduled game of the next season if his/her team does not participate in postseason play. Scrimmages and exhibition matches (including alumni games), scheduled or unscheduled, do not qualify as games with reference to players suspended for accumulated cautions. Moreover, if the next

regularly scheduled game is not played for any reason (and is later declared a forfeited game), the forfeited game shall not satisfy the game requirements for suspended players or coaches. If the total is reached in the final postseason game of the season, the players shall not compete in the first game of the next season. Suspended players or coaches shall serve their game suspensions in an actual contest.

A player(s), coach(es) or other bench personnel serving a game suspension(s) shall be restricted to the designated spectator areas and prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel from the start of the contest to its completion, including all overtime periods and penalty-kick tiebreaker procedures. (See Rule 12.12.1.) Any game in which a suspended player or coach participates illegally shall be forfeited to the opposing team.

A.R. 12.11.1.a. A player has accumulated a total of five cautions and wishes to play in the next regularly scheduled game. **RULING:** Players accumulating a total of five cautions shall not compete in the next game, including postseason games.

A.R. 12.11.1.b. A suspended player participates in the next regularly scheduled game and/or additional games before being detected. **RULING:** The player's team forfeits all games in which he or she was ineligible to compete. In addition, the suspended player still shall serve his or her game suspension in the next regularly scheduled game, including postseason games. Actions beyond those set forth in the approved ruling (for example, additional forfeitures, game suspensions, etc.) shall be determined by the appropriate governing sports authority. (See Page 8.)

A.R. 12.11.1.c. A player enters a game with an accumulated total of four cautions and proceeds to receive an ejection. **RULING:** The player's team plays short and he or she is ineligible to compete in the remainder of the game in question and the next regularly scheduled or postseason game. The player also continues to carry four cautions in his or her accumulation.

A.R. 12.11.1.d. A player receives a caution and a second card in the same game. **RULING:** The player shall be charged with one card (yellow) with reference to the five-, three- or two-caution accumulation system and one card (red) with reference to the two-ejection accumulation system.

A.R. 12.11.1.e. A player receives two "yellow" cards in the same game. For accumulation purposes, how many "yellow" cards does she or he have? **RULING:** One. It is impossible to accumulate more than one "yellow" card per game since the second card issued to the same person in the same game shall be red.

A.R. 12.11.1.f. An ejected player is scheduled to serve a game suspension in the next game, which subsequently is forfeited. Does the player have to miss the next regularly scheduled game? **RULING:** Yes. Game suspensions shall be served with reference to actual games played.

A.R. 12.11.1.g. A player has not yet served his or her penalty with reference to a rule that no longer requires such a penalty. **RULING:** Unless the new rule specifically states that the penalty has been rescinded, the player shall serve the penalty according to the rule in effect at the time the offense was committed.

A.R. 12.11.1.h. An ejected player or coach is serving a game suspension in a game that is suspended before it has reached the 70th minute and not resumed the same day. **RULING:** Since the game was not resumed the same day and is ruled “no contest,” any player(s), coach(es) or bench personnel shall sit out the next regularly scheduled game, including a playoff or tournament game. (See Rule 10.10.)

- 12.11.2 *Postseason Games.* Caution accumulation will carry over into postseason play, which includes conference tournaments and the NCAA tournament. Players or coaches participating in postseason play will receive a one-game suspension when a total of eight cautions have been accumulated. Further, each three additional cautions shall result in additional one-game suspensions. Moreover, if the total is reached in the final postseason game of the season, the player(s), coach(es) or bench personnel shall not participate in the first scheduled game(s) of the next season.

A.R. 12.11.2.a. A player finishes the regular season with a total of four cautions and proceeds to receive a caution in the first postseason game. **RULING:** The player now has an accumulation of five cards toward eight allowable cautions since the accumulation system allows eight for the postseason.

A.R. 12.11.2.b. A player with four cautions enters the final game of the regular season and proceeds to receive a caution. **RULING:** The player is ineligible to participate in the first game of the postseason.

A.R. 12.11.2.c. A player with four cautions enters the final game of the regular season and proceeds to receive an ejection. **RULING:** The player shall leave the game and is ineligible to compete in the first game of the postseason since the ejection carries its own one-game suspension.

A.R. 12.11.2.d. A player enters the game with an accumulated total of four cautions, proceeds to receive a caution and then later in the game receives an ejection. **RULING:** Upon receiving the ejection, the player’s team plays short and he or she is ineligible to participate in the remainder of the game in question, and

the next two regularly scheduled games, including postseason games. (The player shall sit out one game for the ejection and another for the five-card accumulation.)

A.R. 12.11.2.e. A player enters the postseason with one caution. How many additional cautions may he or she accumulate before a game suspension is assessed? **RULING:** Seven. However, a second caution in any game results in an ejection for which a one-game suspension shall be served.

A.R. 12.11.2.f. A player is ejected in his or her final game of postseason play. **RULING:** The player is ineligible to participate in the first game of the next season.

12.12 Ejections and Player Suspensions

12.12.1 A player(s), coach or bench personnel ejected from a game cannot participate in the next regularly scheduled game, including postseason games, or, if the offense occurs in the final game of the season, in the first scheduled game of the next season. If the ejected individual(s) is a player of record in the game at the time of the ejection, the player, who cannot be replaced, shall leave the game and his/her team plays short. A player(s), coach or bench personnel receiving a second red card in the same season shall not compete in the next two regularly scheduled games, including postseason games.

A player(s), coach or bench personnel involved in a fight shall be ejected from the game and is required to sit out the following two games, including postseason games. A player(s), coach or bench personnel involved in a second fight in the same season shall be ejected from the game and shall not compete for the remainder of the season, including postseason games. If the first fighting offense in a season occurs after any nonfighting ejection, the fighting offense, along with the necessary two-game suspension for a previous red card, shall carry an additional game suspension (for instance, three games).

A player(s), coach or other bench personnel removed from the game and/or serving a game suspension(s) shall be restricted to the designated spectator areas and prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel from the start of the contest to its completion, including all overtime periods. Scrimmages and exhibition games, scheduled or unscheduled, do not qualify as games with reference to ejected players.

A.R. 12.12.1.a. May an ejected player sit out a rescheduled game? **RULING:** Yes, if the game was rescheduled before the ejection and is the next game to be played.

A.R. 12.12.1.b. Through no fault of its own, a team's regularly scheduled game is canceled by an opponent after the season begins. **RULING:** A substitute opponent may be added to the schedule and shall qualify as an eligible game for satisfying the games to be missed for ejected or suspended players.

A.R. 12.12.1.c. What constitutes a regularly scheduled game? **RULING:** Regularly scheduled games are those intercollegiate contests considered countable for team-championship selection purposes. Games against service teams, professional teams, semiprofessional teams, amateur teams, two-year colleges, club teams, foreign teams and four-year teams against whom competition is considered exhibition or noncountable in nature for championship play, do not qualify as regularly scheduled games.

A.R. 12.12.1.d. Is a coach who is ejected from a game subject to suspension from the next game automatically as is the case with players? **RULING:** Yes.

A.R. 12.12.1.e. A coach or other institutional representative is ejected from the final game of the season or postseason. **RULING:** The coach or other institutional representative shall sit out the first game of the next season.

A.R. 12.12.1.f. A coach is ejected from the game and no other institutional representative is present to take responsibility for the management of the game. **RULING:** The referee shall suspend the game and submit a report to the governing sports authority. (See A.R. 5.5.1.d.)

12.13 Assault on a Referee

Physical contact with game officials (or any threat of physical intimidation or harm, including pushing, shoving, spitting, kicking, throwing at or attempting to make physical contact) will not be tolerated. Any rostered player(s), coach or bench personnel committing assault on a referee shall be ejected from the game and is required to sit out at least the following three games, including postseason games. A rostered player(s), coach or bench personnel involved in a second assault on a referee in the same season shall be ejected from the game and shall not compete for the remainder of the season, including postseason games. Game suspensions for assault on a referee are in addition to suspensions resulting from other card accumulations.

12.14 Coaching and Team Area, Restrictions

12.14.1 Coaches, players and bench personnel shall remain inside their respective coaching and team areas. **Exceptions:** (1) *Players warming*

up in preparation to enter the field of play are permitted to use the area that extends beyond the respective area nearest their bench and opposite to their opponent's areas. (2) Athletic trainers and coaches may enter the field only if instructed to do so by the referee; however, it is not permissible to provide coaching instruction to any player(s) while attending an injured player(s). (3) A member of the coaching staff who is part of the official traveling party and is listed on the game roster, is permitted to view the game from the press box or other suitable areas, provided a press box or other suitable area is available and there is no communication, in any way, with other bench personnel in the coaching and team areas. Communication and/or contact is permitted during halftime, overtime intervals and/or any time the staff member returns to the coaching and team areas.

PENALTY—Caution or eject as appropriate and restart play by an indirect free kick from the location of the ball (if in play) at the time of the infraction. *Exception: Nearest point outside goal area if ball was in goal area when infraction occurred.*

12.14.2 Coaching from the touch lines is restricted to verbal communication, without the use of aids, with one's own team and is confined to the coaching and team areas. *Exception: See Rule 12.14.1(3).*

PENALTY—Upon the first occurrence, the referee shall instruct the coach to return to the coaching and team area. On the second infraction, a caution shall be issued. On the third occurrence, an ejection shall be issued.

No person(s) other than the players are allowed on the field of play without permission from the referee. Athletic trainers and coaches may enter the field only if instructed to do so by the referee.

12.15 Card Accumulation Examples and Rulings

Note: It is not possible for any player to accumulate more than one yellow card in a single game. (See Rule 5.5.3.)

Yellow Cards—Regular Season

Example A: A player enters a game with three (3) yellow cards, receives a caution (yellow) and later in the game is cautioned (yellow) again. The referee shows the yellow followed by a red card and ejects the player. (See

Rule 5.5.3 and A.R. 12.11.1.e.) **Result:** The player now has accumulated four (4) yellow cards and one (1) red card and shall sit out one (1) game for the red card.

Example B: The player from Example A sits out one (1) game and returns only to receive a caution (yellow) and, later in the same game, receives a second caution (yellow). The referee shows the yellow followed by a red card since it was the second card in the same game to the same player. (See Rule 5.5.3 and A.R. 12.11.1.e.) **Result:** The player now has accumulated five (5) yellow cards and two (2) red cards and shall miss the next three games.

Explanation: The player shall sit one game for accumulating five (5) yellow cards (see Rule 12.11.1) and two additional games for accumulating two (2) red cards. (See Rule 12.12.1.)

Additional Yellow Cards and Fighting Red Cards

Example C: The player in Examples A and B satisfies the three-game suspension requirement only to receive a yellow card in each of the next two games in which he or she plays. The card accumulation now stands at seven (7) yellows and two (2) reds. The player enters the next regular-season or postseason game and receives a caution (yellow) and later is ejected for fighting. **Result:** Player misses the next four (4) games.

Explanation: The player sits one (1) game for accumulating the third yellow. The yellow-card total is now eight (8). The player sits one (1) game after the first five (5); one (1) game after the next three (3) yellow cards; and one (1) game for every two (2) cards thereafter. The player sits two (2) games for the fighting red card and one (1) additional game for the previous red card. **Total:** 4—one game for three (3) yellows; one (1) for previous red; and two (2) for the fighting red.

RULE 13

Free Kicks

Note: Substantial portions of Rules 12 and 13 have been reorganized for easier reference. For example, Direct and Indirect Free-Kick Offenses, previously listed as Rules 13.3. and 13.4, are now listed under Rules 12.2 and 12.3.

13.1 Types, When Taken

A free kick is taken to resume play after play has been stopped by the referee for any of the offenses listed in Rules 12.4 and 12.6. The kick is taken by a member of the team against which the offense is committed and is taken from the point where the infraction occurred, unless otherwise specified in the rules.

A.R. 13.1. May a direct or indirect free kick be kicked in any direction? **RULING:** Yes. However, kickoffs and penalty kicks shall be kicked forward.

Free kicks are classified either as “direct” or “indirect.”

13.1.1 *Direct free kick.* A direct free kick is one from which a goal can be scored directly from the kick against the offending team.

A.R. 13.1.1. On a direct free kick from 20 yards, a player takes the kick without waiting for the referee’s whistle and scores a goal. **RULING:** Goal. A whistle is only required for the kickoff and penalty kick, and whenever the referee indicates that players shall await the whistle to restart play.

13.1.2 *Indirect free kick.* An indirect free kick is one from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before going into the goal.

A.R. 13.1.2.a. A player takes a direct free kick from 20 yards. The player passes the ball back to his or her goalkeeper who does not touch it, and the ball goes into the goal. **RULING:** Corner kick.

A.R. 13.1.2.b. A player taking a free kick inside his or her penalty area inadvertently kicks the ball into his or her goal. **RULING:** Because the ball did not leave the penalty area, it shall be retaken. If the ball had left the penalty area and then gone into the goal, a corner kick shall be awarded.

A.R. 13.1.2.c. The ball from an indirect free kick touches an opponent and enters the net. **RULING:** Goal.

A.R. 13.1.2.d. A player takes an indirect free kick. The referee fails to give the hand/arm signal. The ball rebounds from an opponent directly into that opponent's goal. Is the goal nullified and the kick retaken? **RULING:** No. The absence of a hand/arm signal by the referee does not change the nature of the kick.

13.2 How Taken

When a free kick is being taken, no player of the opposite team shall encroach within 10 yards [9.14m] of the ball until it is in play, unless the player is standing on his or her goal line, between the goal posts. The kick shall be retaken if a player is within 10 yards [9.14m] of the ball and intentionally interferes with the kick. If a player tries to slow the game by standing or moving closer than 10 yards [9.14m] from the ball, the player shall be cautioned. If the individual repeats the infraction, that player may be ejected from the game.

A.R. 13.2.a. A direct free kick is awarded six yards inside the penalty area to the defending team and a player from the opposing team stands one yard outside the penalty area. **RULING:** All opposing players shall be at least 10 yards from the ball.

As soon as the ball is in position to be played, the referee shall give a signal, which may be a whistle. The ball may be kicked in any direction. The ball shall be stationary when the kick is taken and is not in play until it has been played or touched. The kicker shall not play the ball a second time until it has been touched or played by another player.

PENALTY—Indirect free kick from point of infraction.

When a free kick is awarded to the defending team in the penalty area, the ball is not in play until played beyond the penalty area. The goalkeeper may not receive the ball into his or her hands from a free kick in order to thereafter kick the ball into play, or the kick shall be retaken. All opponents shall be outside the penalty area and at least 10 yards [9.14m] from the ball, or the kick shall be retaken.

Any free kick awarded to the defending team, within its goal area, may be taken from any point within the goal area.

Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from a point on that part of the goal area line that runs parallel to the goal line nearest where the offense took place.

A.R. 13.2.b. Is the free kick lifted with one foot allowed? **RULING:** Yes, provided that in all other respects its execution does not violate the rules.

RULE 14

Penalty Kicks

14.1 When Taken

A penalty kick is awarded for any infringement of the rules by the defending team within the penalty area that is penalized by a direct free kick. The ball must be in play when the infringement is committed in order for a penalty kick to be awarded.

A penalty kick may be awarded irrespective of the location of the ball if the violation by the defending team is committed within the penalty area. A goal may be scored directly from a penalty kick.

A penalty kick is not awarded for offenses that call for an indirect free kick, regardless of where or by whom the offense is committed.

14.2 How Taken

The penalty kick is taken after the referee's whistle from any place on the penalty line or spot. Only those players on the field at the time the penalty kick is awarded may take the penalty kick.

A.R. 14.2.a. May a substitute be allowed to take a penalty kick in a game in which play has been extended? **RULING:** No, only a player who was on the field when time expired shall take the kick.

A.R. 14.2.b. If a penalty kick is being retaken for any reason, may another player of the same team take it? **RULING:** Yes, provided the player was on the field at the time the penalty kick was awarded.

When it is being taken, all players (except the kicker and the opposing goalkeeper) shall be within the field of play, but outside the penalty area and at least 10 yards [9.14m] from and behind the penalty line or spot.

A.R. 14.2.c. On a penalty kick, a player of the defensive team wishes to stand off the field. **RULING:** No. All players, with the exception of the goalkeeper and the player taking the kick, shall stand on the field of play outside the penalty area, and at least 10 yards from and behind the penalty-kick line or spot.

The opposing goalkeeper, who shall remain on the goal line facing the kicker, between the goal posts, is permitted to move laterally (that is, from

side to side) but shall not step or lunge forward until the ball is kicked.

Further, the player taking the penalty kick is permitted to use a stutter step or a hesitation move provided there is no stopping and there is continuous movement toward the ball.

The player taking the kick shall kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick shall be retaken.

A.R. 14.2.d. On a penalty kick, the kicker passes the ball back to a teammate, who shoots and scores. **RULING:** No goal. The kick shall be retaken because the ball shall go forward on a penalty kick.

The kicker shall not play the ball a second time until it has been touched by another player. If the ball hits the goal posts or the crossbar and rebounds into play, the kicker still shall not play the ball until it has been touched by another player.

A.R. 14.2.e. On a penalty kick, the kicker kicks the ball against the crossbar and the ball rebounds to that player, who shoots and scores. **RULING:** No goal. Award an indirect free kick to the other team for playing the ball a second time after the ball has gone into play and before it touches or has been played by another player.

A.R. 14.2.f. May a player taking a penalty kick push the ball forward for a teammate to run to it and score? **RULING:** Yes, provided (1) all of the players, except the player taking the kick and the opposing goalkeeper, are outside the penalty area, behind the ball and not within 10 yards of the penalty mark at the time the kick is taken; (2) the teammate to whom the ball is passed is not in an offside position when the ball is kicked and does not enter the penalty area until the ball has traveled the length of its own circumference; and (3) the penalty kick is taken in normal time.

A.R. 14.2.g. May the player taking the penalty kick go outside the penalty area? **RULING:** Yes. After the signal, the player may go outside the penalty area to take a longer run at the ball, though he or she cannot demand that the opponents give a clear path.

PENALTY—If the ball is kicked a second time before it has been touched by another player, an indirect free kick shall be awarded to the opposing team and shall be taken from the spot where the infraction occurred.

14.3 Infringements

14.3.1 On a penalty kick, for any infringement by the defending team, the kick shall be retaken if a goal has not resulted.

A.R. 14.3.1. The whistle has blown for the taking of a penalty kick. Before the actual kick, the goalkeeper moves forward and his or her feet are no longer in contact with the goal line. **RULING:** Do not suspend play until after the penalty kick. If a goal is scored, the infraction shall be ignored; but if a goal is not scored, the kick shall be retaken.

- 14.3.2 On a penalty kick, for any infringement by the attacking team other than by the player taking the kick, the kick shall be retaken if a goal has resulted.

A.R. 14.3.2. On a penalty kick, the offensive team infringes upon the rule. **RULING:** The kick shall be retaken if a goal is scored. If a goal is not scored and the ball rebounds into play, an indirect free kick shall be awarded against the offending team. If the ball goes out of play over the goal line, a goal kick shall be awarded.

- 14.3.3 On a penalty kick, for any infringement by the player taking the kick committed before the ball is in play, the player shall be cautioned or ejected as appropriate, and the kick taken. For any infringement by the player taking the kick committed after the ball is in play, the player shall be cautioned or ejected as appropriate; a goal may not be scored, and the game shall be restarted with a free kick as appropriate to the disciplinary actions.

A.R. 14.3.3.a. The player taking the penalty kick or the goalkeeper commits unsporting behavior before the kick is taken. What action should the referee take? **RULING:** As the ball was not in play, the referee will caution or eject as appropriate for the misconduct and order the penalty kick to be taken or retaken as appropriate.

A.R. 14.3.3.b. A player intentionally goes beyond the boundary of the field of play on a penalty kick. **RULING:** The player shall be cautioned and ejected from the game if he or she repeats the offense.

14.4 End of Time Variations

If the ball touches the goalkeeper before passing between the posts and completely over the goal line when a penalty kick is being taken at or after the expiration of time, it does not nullify a goal.

If necessary, play shall be extended at the end of any period of play to allow a penalty kick to be completed.

If a penalty kick is taken after the expiration of time, only the kicker and the goalkeeper may play the ball.

A.R. 14.4.a. A penalty kick has been awarded at the close of a period without any time remaining. When shall the period end? **RULING:** The extension shall last until the moment the kick has been completed, which is when one of the following occurs: (1) The moment the whole of the ball crosses the goal line; (2) The ball deflects into the goal from the cross bar and/or goal post(s); (3) The ball touches the goalkeeper and enters the goal; (4) The ball clearly is saved by the goalkeeper; (5) The ball passes over the goal line outside the goal post(s); or (6) The movement of the ball has ceased.

A.R. 14.4.b. When shall a penalty kick that has been awarded at the close of a period without any time remaining be retaken? **RULING:** (1) When the ball is stopped by an outside agent; (2) If a defending player encroaches and a goal is not scored; or (3) If a goal is scored after encroachment by a teammate.

RULE 15

The Throw-In

15.1 When Taken

A throw-in is taken to put the ball back into play after it has passed completely over a touch line, either on the ground or in the air. (See Rule 9.3.1.)

15.2 How Taken

The thrower, at the moment of delivering the ball, shall face the field of play and part of each foot shall be either on the touch line or the ground outside the touch line. The thrower shall use both hands equally and shall deliver the ball from behind and over his or her head. The throw-in shall be taken from the point where it crossed the touch line, being thrown in any direction by a player of the team opposite to that of the player who last touched the ball. The ball shall be in play from the throw as soon as it enters the field of play. A goal may not be scored directly from a throw-in.

The thrower shall not play the ball a second time before it has been touched by another player.

Note: The player taking the throw-in may not use stickum or adhesive material of any kind (including gloves with an adhesive surface) to enhance the grip on a throw-in.

PENALTY—If the ball is improperly thrown in, the throw-in shall be taken by a player of the opposing team.

A.R. 15.2.a. A player taking a throw-in throws the ball so that it does not enter the field of play but passes outside the touch line or hits the ground before entering the field of play. **RULING:** The throw-in shall be retaken.

A.R. 15.2.b. May an opponent stand in front of the thrower? **RULING:** Yes, provided the player does not move in an attempt to interfere with the throw-in. Caution the player who does attempt to interfere with the throw-in for unsporting behavior.

A.R. 15.2.c. On a throw-in, the ball is thrown directly into the opponent's goal. **RULING:** No goal. Award a goal kick.

A.R. 15.2.d. On a throw-in, the ball is thrown directly into the player's own goal. **RULING:** No goal. Award a corner kick.

A.R. 15.2.e. On a throw-in, the ball lands on the touch line. **RULING:** The ball is in play.

A.R. 15.2.f. On a throw-in, the ball crosses the touch line in the air but is blown out of the field of play by the wind and lands outside the field of play. **RULING:** Award a throw-in to the opposing team.

A.R. 15.2.g. A player throws the ball against an opponent's back and plays the rebound. **RULING:** Legal, unless the ball is thrown at the opponent in an unsporting or violent manner.

A.R. 15.2.h. On a throw-in, the ball is thrown in an unsporting or violent manner against an opponent's body. **RULING:** Illegal. Caution or eject the thrower as appropriate. Restart with a direct free kick at the point of contact.

A.R. 15.2.i. When shall the ball be considered in play from a throw-in? **RULING:** As soon as any part of the ball touches or covers any part of the touch line, either on the ground or in the air.

A.R. 15.2.j. During a throw-in, may any part of each foot or both feet extend past the touch line into the field of play? **RULING:** Yes, providing at least some part of the leading foot touches the touch line.

A.R. 15.2.k. Is a throw-in taken while kneeling allowed? **RULING:** No.

A.R. 15.2.l. Is a "handspring" throw-in allowed? **RULING:** Yes.

15.3 Throw-in to Goalkeeper, Violation

A goalkeeper may not catch with his or her hands, a ball passed from a teammate taking a throw-in.

PENALTY—Indirect kick from the point of contact.

A.R. 15.3. Is it permissible for a goalkeeper to throw the ball into play from the touch line? **RULING:** Yes, since the goalkeeper may play anywhere on the field.

RULE 16

The Goal Kick

16.1 When Taken

A goal kick is taken by a member of the defending team when the ball passes completely over the goal line [except when a goal is scored (see Rule 10.1)], either in the air or on the ground, having last been touched by a member of the attacking team.

16.2 How Taken

The ball is placed on the ground at any point within the goal area and is kicked directly into the field of play beyond the penalty area, or the kick shall be retaken. A goal may be scored directly from a goal kick.

Players of the team opposing that of the player taking the goal kick shall remain outside the penalty area until the ball goes over the penalty-area line after the kick has been taken, or the kick shall be retaken.

The goalkeeper shall not receive the ball into his or her hands from a goal kick in order that he or she may thereafter kick it into play. The goalkeeper cannot pick up the ball and kick it—the ball must be placed on the ground and kicked from there.

The kicker may not play the ball a second time after it has passed beyond the penalty area and before it has touched another player.

PENALTY—Indirect free kick from point of infraction.

A.R. 16.2.a. A goalkeeper takes a goal kick on a muddy field, and the ball goes only six yards. The goalkeeper then picks up the ball and punts it. **RULING:** Illegal play. The ball must leave the penalty area. The goal kick shall be retaken.

A.R. 16.2.b. A player clearly is in an offside position when a ball is kicked to him or her from a goal kick, and the player receives the ball and scores a goal. **RULING:** Goal. A player cannot be offside directly from a goal kick.

A.R. 16.2.c. Rule 16.2 and Rule 13.2 seem to be in conflict. What is the difference? **RULING:** There is no conflict. In both instances, the ball is not in play until it has left the penalty area. On goal kicks, opponents shall not enter the penalty area until the ball leaves the area. On free kicks taken from within the penalty area by the defending team, opponents shall not enter the area and shall not come within 10 yards of the ball until it is in play.

RULE 17

The Corner Kick

17.1 When Taken

A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line [except when a goal is scored (see Rule 10.1)], either in the air or on the ground, having last been played by a member of the defending team.

17.2 How Taken

A member of the attacking team shall take a kick from within the quarter circle at the nearest corner flagpost, which shall not be removed. A goal may be scored directly from a corner kick.

Players of the defending team shall not approach within 10 yards [9.14m] of the ball until the ball is in play, that is, has been touched or traveled forward, or the kick shall be retaken.

The kicker shall not play the ball a second time after the ball is in play until it has been touched by another player. If the ball hits the goal post and rebounds toward the kicker, that player still shall not play the ball until it has been touched by another player.

PENALTY—Indirect free kick from point of infraction.

A.R. 17.2.a. A player from Team A takes a corner kick. The ball hits the goal post and rebounds to the same player, who kicks it into the goal. **RULING:** No goal. Award an indirect free kick from the point the individual played the ball the second time.

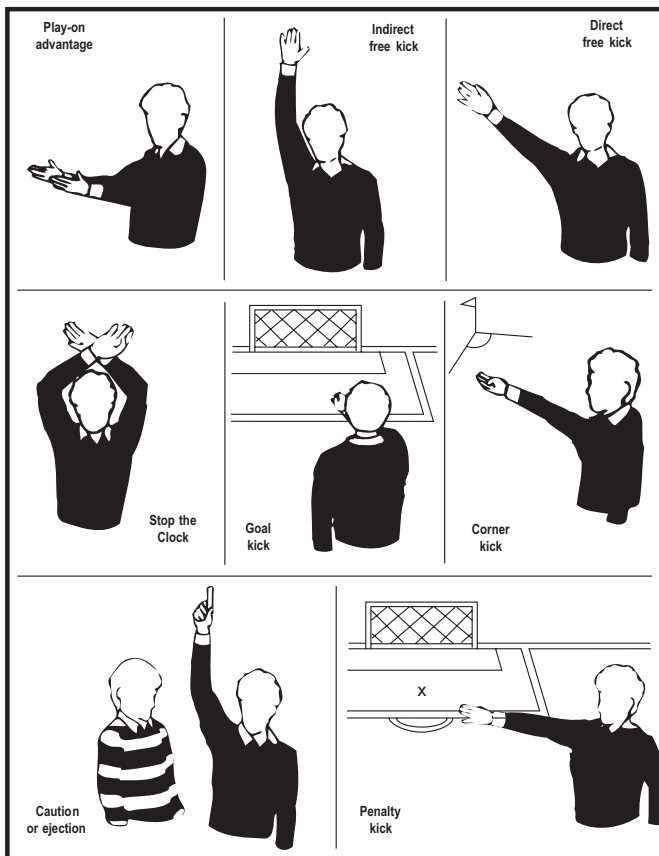
A.R. 17.2.b. May a player remove the corner flag or marker before taking a corner kick? **RULING:** No.

A.R. 17.2.c. An offensive player, clearly in an offside position, receives the ball directly from a corner kick and scores. **RULING:** Goal. A player shall not be declared offside if the ball is received directly from a corner kick.

A.R. 17.2.d. A defensive player takes a position less than 10 yards from the ball on a corner kick. **RULING:** The player shall be instructed to move 10 yards from the ball. Continued infringement shall result in a caution and possible ejection from the game.

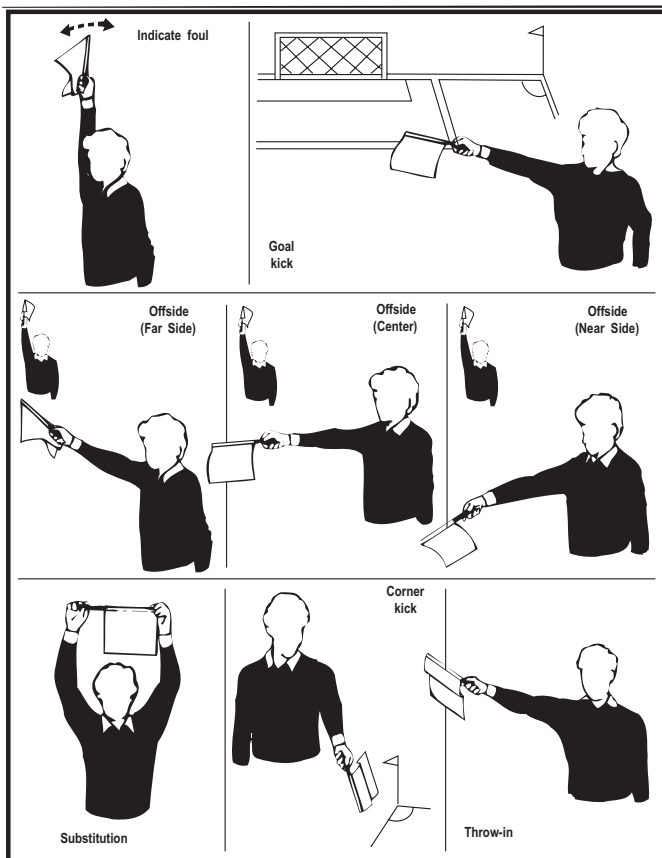
Appendix A

Official Referee's Signals



Appendix B

Official Assistant Referees' Signals



Appendix C

Lightning Guidelines

Guidelines for Game Officials and Game Management To Use Regarding Lightning

The purpose of this appendix is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning.

The current recommendation of the National Severe Storms Laboratory (NSSL) is to consider terminating play when the lightning is six miles away (flash-to-bang time of 30 seconds or less). This recommendation was developed as a practical way to make a judgment in situations in which other resources such as technology and instrumentation are not available.

As a minimum, NSSL staff strongly recommends that by the time the flash-to-bang count is 30 seconds, all individuals should have left the field and reached a safe structure or location.

In addition, a smaller, but still real, risk exists with the presence of lightning at greater distances. Unfortunately, current science cannot predict where within the radius the next strike will occur.

The existence of blue sky and the absence of rain are not protection from lightning. Lightning can, and does, strike as far as 10 miles away from the rain shaft. It does not have to be raining for lightning to strike.

The flash-to-bang method is the easiest and most convenient way to estimate how far away lightning is occurring. Thunder always accompanies lightning, even though its audible range can be diminished because of background noise in the immediate environment and its distance to the observer. To use the flash-to-bang method, count the seconds from the time the lightning is sighted to when the clap of thunder is heard. Divide this number by five to obtain how many miles away the lightning is occurring.

When considering resumption of a game, NSSL staff recommends that everyone ideally should wait at least 30 minutes after the last flash of lightning or sound of thunder before returning to the field.

If available, electronic detection devices should be used as additional tools to determine the severity of the weather. However, such devices should not be used as the sole source when considering terminating play.

(Information taken from the NCAA Sports Medicine Handbook and NCAA Championships Severe Weather Policy.)

Appendix D

Concussions

A concussion is a brain injury that may be caused by a blow to the head, face, neck or elsewhere on the body with an “impulsive” force transmitted to the head. Concussions can occur without loss of consciousness or other obvious signs. A repeat concussion that occurs before the brain recovers from the previous one (hours, days or weeks) can slow recovery or increase the likelihood of having long-term problems. In rare cases, repeat concussions can result in brain swelling, permanent brain damage, and even death.

Recognize and Refer: To help recognize a concussion, watch for the following two events among your student-athletes during both games and practices:

1. A forceful blow to the head or body that results in rapid movement of the head;

-AND-

2. Any change in the student-athlete’s behavior, thinking or physical functioning (see signs and symptoms).

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff

- Appears dazed or stunned.
- Is confused about assignment or position.
- Forgets plays.
- Is unsure of game, score or opponent.
- Moves clumsily.
- Answers questions slowly.
- Loses consciousness (even briefly).
- Shows behavior or personality changes.
- Can’t recall events before hit or fall.
- Can’t recall events after hit or fall.

Symptoms Reported By Student-Athlete

- Headache or “pressure” in head.
- Nausea or vomiting.
- Balance problems or dizziness.
- Double or blurry vision.
- Sensitivity to light.
- Sensitivity to noise.
- Feeling sluggish, hazy, foggy or groggy.
- Concentration or memory problems.
- Confusion.
- Does not “feel right.”

An athlete who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be **removed**

immediately from practice or competition and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if your student-athlete has experienced a blow to the head. Do not allow the student-athlete to just “shake it off.” Each athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated right away by an appropriate health care professional.** Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate athletics medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.
3. **Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution’s physician-supervised concussion management protocol.
4. **Develop a game plan.** Student-athletes should not return to play until cleared by the appropriate athletics medical staff. In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a plan that accounts for student-athletes to be out for at least the remainder of the day.

For further details please refer to the NCAA Sports Medicine Handbook Guideline on Concussions or online at www.NCAA.org/health-safety and www.CDC.gov/Concussion.

OFFICIAL NCAA- SOCCER BOX SCORE FORM

DATE		MEETINGS		ATTENDANCE		RECORDS	
VISITOR		HOME		RECORD FOLLOWING GAME		RECORDS	
VISITOR		HOME		RECORD FOLLOWING GAME		RECORDS	
VISITOR		HOME		RECORD FOLLOWING GAME		RECORDS	

SHOTS*	VISITOR				HOME														
	No.	Pos.	First and Last Name	Shots	G.	A.	No.	Pos.	First and Last Name	Shots	G.	A.							
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
CORNER KICKS																			
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
GOALKEEPER SAVES																			
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
FOULS																			
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30	21	22	23	24	25	26	27	28	29	30
OFFSIDE																			
1	2	3	4	5	6	7	8	9	10	1	2	3	4	5	6	7	8	9	10
SUBS																			
In	Out	Time*	In	Out	Time*														

GOALKEEPERS		Saves	Goals	Min.	
No.	Pos.				First and Last Name
	GK				
	Sub				
SUBSTITUTES					
No.	Pos.	First and Last Name	Shots	G.	A.

GOALKEEPERS		Saves	Goals	Min.	
No.	Pos.				First and Last Name
	GK				
	Sub				
SUBSTITUTES					
No.	Pos.	First and Last Name	Shots	G.	A.

CAUTIONS/SELECTIONS	Player	Y/R	Offense	Time*

GOAL BY:	TEAM	TIME*	ASSISTS	DESCRIPTION

REFEREE'S SIGNATURE _____ AR 1 _____

I verify the final score, cautions and ejections to be accurate. _____ AR 2 _____



NCAA SOCCER PROTEST FORM



Save this completed form to your computer. After saving it, send it to Cliff McCrath, NCAA Men's and Women's Soccer Secretary-Rules Editor, at cliff@nwsoccer.org within 72 hours of the end of the game. You may also fax it to Cliff at 888/471-1965.

Person Filing Report:	_____	Date Submitted:	_____
Game Date:	_____	Game Time:	_____
		Game Location:	_____
Visiting Team:	_____	Home Team:	_____
Visiting Coach:	_____	Home Coach:	_____
Head Referee:	_____	Contact Info:	_____
Second Referee:	_____	Contact Info:	_____
Third Referee:	_____	Contact Info:	_____
Fourth Referee:	_____	Contact Info:	_____
On-Site Administrator:	_____	Contact Info:	_____
Official Scorekeeper:	_____	Contact Info:	_____
Game Details:	Visitor Score: _____	Home Score: _____	Time of Incident: _____

Regulation or OT

SPECIFIC RULE PROTESTED: _____

Rule name and rule reference

DETAILS OF SITUATION (Write a detailed description of protested situation; use additional pages if necessary):

Protest Filed by: _____ Team: _____

Protest Submitted by: _____

COMPLETE AND SEND:

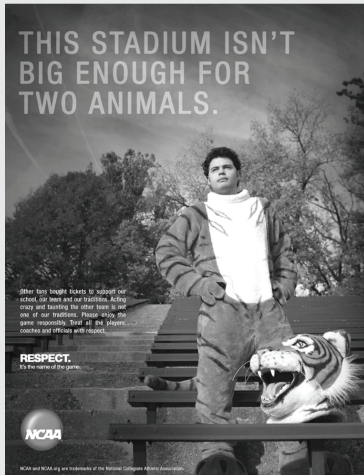
1. Save (Save as) this report to your computer with an identifying name, e.g., jane-doe-soccer-protest.
2. Attach your saved report to an e-mail to Cliff McCrath, at cliff@nwsoccer.org OR fax it to Cliff at 888/471-1965 within 72 hours of the game.

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Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified respect and integrity as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention in January 2009.

Athletics administrators may download materials and view best practices ideas at the website below:

www.NCAA.org/sportsmanship



RESPECT.
It's the name of the game.

The NCAA salutes the more than
400,000 student-athletes
participating in **23 sports** at
more than **1,000** member institutions

