

IFAB®

Laws of the Game





The FIFA / USSF changes in the Laws of the Game will not come into effect in Ohio South (both youth and adults) until the beginning of the calendar year, i.e. **January 1, 2017.**



- **Players wearing undershorts or tights have to make sure they match the color of the **lowest part** of their shorts – and they must wear the **same color** as those worn by any **team-mates**.**
- **Any **material** on / covering the socks must be the same color as the part of the sock it is covering.**
- **Goalkeepers are **permitted** to wear caps, as long as with other equipment they are not considered to be dangerous**



- A player who accidentally loses a shoe or **shinguard** must replace it as soon as possible, but may continue playing until the next stoppage in play.
- A player leaving the field-of-play to correct or change equipment must have the equipment checked by the **referee or AR**. The player may then only re-enter with the referee's permission (**which may be given during play**).



- Minimum number of players - match may not start or continue with less than seven (7) players.
- Substitutes can take any restart provided they first enter the field-of-play.



The ball is in play including when it rebounds off a **match official**, goalpost, crossbar or corner flag-post and remains in the field-of-play.

The ball remains in play ball even if it rebounds off an AR who is just off the field-of-play and the ball does not wholly cross over the line.



On a kick-off the ball is in play when it is **kicked** and **clearly** moves.

*The ball no longer has to move forward at a kick-off, it just has to be kicked in **any direction** and move for the game to start.*

For all kick restarts the ball must **“clearly move”** to be in play.



A goal can not be awarded if a dropped ball enters the goal without the ball **touching at least two players**.

*Previously, the interpretation was that **two touches** of the ball by **any player** including the player who first touched the ball (i.e. a 'double touch' situation) was all that was to be required before a goal could be awarded.*



An opponent who unfairly distracts or impedes the thrower, which includes **moving closer than 2-yds.** from where the throw-in is to be taken, is to be **cautioned** for unsporting behavior

The ball must be **thrown** with **both hands**, i.e. not thrown with one hand and guided with the other.



If an opposing player, who is in the penalty area when the goal kick is taken, **touches or challenges** for the ball before it has touched another player, the goal kick is **retaken**.

The opposing player can not gain an advantage from not having left the penalty area at the taking of the kick.



- Hands and arms are **not** to be included when judging a player's **offside position**.
- For the purpose of determining **offside position** a player is in the opponent's half of the field if **any part** of the head, body or feet is **beyond** the half-line.
- A player's **offside position** is judged when the ball is played or touched by a team-mate.
- The offside offense of gaining an advantage includes the act of playing the ball or **interfering with an opponent**.



If an offside offense occurs, an IFK is awarded where the offense occurred, i.e. **where the player was determined to have become involved in active play**, e.g. where the player touches the ball or interferes with an opponent.

This includes if the offense occurs in the player's own half of the field.



A defender who leaves the field-of-play beyond the goal line and remains off is considered to be **on the goal line for the purposes of judging offside until:**

- **the next stoppage in play ... or ...**
- **the defending team has played the ball towards the halfway line and it is outside their penalty area.**



- If an offense involves **contact** it is penalized by a DFK or PK.
- A DFK is awarded if a player impedes an opponent **with contact**.
- An IFK is awarded if a player impedes an opponent **without any contact** being made.



If a player leaves the field-of-play as part of play and commits an offense against another player, play is restarted with a **free kick (IFK or DFK)** on the touchline or the goal line nearest where the offense occurred.

A **DFK** offense by a defender, which occurs as part of play, off the field, outside the goal line and within the width of the defender's penalty area, would result in a **PK** restart.



When a player commits an offense against an opponent within their own **penalty area** which denies an obvious goal-scoring opportunity (DOGSO) **AND** the referee awards a **penalty kick**, the offending player is **cautioned**, unless:

- the offense is holding, pulling or pushing
- the offense is one which is punishable by a red card
- the offending player does not attempt to play the ball
- the offending player has no possibility of making a challenge to play the ball
- it is a handball offense



When a player denies the opposing team a goal or an obvious goal-scoring opportunity (DOGSO) by a deliberate **handball** offense, **wherever the offense occurs**, the player is sent-off.

A player must be cautioned for unsporting behavior, if the player **handles** the ball:

- to interfere with or stop a **promising attack**
- In an **unsuccessful attempt** to prevent a goal



Violent conduct is punishable by a red card even if **no contact** is made.

If a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the **head or face** with a **hand or arm** is guilty of violent conduct ... unless the force used was negligible.

An opponent who **deliberately prevents** a free kick being taken must be cautioned.



A **DFK (or PK)** is awarded if the ball is in play and a player commits an offense on the field-of-play against:

- a team-mate
- a substitute
- a substituted player
- a team official (either team)
- a **match official (referee or AR)**



If a **team official, substitute, substituted or sent-off player** interferes with play, causing the game to be stopped, it will now result in a direct free-kick (DFK) or penalty kick (PK) restart.

If a **someone or something** (other than a player) interferes with play in which the ball is going into the goal, a goal is to be awarded if:

- 1) the ball enters the goal (even if contact is made with the ball) ... and ...
- 2) the interference does not prevent a defending player from being able to play the ball.



If at the taking of the penalty kick one of the following infringements occurs, play will be restarted with an **indirect free kick (IFK)** regardless of whether or not a goal is scored:

- a team-mate of the identified kicker takes the kick
- the penalty kick is kicked backwards
- feinting to kick the ball once the kicker has completed the run-up (feinting in the run-up is permitted).



A referee must also **caution** the player taking the kick when:

- a team-mate of the identified kicker takes the kick
- feinting to kick the ball once the kicker has completed the run-up

If the goalkeeper commits an infringement and the ball does not enter the goal, the penalty kick is retaken and the goalkeeper is **cautioned**.



- Names and / or order of the kickers do **not** have to be given to the referee.
- All eligible players must take a kick before a ‘new round’ of kicks is taken. The order of kickers in a ‘new round’ may be **changed** from the previous round of kicks.
- The kick is completed when the ball stops moving (e.g. **being held by the goalkeeper**); goes off the field-of-play or the referee stops play for any infringement. The kicker may not play the ball a second time.



Only players who are on the field-of-play or **are temporarily off the field** (injury, adjusting equipment, etc.) are eligible to take KFPM.

A team with more players than the other team at the end of the match and **before or during** the kicks must reduce its numbers to the same number as its opponents.

The team shall choose any of its eligible players to be excluded, but the referee must be informed of the name and number of each player to be excluded.