Welcome to the 2017-18 Soccer Power Point Presentation.
RULE 4-1-1D
VISIBLE APPAREL

- If visible apparel is worn under the jersey and/or shorts, it shall be a single solid color matching the predominant color of the respective garment.
**Rule Change**

**RULE 4-1-1E**

**VISIBLE ARM COMPRESSION**

- Visible arm compression sleeves shall be a similar length, all alike and of a solid color matching the predominant color of the jersey. Visible leg compression sleeves shall be of a similar length, all alike and of a solid color matching the predominant color of the shorts.
Any undershirts worn must be a solid color that matches the predominant color of the jersey worn. Any undergarment, such as tights, worn on the leg must match the predominant color of the shorts.

PlayPic A. Legal undershirt worn; PlayPic B. Illegal undershirt — undershirt if worn must be white; PlayPic C. Legal undergarment worn on legs.
Rule Change

**RULE 4-1-1E REQUIRED EQUIPMENT (EQUIPMENT)**

- PlayPic A: Illegal, arm sleeves must match the predominant color of the jersey and leg sleeves must match the predominant color of the shorts.
- PlayPic B: Legal, if a player wears sleeves on both arms, they must be of similar lengths on each arm (but, they may be of different length than a teammates’ sleeves).
- PlayPic C: Illegal, arm sleeves must be of a similar length.
- PlayPic D: Legal.
RULE 4-2-9
A SOFT PADDED HEADGEAR

- A soft padded headgear that meets the ASTM standard is permitted.
- No headgear can stop athletes from suffering concussions, and all sports should be played, coached and officiated in recognition of that fact.
The ability to wear headgear has been expanded beyond headbands. PlayPic A remains legal and the change now makes PlayPic B legal. Wearing of any headgear is not required. Schools, parents and students are encouraged to make their own assessment on the type of equipment worn via ASTM standards.
RULE 8-1-3
KICKOFF

- The ball shall be kicked while it is stationary on the ground in the center of the field of play and may clearly move in any direction.
The ball is in play when it is kicked and clearly moves in any direction (MechaniGram A). The ball is *not* in play until it has *clearly* moved (PlayPic B).
RULE 10-1-3F

GOALS

▪ A goal may not be scored directly from a kickoff into the kicking team's own goal.
**Rule Change**

**RULE 10-1-3F GOALS**

- With the change to allow the kickoff to be taken in any direction, the rule maintains the game’s foundation that a team cannot score on itself from a kickoff. The restart would be a corner kick for opposing team.
RULE 13-1-2
DESCRIPTION OF A FREE KICK

- All free kicks, with the exception of penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except for the reasons listed in 13-2-3, which are taken from the location of the ball when the referee stopped play.
- Free kicks resulting from fouls committed in the goal area are taken as described in 13-1-3 or 13-1-4.
Indirect free kicks for offside (13-2-2b) are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position.
**RULE 13-1-2**

**DESCRIPTION OF A FREE KICK**

- The restart for offside is an indirect free kick. The kick should be taken from the position where the offending player interfered with play (Position B), interfered with an opponent or gained an advantage by being in that position. In this play, the restart would be from A2’s defensive half of the field because she ran to receive the ball here after having been in an offside position when the ball was kicked.
Rule Change

Rule 14-1-4
Penalty Kick

- The ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward.

- 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.
Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in movement.
Rule Change

RULE 14-1-4 PENALTY KICK

- MechaniGram A: Legal; stutter stepping is not an interruption of movement.
- MechaniGram B: Illegal; there must be continuous movement toward the ball.
RULE 4-1-1
REQUIRED EQUIPMENT

- Shinguards must meet the National Operating Committee on Standards for Athletic Equipment (NOCSAE) standards at the time of manufacture.
RULE 4-1-1
REQUIRED EQUIPMENT

- When the size of a player’s shinguard is in question, the officials should request to see the NOCSAE stamp that meets those standards.
RULE 14-1-2, 14-1-3
PENALTY KICK

- PENALTY KICK SITUATIONS:
  14-1-2 – A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team’s penalty area.

  14-1-3 – 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 from and behind the penalty mark until the ball is kicked.
RULE 14-1-4
PENALTY KICK

14-1-4 – the ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward. 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. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in movement.
The penalty was added to clarify how play is resumed for the failure to kick as specified. In this case, the ball did not move forward. Since the ball remained in play, the restart for this penalty-kick infraction is an indirect free kick given from the location of the infraction (at the red x).
Points of Emphasis

RISK MINIMIZATION: CONCUSSIONS

- Concussions continue to be a focus in soccer at all levels of competition. The NFHS has been at the forefront of national sports organizations in emphasizing the importance of concussion education, recognition and proper management.

- Discussion of proper concussion management at all levels of play in all sports has led to the adoption of rules changes and concussion-specific policies by multiple athletic organizations, state associations and school districts.
When an official sees an athlete who exhibits, signs, symptoms or behaviors consistent with a concussion, the official shall direct the athlete to the appropriate health-care professional. The athlete may only return if cleared by that appropriate health-care professional. In the event of a concussed athlete, coaches should review the NFHS guidelines on pg. 113 of the Rules Book.
RISK MINIMIZATION: SHINGUARDS

- Shinguards are one part of several required pieces of soccer equipment. Coaches need to make sure to follow the requirements for proper fitting, verifying that the shinguards are not altered by the athlete, are worn under the sock and are worn with the bottom edge no higher than 2 inches above the ankle. More importantly, the shinguard is required to be age- and size-appropriate. Coaches need to make sure that the required shinguard properly fits the respective player based on his/her age and size.
RISK MINIMIZATION: SHINGUARDS

- Shinguards are required pieces of all players’ equipment. Coaches need to ensure shinguards are: properly fitting, not altered by the athlete, worn under the socks, worn with the bottom edge no higher than 2 inches above the ankle.
Points of Emphasis

RISK MINIMIZATION: HEADGEAR

- Soft-padded headgear is allowed to be used by any player. The determination to use headgear is entirely up to the individual or school district. There is no research or data showing headgear prevents or lessens the possibility of a concussion.
REFEE COMMUNICATION AND TEAMWORK

- Active and effective communication among referees and with coaches and team captains is critical to ensure successful game management. Conducting a meaningful and thorough pregame with the head coach, captains and referee crew provides an opportunity to review important rules changes, ensure players are legally and properly equipped, discourage rough play and emphasize a zero tolerance for the use of offensive or abusive language or gestures.
Advancements in electronic communication devices will afford opportunities to improve communication among referees during the run of play.
Communication is critical for effective game management. Referees should conduct a thorough pregame with the head coach, captains and officiating crew in order to review rule changes, ensure proper equipment, discourage rough play and emphasize zero tolerance for offensive or abusive language or gestures. Communication devices may also be used to enhance communication among officials.
The following slides review points of emphasis from previous years.
TAPE OR SIMILAR MATERIALS ON SOCKS

If tape or a similar material is applied externally, it must be of similar color as the sock. Home team shall wear white (PlayPic A). Away team should have similar color, i.e. maroon could have red tape (PlayPic B).
“Stays/straps” was added to the language of the rule to more clearly define what is used to keep player’s shinguards in place. “Stays/straps” must be similar to the color of the sock.
PROTECTIVE FACE MASK
RULE 4-2-8

Custom made (molded to face)...medical release shall be available at the game sight
### Comparison of NFHS and NCAA Rules and FIFA Laws

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<th>NFHS</th>
<th>NCAA-NISOA</th>
<th>FIFA - USSF</th>
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<tr>
<td><strong>ABOUT THE RULES AND LAWS</strong></td>
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<tr>
<td>Terminology - (It is important to use the proper terminology, especially in writing game reports if required)</td>
<td>Rules Disqualification Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game 4th Official Obstruction</td>
<td>Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official (AO) Obstruction</td>
<td>Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4th Official Impedes progress of Opponent</td>
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<td>Where the Rules or Laws are Employed</td>
<td>Most public high and intermediate schools and some private schools</td>
<td>NCAA, NAIA, NCJAA, NIRSA and NCCAA</td>
<td>International matches, professional leagues, most club and semi-pro matches, and some private schools</td>
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<tr>
<td>Interpretaions</td>
<td>Play rulings in the Rules book are interpretations approved by the NFHS Soccer Rules Committee. Member state associations of the NFHS independently make decisions regarding compliance with or modification of the playing rules for the student athletes in their respective states. The Rules describe 3 possible systems of mechanics that may be used; the Dual Officiating System, the Diagonal System and the Double-Dual System</td>
<td>Approved Rulings (AR) appearing in the Rule book are official decisions of the NCAA. The Secretary Rules Editor can be contacted for interpretations. Generally it is preferable to first go through the local chapter clinic. The NCAA Rules Book does not contain the description of standardized procedures for the allowed System of Mechanics. NISOA describes the Diagonal System of Control (DSC) for its members in other publications.</td>
<td>Decisions of the Int’l F.A. Board are official interpretations. Additional Interpretations in the U.S. can be obtained initially through the State Director of Instruction (SDI). The USSF Advises to Referees and Questions and Answers on the Laws of the Game are also official sources in the U.S. The diagonal system of control (DSC) is described in other FIFA and USSF publications.</td>
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Point Of Emphasis (Safety) Goals Secured

- **GOALS** - Schools, coaches and officials are reminded that all soccer goals shall be adequately anchored, secured or counterweighted to the ground for the safety of all involved.
The head coach shall receive the first caution issued (yellow card) for an illegally equipped player. All subsequent (yellow cards) for illegally equipped player(s) shall be issued directly to the player(s) and not to the head coach.
NYSPHSAA Modified Soccer Rules

- Mouthpieces are MANDATORY
- All-purpose foam helmet OPTIONAL
RULE 4-1-2
CAPTAIN'S ARM BAND

- The captain’s band, if worn, shall be worn on the upper arm.
Points of Emphasis

ILLEGAL UNIFORMS

- Teams not having uniforms that meet rules requirements continues to be a problem. Although the game may be played using the illegal uniforms, it is imperative that officials report all instances of illegal uniforms to their state high school athletic associations and that the state associations take appropriate action to alleviate the illegal-uniform situation.
Points of Emphasis

REFeree Checking for Injury after a Goal

- After the clock is stopped for a goal and the referee examines a player, including a goalkeeper, for a possible injury, that player will not have to leave the game unless the coach and/or medical personnel are beckoned onto the field to check the player. If the referee beckons the coach and/or medical personnel, the player, including a goalkeeper, is required to leave the field.
Points of Emphasis

BALL HOLDERS

- Because the clock is running when the ball goes out of bounds, it is essential that ball holders be available to get the ball back in play quickly. At least two ball holders are to be provided by the home team each game. The ball holders are under the direct supervision of the officials.