



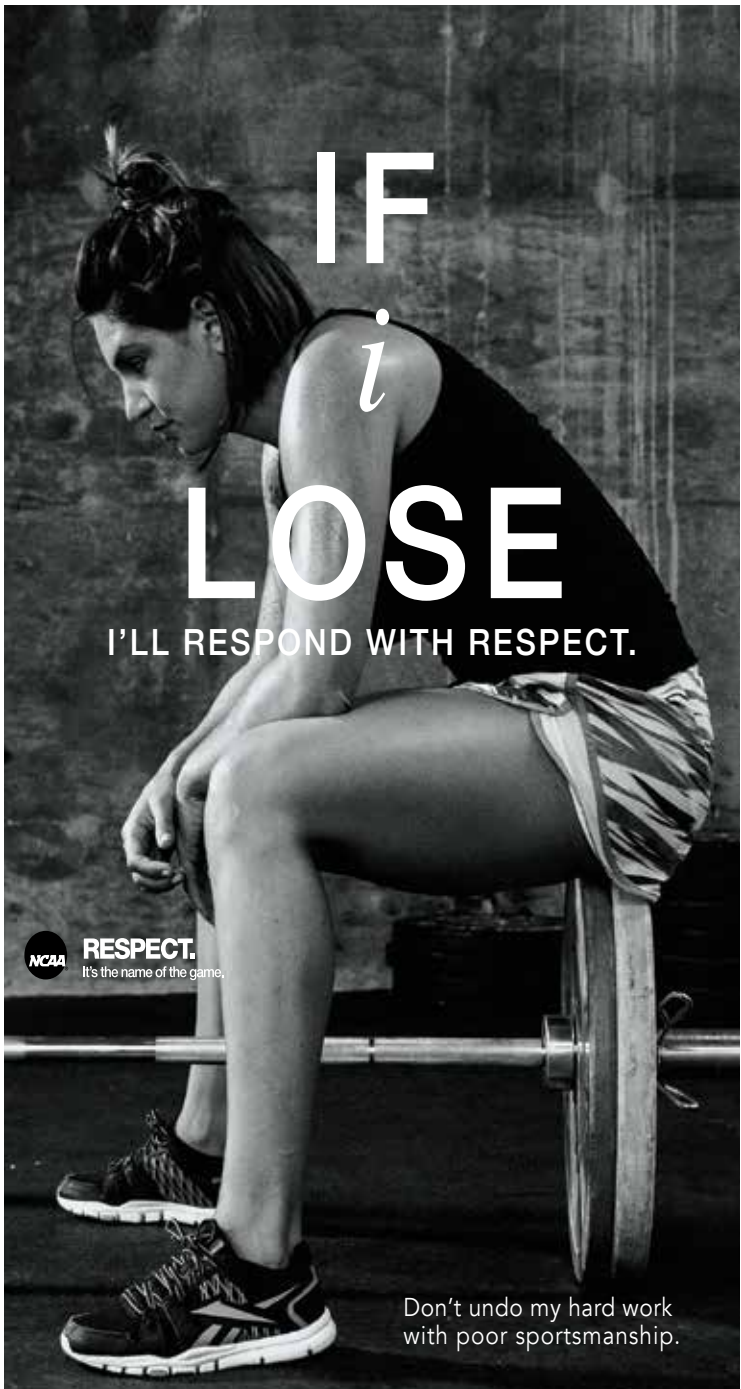
# ***SOCCKER***

**PDF Version Updated August 26, 2020**

**See Page 5 for more information.**

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## ***2020 AND 2021 RULES BOOK***



IF  
*i*  
LOSE

I'LL RESPOND WITH RESPECT.



**RESPECT.**

It's the name of the game.

Don't undo my hard work  
with poor sportsmanship.

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A  
**CONCUSSION**

**DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.**



**IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.**

**WHEN IN DOUBT, GET CHECKED OUT.**

For more information and resources, visit [www.CDC.gov/headsup](http://www.CDC.gov/headsup).



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# **2020 and 2021 NCAA MEN'S AND WOMEN'S SOCCER RULES**

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**PDF Version Updated August 26, 2020**

**See Page 5 for more information.**

**PRINTED HARDCOPY HAS NOT BEEN UPDATED**

**NATIONAL COLLEGIATE ATHLETIC ASSOCIATION**



[ISSN 0735-0368]

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JUNE 2020

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REPRINTED: 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987,  
1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003,  
2004, 2005, 2006, 2007, 2008, 2010, 2012, 2014, 2016, 2018, 2020  
PRINTED IN THE UNITED STATES OF AMERICA

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# NCAA Men's and Women's Soccer Rules Committee

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The chart below lists the members of the committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

<b>Name</b>	<b>Institution</b>	<b>Term Expiration</b>
Ken Andres*	Secretary-Rules Editor	8-31-22
Nikki Ayers	Claremont McKenna-Harvey Mudd-Scripps Colleges	8-31-22
Tiffany Christian	College of William & Mary	8-31-23
Hope Clark	Young Harris College	8-31-23
Mike Kemp	University of Nebraska Omaha	8-31-20
Tony McCall	Regis University (Colorado)	8-31-23
Kevin Sherry	Louisiana Tech University	8-31-22
Mike Singleton	Washington and Lee University	8-31-21
John Trask	University of Wisconsin-Madison	8-31-20

\* Non-voting member

For a complete and current listing of the NCAA Men's and Women's Soccer Rules Committee, please go to [naaa.org/playingrules](http://naaa.org/playingrules).

Contact information for the secretary-rules editor and national coordinator of officials is available on Page 7.

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# Major Rules Changes for 2020 and 2021

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*Listed below are references to rules that were significantly altered from the last edition of the NCAA Men's and Women's Soccer Rules Book. Rules changes are identified by a shaded background.*

**Coaching and Team Areas (Rule 1.12.4).** Members of the official coaching staff who are eligible to participate may communicate with each other via electronic devices whether on-site or at another location.

**Video Review (Rule 5.7.3.5).** Video review may be used to correct timing errors.

**Protest (Rule 5.8.1).** A protest may be filed only for situations involving (1) Player identification; or (2) Illegal participation by ejected or suspended personnel.

**Restarts (Rules 9.3.2.1, 9.3.2.2, 9.3.2.3 and 2.3).** Changes the restart procedures for when a ball is in and outside the penalty area.

**Handling the Ball (Rule 12.1.7).** Defines and outlines handling the ball offenses.

**Violent Behavior I and II and Fighting (Rules 12.7.4.8.1, 12.7.4.8.2 and 12.7.4.9.1).** Redefines the fighting rule and creates a violent behavior I and II red card to better categorize violent actions.

**Free Kicks (Rules 13.2.2 and 13.2.3).** Changes how free kicks are taken.

**Penalty Kicks (Rule 14.2.3).** Clarifies positioning of the goalkeeper during penalty kicks and adds a penalty for violation.

**Goal Kicks (Rules 16.2.1 through 16.2.4).** Changes how goal kicks are taken.

## Rules Additions/Changes - August 26, 2020:

**Uniform and Equipment (Rules 4.1.5, 4.1.7 and 4.1.8).** Allows commemorative/memorial patches and nameplates on the jersey.

**Spitting, Coughing and Biting (Rules 12.7.4.2, 12.7.4.8.2 and 12.8.1.1).** Enhances the suspension to two games and categorizes these acts as violent behavior II for the 2020 fall season due to COVID-19.

## Rules Corrections - August 26, 2020:

Rules 9.3.2 and 9.3.2.1

A.R. 12.8.g

Rules 14.2.5, 14.3.3 and 14.3.4



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# The Rules

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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 2020 and 2021 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, 4.1.11, 4.1.14, 5.4.5, 6.2, 6.5, 10.2, 10.3, 10.4, 10.5 and 10.6. All other rules are conduct rules.

Rules violations requiring the filing of the NCAA Red Card Form refer to the report that must be submitted electronically within 24 hours after the completion of the game through the NCAA Soccer Central Hub website at [www.NCAAsoccer.arbitersports.com](http://www.NCAAsoccer.arbitersports.com). See Rule 12.7 for more information.

The NCAA Protest Form is also housed on the NCAA Soccer Central Hub website at [www.NCAAsoccer.arbitersports.com](http://www.NCAAsoccer.arbitersports.com). See Rule 5.8 for more information.

## 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.

## Governing Sports Authority

References to game authority or governing sports authority throughout the rules book generally refer to directors of athletics 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 respective NCAA committee is the game authority.

The secretary-rules editor is the sole interpreter of the NCAA soccer playing rules. Those seeking requests for documentation of disability (see Appendix D) or religious accommodations, rule exceptions, interpretations or clarifications of the soccer rules may contact:

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# RULE 1

## The Field of Play

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### 1.1 Dimensions

1.1.1 The field of play shall be rectangular, with a length of 115-120 yards and a width of 70-75 yards.

1.1.1.1 Facilities used as a college soccer field before 1995 need only to be rectangular, the width of which shall not exceed the length. Resurfacing the playing field does not change this exemption.

*Note 1: The optimum size is 75 by 120 yards.*

*Note 2: It is the responsibility of the home team to notify the visiting team, before the date of the game, of any changes in the field dimensions (for example, greater or less than recommended dimensions), playing surface (for example, from grass to artificial or vice versa) or location of the playing site.*

*Note 3: A team is not required to play on a field that is not in compliance with the rules. However, the teams can agree to play the game by mutual consent.*

*It is recommended that teams agree on any changes in facility issues before confirming contests or signing game contracts.*

**PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

1.1.2 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:

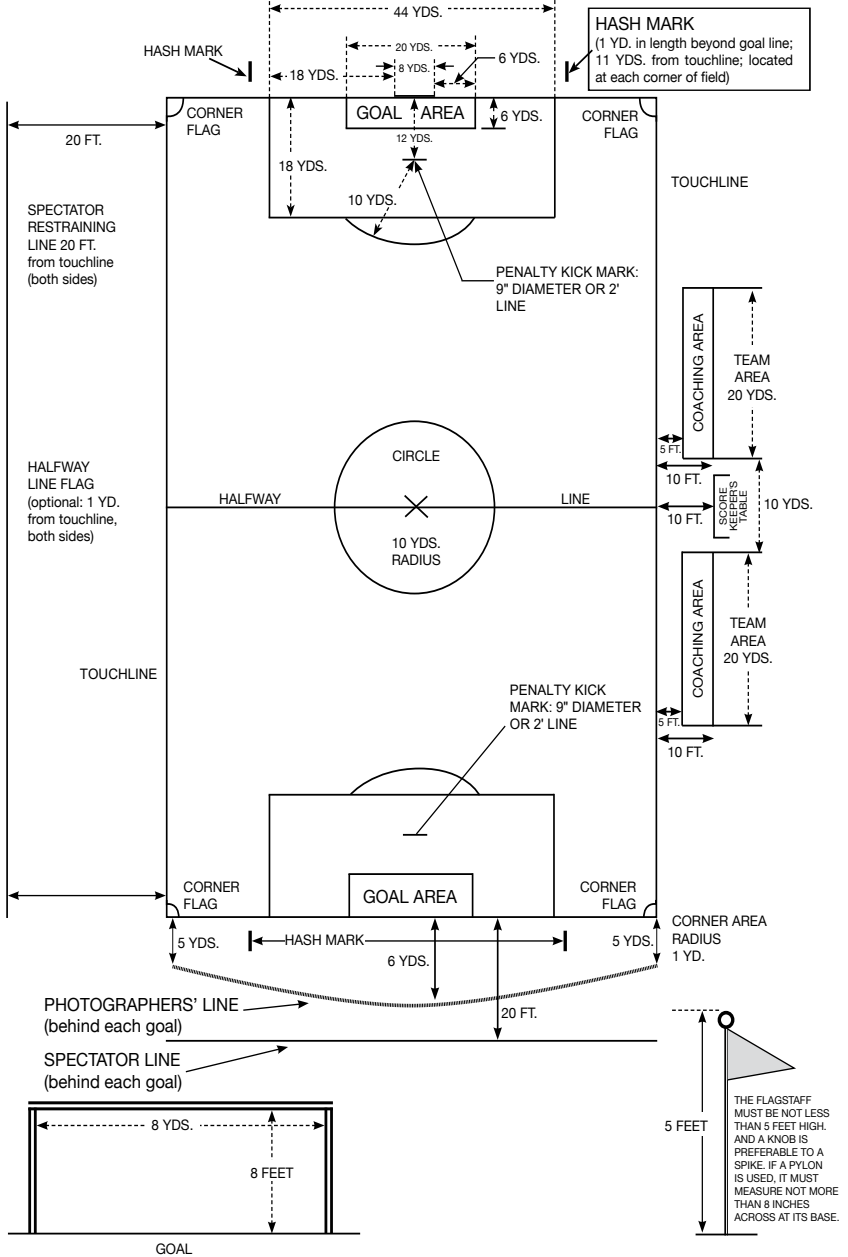
- 1) If the ball lands “in touch” (out of bounds), the opposing team shall be awarded a throw-in from the nearest point where the ball crossed the touchline.
- 2) If the ball makes contact with any part of the overhead edifice, the referee’s whistle shall indicate a dead ball and the suspension of play. 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 penalty area, play shall be restarted by dropping the ball for the goalkeeper.*

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

# PLAN OF FIELD

Note: For marking purposes, the measurement of any line interfacing with any other line must be taken from the outside of the line to the outside of the other line.



## 1.2 Boundary Lines

The field shall be marked with distinctive lines, in accordance with the Plan of Field diagram on Page 9, the longer boundary lines being called the touchlines and the shorter the end lines. The end lines shall meet at the corners and shall extend from touchline to touchline. The goal lines shall be that part of the end line that extends completely across the area between the goal posts. The touchlines 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 6.)**

## 1.3 Field Markings and Measurements

- 1.3.1 All lines, which are part of the areas they define, shall be the same width and measure not less than 4 inches nor more than 5 inches in width.
- 1.3.2 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 6- and 18-yard lines, respectively.
- 1.3.3 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.
- 1.3.4 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.
- 1.3.5 NCAA, team or conference logos, names or abbreviations, and non-commercial logos (e.g., players' names or numbers for senior day) are permitted on the field provided they are not in the penalty area and do not obscure any required field markings.
- 1.3.6 Two commercial logos (one in each half of the field), not larger than 15-foot-by-15-foot square, are permitted on the field provided they are not in the penalty area and do not obscure any required field markings.

## 1.4 Halfway Line, Center Circle

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

*Note: Beginning in 2016, any new field construction or renovation must be compliant.*

## 1.5 Goal Area

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

**PENALTY—If it cannot be corrected before the start of competition, the game shall not begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

## 1.6 Penalty Area

- 1.6.1 At each end of the field of play, two lines shall be drawn at right angles to the end line, 18 yards from the inside of each goal post. These lines shall extend into the field of play for a distance of 18 yards and shall be joined by a line drawn parallel with the goal line. Each of the spaces enclosed by these lines shall be called the penalty area.
- 1.6.2 At each end of the field, a 2-foot line or 9-inch spot shall be placed at a point 12 yards from the midpoint of, and parallel to, the goal line. The line shall extend 1 foot on either side of the undrawn center 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.
- 1.6.3 Using the center of this penalty-kick mark, describe a 10-yard arc outside the penalty area and closing on the penalty-area line. This is the restraining line for penalty kicks.

**PENALTY—(1.6.1 to 1.6.3)—If it cannot be corrected before the start of competition, the game shall not begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

## 1.7 Corner Area, Hash Mark

From each corner, a quarter circle, having a radius of 1 yard, shall be drawn inside the field of play. In addition, a hash mark 1 yard in length, situated 6 inches beyond (but not touching) the field of play and 11 yards from the touchline shall be marked perpendicular to the end line at each corner of the field. (See Plan of Field, Page 9.)

**PENALTY—If it cannot be corrected before the start of competition, the game shall begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

## 1.8 Corner Flags

- 1.8.1 A flag on a post not less than 5 feet high and having a nonpointed top shall be placed at each corner; a similar flag post may be placed opposite the halfway line on each side of the field of play, at least 1 yard outside the touchline.
- 1.8.2 The post shall be approximately 1½ inches in diameter. 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 long by 1 foot wide and securely fastened to the post or staff.
- 1.8.3 The flag post shall be implanted in the ground or shall rise from a pylon that measures not more than 8 inches across at its base, providing the post itself rises directly above the center of the intersection of the touchline and end line.
- 1.8.4 It is permissible to have the institution, conference or NCAA name or logo on corner flags.

**PENALTY—(1.8.1 to 1.8.4)—If it cannot be corrected before the start of competition, the game shall begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

### 1.9 Goals

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

**PENALTY—If it cannot be corrected before the start of competition, the game shall not begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

1.9.2 The width or diameter of the goal posts and crossbar shall not be less than 4 inches nor more than 5 inches, and the same as the width of the goal line.

1.9.3 The back edge of the goal post must align with the outermost edge of the end line.

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

1.9.5 No markings other than a single manufacturer's identification/logo of appropriate size may appear on the goal posts or the crossbar.

**PENALTY—(1.9.2 to 1.9.5)—If it cannot be corrected before the start of competition, the game shall begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

### 1.10 Goal Nets

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

1.10.2 The goal nets shall be properly and firmly secured and put in order before every game, 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.

1.10.3 Nets may be multicolored and include the institution, conference or NCAA name or logo. Additionally, 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.

**PENALTY—(1.10.1 to 1.10.3)—If it cannot be corrected before the start of competition, the game shall not begin and the referee shall file a report with the governing sports authority. (See Page 6.)**

### 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 in the penalty area, it shall be dropped for the goalkeeper.

## 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 (whenever possible) from the touchline.

1.12.2 Each coaching and team area shall be marked parallel to the touchline and situated at least 5 feet from the touchline and extending 20 yards from the five-yard neutral zone measured from the halfway line in both directions.

**PENALTY—(1.12.1 to 1.12.2)—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 6.)**

1.12.3 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 their opponent's areas. (See Rule 4.1.16.)* (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 listed on the game roster is permitted to view the game from the press box or other suitable 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.**

1.12.4 Members of the official coaching staff who are eligible to participate are permitted to communicate with each other via electronic devices. As per Rules 12.7.4.1 to 12.7.4.10 PENALTY and Rule 12.8.3, coaches ejected or serving a game suspension are not permitted to communicate with each other.

**A.R. 1.12.4.a.** May a coach use an electronic communication device, tablet, dry erase board or similar coaching aid during the game? **RULING:** Yes.

**A.R. 1.12.4.b.** May a coach use an electronic communication device to question a referee's call? **RULING:** No.

**A.R. 1.12.4.c.** May drones be used during a game? **RULING:** No.

1.12.5 Coaching from the touchlines is restricted to communication with one's own team and staff, and is confined to the coaching and team areas. **Exception:** *See Rule 1.12.3 Exception (3).*

1.12.6 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.

1.12.7 No coach, player or team representative other than the team captain shall approach or speak to the center referee during an interval between periods, unless summoned by the center referee.

*Note: This does not prohibit the coach from approaching an assistant referee or the fourth official on the sideline in a sporting and timely manner.*

**PENALTY—(1.12.5 to 1.12.7)—Warn, caution or eject as appropriate.**



**1.13 Photographers' Line**

There shall be a designated photographers' area. (See Plan of Field, Page 9.)

**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 (whenever possible) from the touchlines.

**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 (whenever possible) away from the touch and end lines.

**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.)

**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. Please consult the latest version of the NCAA Broadcasting Manual at [ncaa.org](http://ncaa.org) for specific lighting standards.

**1.18 Grading, Slope of Field**

- 1.18.1 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 areas surrounding the field of play, or the slope or grading of playing facilities.
- 1.18.2 The following guidelines appear to be generally accepted standards for new facilities: A field with not greater than a 2% 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.

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# RULE 2

## The Ball

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### 2.1 Dimensions

- 2.1.1 The circumference of the ball shall not be more than 28 inches nor less than 27 inches.
- 2.1.2 The weight of the ball at the start of the game shall not be more than 16 ounces nor less than 14 ounces, and the weight shall not exceed 16.75 ounces even when wet and used.
- 2.1.3 The pressure of the ball shall be 8.5 to 15.6 psi. Ball pressure shall conform to the manufacturer's recommendation.

*Note: Various manufacturers have different ball pressure requirements printed on the ball.*

### 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. There are no restrictions on the color of the ball.

Not fewer than five 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 6.)**

### 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 penalty area, it shall be dropped for the goalkeeper. **Exception:** *If the ball becomes defective during the taking of a penalty kick, at a kickoff, corner kick, goal kick, free kick or throw-in, the restart shall be retaken.*

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# RULE 3

## Players and Substitutes

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### 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 game. Shall the team play with only 10 players? **RULING:** No, the team may begin the game 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 30 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 6.)**

**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 6.)

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 an illegal participant(s), is the referee required to submit a written report? **RULING:** Yes, a written report shall be filed with the governing sports authority. (See Page 6.)

**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 an illegal player 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.

### 3.3 Goalkeeper Privileges

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

3.3.1 Handling. The goalkeeper may catch, carry, strike or parry the ball with the hands or arms; and

3.3.2 Possession.

3.3.2.1 A goalkeeper is considered in control of the ball with the hand(s) when; (1) the ball is between the hands or between the hand and any surface (e.g., ground, own body) or by touching it with any part of the hands or arms, except if the ball rebounds from the goalkeeper or the goalkeeper has made a save; (2) holding the ball in the outstretched open hand; (3) bouncing it on the ground or throwing it in the air.

3.3.2.2 After gaining clear possession, the goalkeeper must release the ball into play within six (6) seconds.

## Substitutes

### 3.4 Number of Substitutes

Either team may substitute up to 11 players at a time under the conditions set forth in Rule 3.5.

### 3.5 When Allowed

Substitutes may enter the game under the following conditions:

3.5.1 On a goal kick;

3.5.2 On a team's own throw-in;

*Note: If the team in possession chooses to substitute, providing the requisites of Rule 3.7 are met, the opposing team also may substitute up to 11 players at that time.*

3.5.3 On a team's own corner kick;

*Note: If the team in possession chooses to substitute, providing the requisites of Rule 3.7 are met, the opposing team also may substitute up to 11 players at that time.*

3.5.4 After a goal has been scored;

3.5.5 Between periods;

3.5.6 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. 3.5.6.** 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.

3.5.7 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.*

3.5.8 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. 3.5.8.a.** 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 at the next stoppage in play. 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.*

**A.R. 3.5.8.b.** 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 3.5.

3.5.9 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—(3.5.1 to 3.5.9)—Indirect free kick from the nonoffending 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. 3.5.9.a.** An injured player is removed from the game and is not replaced at that time. 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. 3.5.9.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 the last player to enter the game, send the cautioned player to the bench and charge that player with a substitution. Play will start with an indirect free kick from the location of the ball at the time the infraction was discovered. If the ball was in the goal area, 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.

### 3.6 Re-entry Conditions, Restrictions, Exceptions

3.6.1 *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. 3.6.1.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. 3.6.1.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. 3.6.1.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 and goalkeepers are permitted one re-entry in any period. See Rule 3.6.3 for Illness/Injury/Bleeding or Blood on Uniform and Signs of Concussion.*

**A.R. 3.6.1.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 and goalkeepers are permitted one re-entry*

*in any period. See Rule 3.6.3 for Illness/Injury/Bleeding or Blood on Uniform and Signs of Concussion.*

3.6.2 *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. 3.6.2.** A goalkeeper is replaced by a substitute during the first half or an overtime period, 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 3.6.1.

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

3.6.3.1 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. 3.6.3.1.** 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.

3.6.3.2 Players with a bleeding injury, blood on the uniform or signs of a concussion (See Appendix C) must be removed and may 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 they have received clearance from the appropriate medical personnel. 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 they have received clearance from the appropriate medical personnel. 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 C.)*

3.6.3.3 A player who has a permanent medical condition with the potential to produce serious injury or death through sustained physical exertion (e.g., sickle cell trait) may be substituted at any time when medically necessary and re-enter the game without the limitations imposed by Rule 3.6.1, which limits re-entry. This exception may not be used more than one time by an individual student-athlete in a single competition.

3.6.3.3.1 To be eligible for this medical re-entry exception, the team physician must confirm the medical condition, its potential for producing serious injury or death, and the need for the player to be exempt from Rule 3.6.1. If the condition is established by a duly licensed physician other than the team physician, documentation must be provided to, and approved by, the institution's team physician. Prior to the start of any game, the primary athletics health care provider or designee (e.g., coach) shall present documentation to the game officials and opposing coach that establishes that the player has been granted a medical exception to the re-entry rule.

3.6.3.3.2 When notified by the documented player, a coach, or the primary athletics health care provider that the player requires a substitute for medical reasons related to the identified condition, the referee shall stop the game and permit a substitution. Neither the player nor the substitute shall be charged with a substitution. However, if the documented player replaces a player other than the original substitute, that player shall be charged with a substitution. The documented player 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 they have received clearance from the institution's primary athletics health care provider.

3.6.3.4 Field players who are substituted for normal illness/injury shall not re-enter the game in that same period, unless the player causing the injury was issued a card. **Exception:** *Players are permitted one re-entry in the second period only.*

3.6.3.5 Field players who are not substituted for illness/injury (team plays short) 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. The player shall re-enter from the halfway line on the bench side of the field.

### 3.7 Reporting Into the Game

3.7.1 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. 3.7.1.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. 3.7.1.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. 3.7.1.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. 3.7.1.d.** A12 enters the field of play as a substitute for A8. While A8 is still on the field, he strikes an opponent. **RULING:** A8 and A12 are both players of record during the substitution process. A8 is issued a red card and ejected from the game and Team A shall play short.

**A.R. 3.7.1.e.** 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. 3.7.1.f.** 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. 3.7.1.g.** 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.

3.7.2 During the final five minutes of the second period only, anytime the leading team makes a substitution, the referee shall signal the clock to be stopped and beckon the substitute onto the field.

3.7.3 No player shall enter or leave the field of play without the referee's permission, except through normal movement of play. If the player reenters without the referee's permission, the referee must stop play (not immediately if the player does not interfere with play or an official or if an advantage develops).

**PENALTY—Caution the player for misconduct and restart the game with a direct free kick from the position of the interference, or an indirect free kick from the position of the ball when play was stopped if there was no interference.**

### 3.8 Changing Goalkeepers

3.8.1 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.

3.8.2 Provided it occurs during stoppage of play, the referee is notified and all other rules pertaining to uniform dress (see Rule 4.1) are satisfied, a teammate on the field of play may change positions with the goalkeeper.

3.8.3 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.

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# RULE 4

## Players' Equipment

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### 4.1 Uniform and Equipment

4.1.1 A field player's uniform shall consist of a jersey or shirt, shorts, stockings, shinguards and shoes. (See Rule 4.1.17.)

4.1.2 Numerals are required on the front and back of the jersey, and no two teammates may wear the same number.

*Note: Numbers on shorts are optional.*

4.1.3 Numerals at least 8 inches 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.

4.1.4 Numerals at least 4 inches 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.

4.1.5 It is permissible to have the institution's name, nickname, or mascot on the front and/or back of the uniform, and the player's name on the back of the jersey. As authorized by the institution or conference, it is permissible to have other names/words intended to celebrate or memorialize persons, events, or other causes on the back of the jersey/uniform where the player's name is traditionally located. The names/words may vary by team members.

4.1.6 It is permissible to have an institutional and conference logo/patch and the national flag of the institution on the front or sleeve of the jersey or shirt. The logo/patch/flag must meet size restrictions outlined in Rule 4.1.12.

4.1.7 As authorized by the institution or conference, it is permissible to have a commemorative/memorial patch (e.g., names, mascots, nicknames, logos, and marks intended to celebrate or memorialize persons, events, or other causes) on a jersey or shirt as long as the patch does not interfere with any required markings. The patch must meet size restrictions outlined in Rule 4.1.12.

4.1.8 All players of a team shall wear matching uniforms. **Exception:** *While not all team members are required to wear a commemorative/memorial patch, the patch must be identical for those who choose to wear the patch.* It is the prerogative of the home team to select uniform colors. However, in the event of a conflict, it is the responsibility of the home team to wear jerseys and stockings in clear contrast to those worn by the visiting team.

4.1.9 Goalkeepers shall wear jerseys that distinguish them from all field players and stockings that distinguish them from their opponent's field players.

- 4.1.10 Shorts may differ in color from that of the stockings and jerseys but shall be matching in color and uniform in style. Both teams may wear shorts of a similar color.
- 4.1.11 It is required that any visible garment worn under the jersey or shorts be a solid color. The same color must be worn by all team members wearing undergarments. It is recommended the undergarment match the dominant color of the respective garment.
- 4.1.12 In accordance with NCAA bylaws, an institution's uniform and/or any item of apparel worn by student-athletes during the conduct of the institution's competition (including warm-ups before the player enters the game, and apparel worn during postgame celebrations and pre- or postgame press conferences) 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 2¼-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.
- 4.1.13 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 meet the size restrictions in Rule 4.1.12.
- 4.1.14 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.
- 4.1.15 Players shall wear shinguards under the stockings in the manner intended, without exception. The shinguards shall be professionally manufactured, age and size appropriate, and not altered to decrease protection. The NCAA requires players to wear shinguards that meet the standards established by the National Operating Committee on Standards for Athletic Equipment (NOCSAE).
- 4.1.16 Players warming up outside the coaching and team areas shall wear colored jerseys/vests that distinguish them from all other field players.
- 4.1.17 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.

## 4.2 Articles

- 4.2.1 A player shall not wear anything that is dangerous to himself/herself or any player.

**A.R. 4.2.1.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 4.2 and 4.3.

**A.R. 4.2.1.b.** If a player is instructed to leave the field for not conforming to Rule 4.2, 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 3.6.2.)*

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

4.2.3 Casts are permissible if they are covered and the referee does not consider them dangerous.

4.2.4 Headgear, headbands and hats (goalkeepers only) are legal provided they are not considered dangerous to any player.

4.2.5 Protheses 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—(4.1.1 to 4.2.5)—Any player not conforming shall not be permitted to play. Moreover, after being instructed to leave the field, provided 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.**

4.2.6 Players may wear a device for the purpose of monitoring and accumulating data, which can be used during the game.

### 4.3 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 3.5.**

**A.R. 4.3.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. 4.3.b.** A player, because of religious beliefs, is required to wear items (crosses, rosary beads, yarmulkes, etc.) not conforming to Rules 4.1 through 4.3. **RULING:** The referee shall use every discretion in attempting to enforce the rule, but is obliged to follow the PENALTY set forth in Rules 4.2 and 4.3 if he or she considers the item(s) liable to cause injury to any player.

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# RULE 5

## The Referee

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### 5.1 Number of Referees

The diagonal system of control shall be used. **Exception:** See A.R.s 5.4.1.a-d.

### 5.2 Uniform

5.2.1 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.*

5.2.2 Referees shall comply with the requirements of Rule 4.3 regarding jewelry.

**Exception:** *Referees may wear a watch for timekeeping purposes.*

### 5.3 Equipment

Referees shall use equipment that is reasonable and necessary to officiate the game.

**A.R. 5.3.** May referees use electronic aids or field-marking sprays? **RULING:** Yes.

### 5.4 Jurisdiction

5.4.1 An official's jurisdiction shall begin when he or she arrives at the site of competition and shall end when the official leaves 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. 5.4.1.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. 5.4.1.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. 5.4.1.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. 5.4.1.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.

5.4.2 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.

**A.R. 5.4.2.** 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.

5.4.3 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.

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

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

5.4.6 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.

## 5.5 Duties

5.5.1 Pregame duties shall include:

5.5.1.1 Arriving at the game site a minimum of 30 minutes before kickoff.

5.5.1.2 Surveying field conditions (for safety purposes);

5.5.1.3 Inspecting the field markings;

5.5.1.4 Inspecting the goals and nets;

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

5.5.1.6 Inspecting corner flags;

5.5.1.7 Inspecting game balls;

5.5.1.8 Inspecting players' uniforms and equipment;

5.5.1.9 Obtaining both team rosters; and

5.5.1.10 Confirming with host game management if video review equipment is available. If available, video review will be used per Rule 5.7.

**PENALTY—(5.5.1.1 to 5.5.1.10)—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.**

5.5.2 Postgame duties shall include reviewing and signing the official NCAA box score, or verifying the electronic version, to ensure the score, cards and disciplinary actions are accurately recorded. For all ejections, the referee shall

electronically complete and file the Red Card Form located on the NCAA Soccer Central Hub website at [www.NCAAsoccer.arbitersports.com](http://www.NCAAsoccer.arbitersports.com) within 24 hours of completion of the game.

**A.R. 5.5.2.a.** May a referee reverse a decision involving a sudden-victory goal? **RULING:** Yes, any time before signing, or electronically verifying, the official NCAA box score form. (See Rules 5.4.1, 5.4.2, 6.4.3 and 6.4.4.)

**A.R. 5.5.2.b.** If the NCAA Soccer Central Hub website is unavailable for the 24 hours after the game, does the referee still need to electronically complete and file the appropriate form? **RULING:** Yes, the referee shall complete the form as soon as possible after the website becomes available.

## 5.6 Discretionary Power

The referee has discretionary power to:

5.6.1 Suspend the game whenever, by reason of the elements, 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 (see Page 6) for later administrative action. (See Rules 7.5 and 7.6.)

5.6.1.1 When the WetBulb Globe Temperature (WBGT) is equal to or greater than 86 degrees Fahrenheit, hydration breaks of not less than two minutes around the 25-30-minute marks during the first half, and 70-75-minute marks during the second half are required. The WBGT measurements should be taken by appropriate host personnel before the game and again throughout the game. Appropriate host personnel will instruct the officials if the threshold for mandatory hydration breaks is met. The referee is responsible for informing the head coaches and implementing the hydration breaks. Additional hydration breaks are permissible at the discretion of the referee.

**A.R. 5.6.1.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 5.6.5.

**A.R. 5.6.1.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. 5.6.1.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. 5.6.1.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.

**A.R. 5.6.1.e.** May the referee allow for stoppages due to extreme heat and humidity? **RULING:** Yes.

5.6.2 During the last five minutes of regulation play, use discretion on whether to stop the clock when the losing team is issued a caution or ejection.

**A.R. 5.6.2.a.** A member of the losing team is issued a card in the last five minutes of regulation play to stop the clock. Does the referee have to stop the clock to issue the card? **RULING:** No.

**A.R. 5.6.2.b.** A member of the winning team engages in time-wasting behavior to prolong the issuance of a card and delay the restart. Shall the referee stop the clock? **RULING:** Yes.

5.6.3 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. 5.6.3.a.** May a player be cautioned and/or ejected during an interval between periods or after the completion of a game? **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. 5.6.3.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 misconduct.

**A.R. 5.6.3.c.** A player commits two infringements of a different nature at the same time. **RULING:** The more serious offense shall be penalized.

5.6.4 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. See Rule 12.7.4 and PENALTY.

*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.*

5.6.5 Terminate the game if:

5.6.5.1 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;

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

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

5.6.5.4 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.)

5.6.6 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.

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



5.6.7.1 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, provided 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 beckoned, the player(s) does not have to leave the field.

**A.R. 5.6.7.1.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. 5.6.7.1.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. 5.6.7.1.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 3.6.3.)

**A.R. 5.6.7.1.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 3.5.9.

5.6.7.2 Bleeding, 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 issues and changed, if necessary, before return to participation and permission has been granted by the referee. (See Rule 3.6.3.2.)

**A.R. 5.6.7.2.** In the event the athletic 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 athletic trainer is within a reasonable distance to be summoned in the event of an emergency.

5.6.8 Suspend the game and stop the clock when a player has been instructed to leave the field for an equipment change or jewelry violation.

5.6.9 Suspend the game, stop the clock and direct the game management personnel to remove whistles, air horns, electronic amplifiers and any other items that are not permitted from the spectators' areas.

5.6.9.1 It is permissible for bands to play at anytime during the game.

5.6.9.2 It is permissible for musical instruments and artificial noisemakers to be used at anytime during the game.

**A.R. 5.6.9.a.** Is amplified music permissible? **RULING:** Yes, during pregame, period intervals, and anytime the clock is stopped and the ball is not in play.

**A.R. 5.6.9.b.** Are artificial noisemakers permissible? **RULING:** Yes, provided they are not one of the prohibited items under Rule 5.6.9 and do not interfere with the administration of the game.

## 5.7 Video Review

5.7.1 Video review will be used if the referee confirms with host game management that video review equipment is available. (See Rule 5.5.1.10.) During the game, video review can be initiated by the referee only.

5.7.2 In order to use video review, the review equipment must be provided by the home institution and available at the scorekeeper's table or field level. Indisputable video evidence, in the judgment of the referee, must be present for the call on the field to be overturned.

5.7.3 Video review is permissible in five specific situations. Those five situations are:

5.7.3.1 Determining whether the entire ball passed over the goal line, which includes end of period timing issues;

5.7.3.2 Identifying players for disciplinary matters;

5.7.3.3 Determining whether a fight occurred and identifying all participants;

5.7.3.4 Determining whether violent behavior I or II occurred and identifying all participants; and

5.7.3.5 Correcting timing errors, which must be corrected at the next stoppage of play and before the next restart.

**A.R. 5.7.a.** The venue provides an electronic tablet or other device for video review by the referee on the field. **RULING:** Legal. There is no specific equipment required as long as it demonstrates the video in a manner that can be used by the referee.

**A.R. 5.7.b.** The video review is unclear or does not show the incident under review in a definitive manner. **RULING:** If the available video does not show indisputable evidence to overrule the decision made on the field by the referee, the decision stands.

**A.R. 5.7.c.** Can the referee initiate video review to determine whether a penalty kick should have been awarded? **RULING:** No. Video review can only be used for the five (5) specific situations stated in Rule 5.7.3.

**A.R. 5.7.d.** Can the referee initiate video review to determine whether a foul warrants issuance of a caution or an ejection? **RULING:** No. Video review can only be used for the five (5) specific situations stated in Rule 5.7.3.

**A.R. 5.7.e.** Can a coach or team representative initiate a video review? **RULING:** No. The referee has sole discretion to initiate video review.

**A.R. 5.7.f.** Can a referee initiate a video review after play has been restarted following a stoppage of play? **RULING:** No. Video review must be initiated before play is restarted. **Exception:** *Player identification issues only.*

**A.R. 5.7.g.** The referee awards a goal on the field and initiates a video review. The video review provides indisputable video evidence that the entire ball did not completely cross the goal line. **RULING:** Reverse the decision and take away the goal. Restart play with a dropped ball for the team last in possession, unless the ball was in the penalty area. If the ball was in the penalty area, restart with a dropped ball for the goalkeeper.

**A.R. 5.7.h.** The referee is unsure if a goal has been scored and allows play to continue. The referee determines that video review is warranted to determine whether a goal has been scored. **RULING:** Allow play to continue until the goal-scoring opportunity or attacking team's advantage is completed, the ball goes out of play or an infraction occurs; and stop the game. If the video review confirms a goal, award the goal. Reset the clock to the time the goal was scored and restart with a kickoff. If the video review confirms no goal, restart the game based upon the reason for the stoppage (e.g., throw-in, corner kick, goal kick or free kick). If the game was stopped with the ball in play on the field of play, restart with a drop ball at the spot where the ball was located at the time of stoppage, unless the stoppage occurred while the ball was in the penalty area. In that case, restart with a dropped ball for the goalkeeper.

**A.R. 5.7.i.** The referee is unsure if a goal has been scored and allows play to continue. The referee determines that video review is warranted to determine whether a goal has been scored. While dynamic play continues, A1 commits a cautionable offense. The referee stops the game and issues a caution. Does the card stand as issued? **RULING:** Yes. Disciplinary cards are not rescinded regardless of the outcome of video review.

**A.R. 5.7.j.** Can a protest be granted based upon the decision of a referee: (1) not to use video; or (2) a decision involving the use of video review? **RULING:** No. This is a matter of referee judgment and/or the accuracy of a decision.

**A.R. 5.7.k.** The referee determines that a red card offense has occurred and may constitute a fighting infraction. What are the permissible parameters of video review? **RULING:** The referee can review any misconduct directly involved with the fighting offense and assess appropriate penalties against any individual(s) involved in the fighting incident. For instance, the video shows indisputable evidence that A1 spits at opponent B1. B1 retaliates by punching A1. Issue a red card to A1 for spitting. Issue a red card to B1 for fighting.

**A.R. 5.7.l.** The referee issues a red card for a fighting offense. Video review demonstrates that conduct of the participant did not constitute a fight. **RULING:** Correct the error and punish the participant appropriately.

**A.R. 5.7.m.** The referee issues a yellow card to A1 at the 15th minute and a second yellow card (and red card for a second cautionable offense) at the 30th minute. The Team A coach complains to the referee or the AR brings to the referee's attention that the yellow card issued at the 15th minute should have been issued to A2. May the referee use video review to determine the correct player after play has restarted? **RULING:** Yes, the referee may use video review after a restart for player identification issues and to correct any errors.

**A.R. 5.7.n.** Can the referee use video review to determine whether serious foul play occurred? **RULING:** No.

**A.R. 5.7.o.** The referee uses video review to determine whether violent behavior I or II occurred. When must that video review be conducted? **RULING:** Before the restart after the first stoppage after the incident occurred. The referee can review any misconduct directly involved with the violent behavior offense and assess appropriate penalties against any individual(s) involved in the violent behavior incident.

**A.R. 5.7.p.** Can video review be used to determine if there was a foul committed by the attacking team or an offside violation leading to a goal? **RULING:** No. Video review can only be used for the five (5) specific situations stated in Rule 5.7.3.

**A.R. 5.7.q.** Can video review be used to determine whether an incident constitutes violent behavior I or II? **RULING:** Yes.

**A.R. 5.7.r.** The clock is correctly stopped with 20 seconds left in the period and is restarted late. A goal is scored with 3 seconds left on the scoreboard clock and the referee recognizes there was a timing issue. Upon video review, the referee determined that the clock was started 5 seconds late. **RULING:** Nullify the goal and declare the period over.

**A.R. 5.7.s.** Can video review for a timing issue be conducted after time has expired for the end of the game? **RULING:** Yes, provided the referee has not signed the official scorebook or left the site.

## 5.8 Protest

5.8.1 A protest may be filed by an authorized representative of an involved institution or governing sports authority providing it relates to: (1) Player identification; or (2) Illegal participation by ejected or suspended student-athletes, coaches and team personnel. Protests shall not be considered for any other reason, including referee judgment, the accuracy of a game official's decision or errors made by a game official.

5.8.2 A protest shall be filed electronically with the secretary-rules editor by completing and submitting the Protest Form located on the NCAA Soccer Central Hub website at [www.NCAAsoccer.arbitersports.com](http://www.NCAAsoccer.arbitersports.com) within 48 hours of the completion of the game. The Protest Form shall be completed in the prescribed manner, and copies of the form shall be contemporaneously forwarded to the opposing coach and the referee. The failure to file, complete and serve copies of the Protest Form in a timely manner will result in denial of the protest.

5.8.3 For any issue involving a possible scorekeeper error, the referee and authorized representatives of the teams shall confer and make a determination based upon the available information at the game site.

5.8.4 All decisions by the secretary-rules editor are final and not subject to appeal.

**A.R. 5.8.a.** A protest is filed claiming that an opponent was offside when a goal was scored. **RULING:** Protest denied. The decision of the referee regarding facts of play is final. Protests based on matters of referee judgment or the accuracy of a decision shall not be considered.

**A.R. 5.8.b.** The referee issues a red card for violent behavior I or II. A protest is filed alleging the action did not warrant an ejection. **RULING:** Protest will not be granted since it is based on a matter of referee judgment.

**A.R. 5.8.c.** A protest is filed claiming the referee incorrectly ruled that a push was a fighting offense per Rule 12.7.4.10. **RULING:** Protest denied. The decision of the referee regarding facts of play is final. Protests based on matters of referee judgment or the accuracy of a decision shall not be considered.

**A.R. 5.8.d.** A protest is filed claiming the referee incorrectly issued a red card for behavior that should have been punished by a yellow card. **RULING:** Protest denied. The decision of the referee regarding facts of play is final. Protests based on matters of referee judgment or the accuracy of a decision shall not be considered.

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# RULE 6

## Other Officials and Their Duties

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### 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

- 6.2.1 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 6) 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.
- 6.2.2 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; assisting the referee and assistant referees as needed; and assisting in the control of bench personnel.
- 6.2.3 The alternate official shall remain standing near the halfway line between the coaching and team areas during play, unless dealing with bench conduct issues.

### 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.

6.3.3.1 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 30 minutes, game rosters shall be exchanged; at 10 minutes, teams clear the field and then captains and officials meet for coin toss. Officials, coaches and players are introduced. National anthem is played, if applicable; and at 0:00, game begins.

6.3.5 The timekeeper shall stop the clock when the referee signals 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. 3.7.1.c;

6.3.5.6 Because an athletic 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.

**Exception:** *During the last five minutes of regulation play, the referee has discretion on whether to stop the clock when the losing team is issued a caution or ejection.*

**A.R. 6.3.5.** Does the referee have discretion to stop the clock to address player conduct or unsporting tactics? **RULING:** Yes.

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 using a public-address system or to the nearest official the last seconds of playing time in any period, from 10 to zero.

6.3.9 The timekeeper shall signal for the termination of the period and signal with a horn (not whistle) when time has expired. The expiration of time is the moment the timekeeper's signal begins, regardless of the position of the ball. If no horn sounds, the period will end when the clock reaches zero (and/or 45:00/90:00/10:00/10:00).

**A.R. 6.3.9.** If time is being kept on the field by the referee, shall the referee's whistle signal the end of the period? **RULING:** Yes. (See Rule 6.3.3.1.)

## 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-by 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) 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 3.6.1.)

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

6.4.5 The official scorekeeper shall file the official scoresheet with the NCAA for every game.

*Note: Each team is responsible for uploading the box score on the NCAA statistics site for home games or contests at a neutral site or against non-NCAA opponents. Note that an electronic version of the scoresheet with an official's signature does not also need to be emailed to the NCAA.*

## 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 that distinguish them from all field players. Each ball person's duty is to assist in ball retrieval to avoid delay. All ball persons shall be instructed by and are under the direct supervision of the game officials.

### Recommended Timing Sheets

#### NCAA Regular-Season Pregame Schedule

<i>Clock</i>	<i>Activity</i>
60:00*	Teams may begin warm-up on the field in front of their bench.
<i>*Begin clock 60 minutes before game starting time.</i>	
30:00	Game rosters exchanged. Referee inspects game balls.
10:00	Teams clear field. Captains and officials meet for coin toss. Introduction of officials, coaches and players. <ol style="list-style-type: none"> <li>Officials.</li> <li>Visiting coaches and team.</li> <li>Home coaches and team. National anthem. Teams shake hands; designated away team moves to shake designated home team's hands.</li> </ol>
0:00	Game begins.
Halftime	15:00—Start immediately when first half ends
0:00/45:00	Kickoff • Second half

#### Overtime Procedure

5:00	Intermission starts immediately when regulation time ends.
10:00	First overtime period (sudden victory).
2:00	Intermission starts immediately when first overtime ends.
10:00	Second overtime period (sudden victory).



### NCAA Postseason Pregame Schedule

- 60:00\* Teams may begin warm-up on the field in front of their bench.  
*\*Begin clock 60 minutes before game starting time.*
- 30:00 Game rosters exchanged.  
 Referee inspects game balls.
- 10:00 Teams clear field.  
 Captains and officials meet for coin toss.  
 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. Teams shake hands; designated away team moves to shake designated home team's hands.
- 0:00 Game begins.
- 45:00 Kickoff • First half
- Halftime 15:00-17:00—Start immediately when first half ends
- 0:00/45:00 Kickoff • Second half

#### Overtime Procedure

- 5:00 Intermission starts immediately when regulation time ends.
- 10:00 First overtime period (sudden victory).
- 2:00 Intermission starts immediately when first overtime ends.
- 10:00 Second overtime period (sudden victory).
- 5:00 Intermission starts immediately when second overtime ends.

#### Penalty-Kick Procedure (See Rule 7.1.1.)

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# RULE 7

## Duration of the Game

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### 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 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 shall be recorded as a tie. For regular-season games, it will remain a tie for all purposes. For postseason games, which include conference tournaments and NCAA tournament games, 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. 7.1.1.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.

**A.R. 7.1.1.c.** 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.

7.1.1.1 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, after all the eligible kickers have kicked once, the order of the designated kickers may change. 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 nonoffending 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. The game will continue with the remaining designated players. *Note: The tiebreaker kicks shall be administered in accordance with Rule 14.2.*

**A.R. 7.1.1.1.** Are coaches permitted in the center circle during the taking of kicks from the penalty line or mark? **RULING:** No. Designated kickers are the only personnel permitted on the field and are required to be in the center circle. If a goalkeeper is a designated kicker, the referee must be notified before the taking of the first kick. Coaches, nonparticipating players and all other bench personnel shall remain beyond the touchline in the coaching and player area.

- 7.1.1.2 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. The referee shall determine which goal shall be used.
- 7.1.1.3 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.
- 7.1.1.4 Each kick shall be taken by a different player until all 10 designated kickers have kicked once. If the kicks continue beyond that number, the order of the initially designated kickers may be changed.
- 7.1.1.5 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.
- 7.1.1.6 The referee shall administer the taking of the kicks. One assistant referee shall act as the goal judge and one assistant referee shall record the kickers and monitor the nonparticipants.
- 7.1.1.7 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 an athletic trainer in concert with the governing sports authority. (See Page 6.) However, the injured goalkeeper is eligible to return if physically able.

## 7.2 Halftime and Overtime Intervals

- 7.2.1 The halftime interval shall start immediately when the first half ends and be 15 minutes, which may be extended in postseason competition by the games committee. The interval may be shortened by mutual consent of the coaches and officials.
- 7.2.2 The interval between the end of regulation play and the first overtime period shall be five minutes and start immediately when regulation time ends. The interval between the first and second overtime periods shall not exceed two minutes and shall start immediately when the first overtime ends.

## 7.3 End of Game

The end of the game shall occur after time has expired and the referees or teams have left the site of competition. (See Rules 5.4.1, 6.4.3 and 6.4.4.)

## 7.4 Forfeit, No Contest

- 7.4.1 When a scheduled game is terminated 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 terminated.
- 7.4.2 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.

## 7.5 Suspended Game

- 7.5.1 A suspended game is considered a temporary action (because of elements or other causes).
- 7.5.2 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.
- 7.5.3 If the game progressed to 70 minutes, it will be considered complete. 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 12.4, 12.5, 12.6, 12.7 and 12.8.

**A.R. 7.5.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. 7.5.b.** A game is suspended at 47:47. What is the ruling of the game? **RULING:** No contest.

## 7.6 Inclement Weather Policy, Expiration of Time

- 7.6.1 The purpose of the inclement weather policy is to provide information to those responsible for making decisions about suspending and restarting games based on the presence of lightning. The NCAA provides detailed guidance on lightning (and other environmental hazards) in the NCAA

Sports Medicine Handbook. Please consult the latest version of this handbook, which is available at [ncaa.org](http://ncaa.org).

- 7.6.2 No game may be started more than three hours after the originally scheduled start time unless the referee has been notified and the new start time mutually agreed upon before the start of the game by the teams or determined by the governing sports authority. (See Page 6.)
- 7.6.3 Once a game has been started and suspended, it must be restarted not later than three hours after the originally scheduled start time unless mutually agreed upon before the start of the game by the teams or determined by the governing sports authority. (See Page 6.)

*Note: For example, a game started at 2 p.m., if interrupted, shall be suspended if it cannot be resumed before 5 p.m. unless mutually agreed upon before the start of the game or by conference policy. (See Rule 7.1.)*

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# RULE 8

## Start of Play

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### 8.1 Coin Toss

8.1.1 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.

8.1.2 At the beginning of the first overtime period, the visiting team shall call the coin toss and the procedures for choosing ends of the field or the kickoff as set forth in Rule 8.1.1 shall be followed.

### 8.2 Kickoff

8.2.1 At the referee's signal (whistle), the game shall be started by a player kicking the ball. The ball may be kicked in any direction and must clearly move.

8.2.2 Every player, except the player kicking the ball, 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 from the ball until it is kicked off.

**PENALTY—(8.2.1 and 8.2.2)—The kick must be retaken. If repeatedly kicked off improperly, see Rule 8.2.5 PENALTY.**

8.2.3 A goal may be scored directly from the kickoff. *Exception: An own goal cannot be scored directly from the kickoff.*

8.2.4 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.**

8.2.5 The game is started only when the ball is properly kicked off. If the ball is not properly kicked off, the ball again shall be placed on the kickoff mark and properly kicked off.

**PENALTY—Any player who kicks off improperly, willfully encroaches on the 10-yard distance or willfully moves beyond his or her halfway line shall be warned and, on repetition, cautioned.**

### 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

8.4.1 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.

8.4.2 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.

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# RULE 9

## Ball In and Out of Play

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### 9.1 In Play

- 9.1.1 The ball is in play at all times from the start of the game to the finish, including when it touches an official on the field of play, rebounds from a goal post, crossbar or corner flag post into the field of play, except those circumstances in Rule 9.2.
- 9.1.2 In any instance when play is restarted with a free kick, the ball must clearly move as a result of the first player touching the ball to be 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.
- 9.2.3 The ball touches an official, remains on the field of play and goes directly into the goal, team possession changes or a promising attack starts.

### 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 touchline or end line, a throw-in, goal kick, corner kick or kickoff 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 dropped ball at the spot where the ball was last touched before play was suspended, provided the ball was not in the penalty area.
- 9.3.2.1 If play was suspended with the ball in the penalty area or was last touched in the penalty area, it shall be dropped for the goalkeeper. If play was suspended with the ball outside the penalty area, it shall be dropped for one player of the team that last touched the ball at the location where the ball was last touched, provided it was not in the penalty area. If play was suspended as the result of the ball striking an official or other object outside the penalty area, it shall be restarted with a dropped ball for a player of the team that last touched the ball, at the location where the ball struck an official or other object on the field of play. In all cases, the ball is dropped for the defending team goalkeeper in his/her penalty area if, when play was stopped: (1) the ball was in the penalty area; or (2) the last touch of the ball was in the penalty area. 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.



9.3.2.2 In all cases, all other players (of both teams) must be at least 5 yards away.

9.3.2.3 If the ball touches the referee (or another match official) and goes into the goal, team possession changes or a promising attack starts, a drop ball is awarded.

9.3.2.4 In any instance when play is restarted with a free kick, the ball must clearly move as a result of the first player touching the ball to be in play.

**A.R. 9.3.2.a.** A player is injured, but no foul was committed. The referee stops play while a goalkeeper has possession of the ball. **RULING:** Stop the game and the clock and restart the game with a dropped ball for the goalkeeper.

**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 If a dropped ball enters the goal without touching at least two players, play is restarted with a goal kick if it enters the opponent's goal, or a corner kick if it enters the player's own goal.

9.3.4 Kickoff. (See Rule 8.2.)

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# RULE 10

## Scoring

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

### 10.1 Method of Scoring

10.1.1 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.

10.1.2 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. 10.1.2.** 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.

### 10.3 Shots

10.3.1 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.)*

10.3.2 Each shot results in one of five possibilities: a goal, a save, it is obstructed by another player, it is high or it is wide.

### 10.4 Goals

10.4.1 A goal is awarded when a player legally causes the entire ball to completely cross the goal line.

**A.R. 10.4.1.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. 10.4.1.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 penalty area, in which case the ball shall be dropped for the goalkeeper.

**A.R. 10.4.1.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:** No goal. The game shall restart with a goal kick.

**A.R. 10.4.1.d.** The referee whistles to signal a goal before the ball has passed completely over the goal line and into the goal, then immediately recognizes the error. **RULING:** No goal. The game shall be restarted by dropping the ball for the goalkeeper.

**A.R. 10.4.1.e.** A player kicks the ball directly into the opponent's goal from a corner kick. **RULING:** Goal.

**A.R. 10.4.1.f.** A player kicks the ball directly into the opponent's goal from a kickoff. **RULING:** Goal.

**A.R. 10.4.1.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. 10.4.1.h.** A player taking a free kick kicks the ball into his or her own goal. **RULING:** No goal. Award a corner kick.

**A.R. 10.4.1.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. (See Rule 14.2.6.)

**A.R. 10.4.1.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 illegal 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.

- 10.4.2 When a defender plays the ball into his or her team's goal, the goal is not credited to an individual opponent, but is recorded as an "own goal."
- 10.4.3 An attacking player whose shot or pass is deflected into the goal by a defender or is mishandled by the goalkeeper and allowed to cross into the goal shall receive credit for a shot or a goal, provided the momentum of the shot carried the ball into the goal.

## 10.5 Assists

- 10.5.1 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.
- 10.5.2 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.
- 10.5.3 No assist is awarded when a player gains control from the defensive team and scores.
- 10.5.4 No assist is awarded on a penalty-kick goal.

- 10.5.5 A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists.
- 10.5.6 A player cannot receive credit for an assist on a goal that the player also scores.
- 10.5.7 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.
- 10.5.8 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.

### 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 game. If two or more goalkeepers participate in a game in which no goals are allowed, all goalkeepers who played shall receive a combined shutout.

### 10.7 Winning the Game, Game-Winning Goals

- 10.7.1 The team scoring the greater number of goals shall be designated the winner.
- 10.7.2 During the regular season, if no goals or an equal number of goals are scored, the game shall be termed a "draw."
- 10.7.3 In postseason games in which the tiebreaker procedure described in Rule 7.1.1 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. **Exception:** *National championship game.*
- 10.7.4 A game-winning goal for statistical purposes is the goal that is one more than the opposing team's final total.

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# RULE 11

## Offside

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### 11.1 Offside Position

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

11.1.1 The player is in his or her own half of the field of play (including the halfway line); or

11.1.2 The player is not closer to the opponent's end 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 only if, at the time the ball touches or is played by a teammate, the player is in an offside position and gets involved in active play by interfering with play or with an opponent, or gains an advantage by being in that position.

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

**A.R. 11.2.a.** A player is in an offside position and interferes with an opponent or hampers the opponent's movements or obstructs his or her sight of the ball.  
**RULING:** Offside.

**A.R. 11.2.b.** 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.c.** An attacking team 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 3.7.3.)

**A.R. 11.2.d.** 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 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.e.** 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 misconduct. (See Rule 3.7.3.)

**A.R. 11.2.f.** 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;

11.3.2 If the player receives the ball directly from a goal kick, corner kick or throw-in; or

11.3.3 If the player receives the ball from a deliberate play from a defender (except a save).

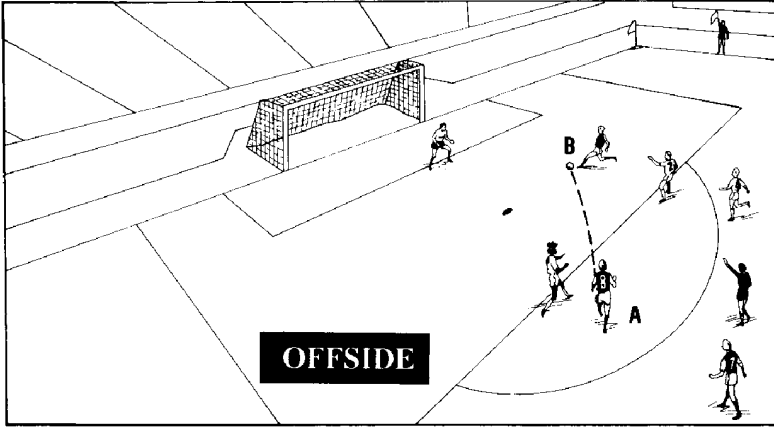
11.3.3.1 A deliberate act is one in which a player chooses to act, regardless of the outcome of that action. This deliberate act is neither a reaction nor reflex. A deliberate action may result in the opponent benefiting from the action (e.g., a deliberate, but misplayed ball that goes directly to an opponent). A reaction or reflex may result in that player benefiting from the action (e.g., a ball inadvertently contacting the arm and falling directly to the player's feet).

*Note: A deliberate play by the defender may result in an opponent in an offside position receiving the ball directly. This is not to be penalized as offside.*

**A.R. 11.3.3.** A player in an offside position receives the ball from a misplayed clearance by a defender (e.g., the ball skims off the head of a defender or is "shanked" during a clearance, including from a deliberate handball). Should the attacker be penalized for offside? **RULING:** No, the attacker received the ball from a deliberate play by a defender and even though the attacker is in an offside position and gained an advantage from being in that position, he or she is not penalized for offside as the ball was last played by a defender in a deliberate manner.

## DIAGRAMS ILLUSTRATING POINTS IN CONNECTION WITH OFFSIDE

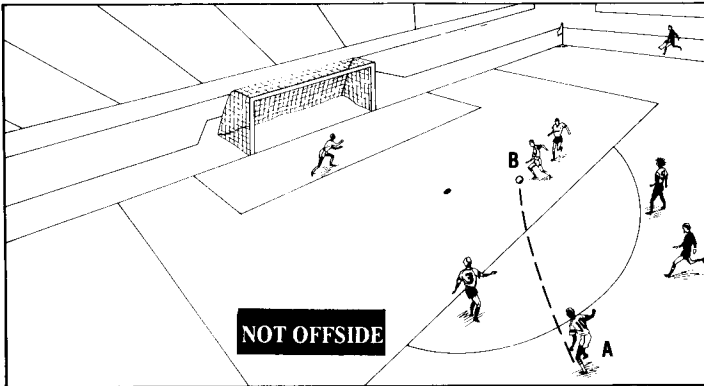
### OFFSIDE—Diagram 1



#### Pass to a Teammate

*A* passes the ball to *B*. *B* is offside because he is in his opponent's half of the field, in front of *A*, and there are fewer than two of his opponents closer to his opponent's end line when the ball was passed forward. Note: Even is onside.

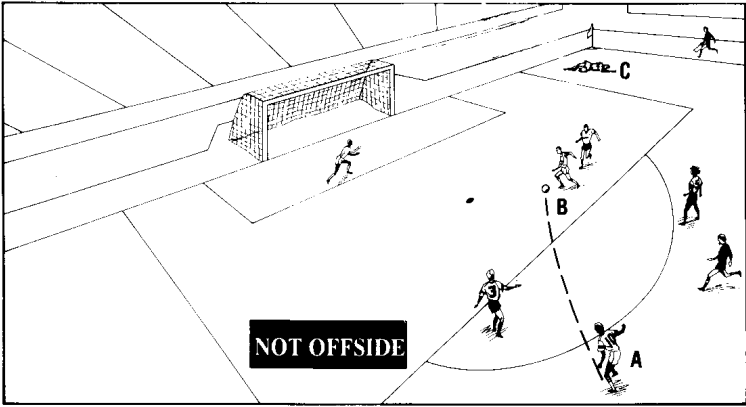
### OFFSIDE—Diagram 2



#### Pass to a Teammate

*A* plays the ball forward to *B*, who is even with the second-to-last opponent. *B* is not offside since, at the moment the ball was played forward, there are at least two of her opponents closer to her opponent's end line than *B* was. Note: Even is onside.

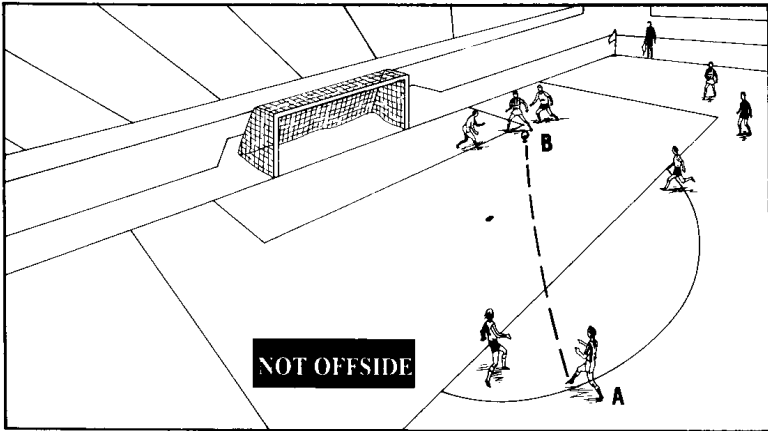
**OFFSIDE—Diagram 3**



**Pass to a Teammate**

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

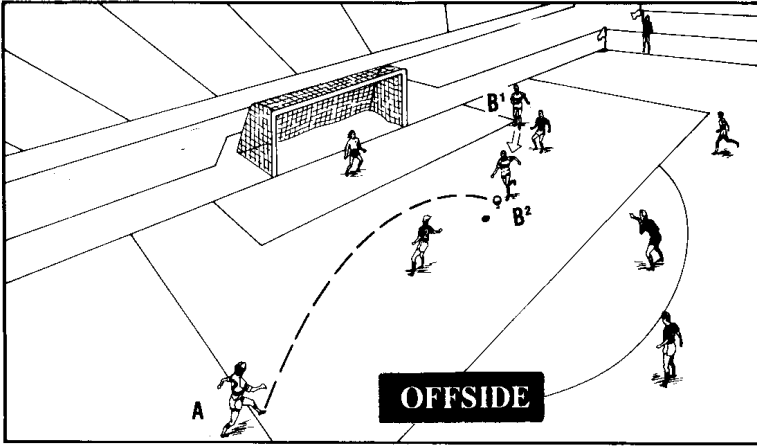
**OFFSIDE—Diagram 4**



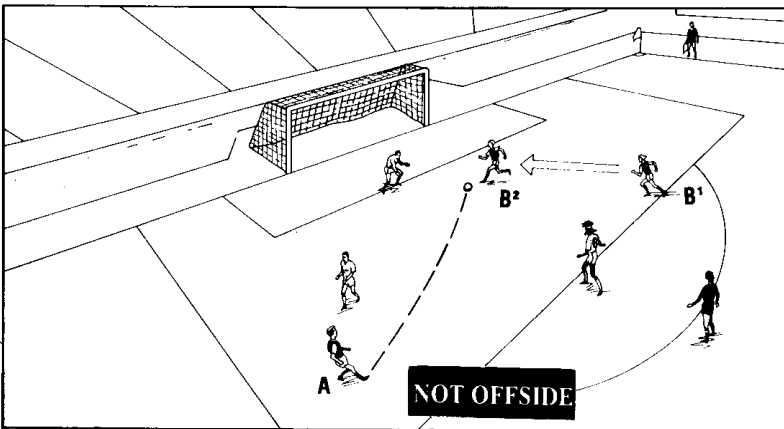
**Pass to a Teammate**

A plays the ball to B, who is even with the last two opponents. B is not offside since, at the moment the ball was played forward by A, there are at least two of her opponents closer to the opponent's end line. Note: Even is inside.



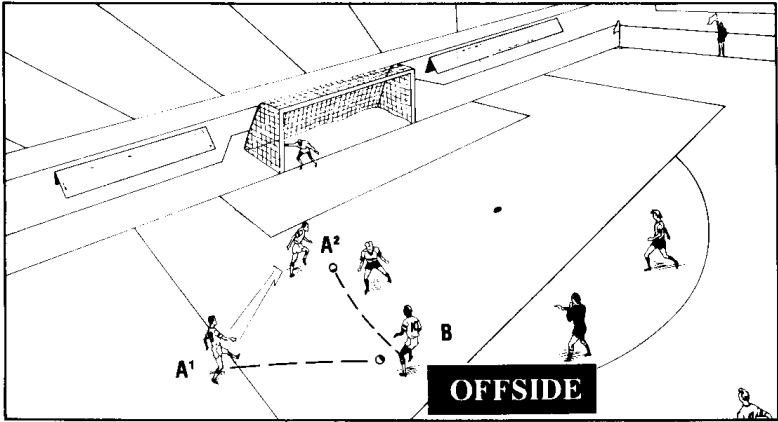
**OFFSIDE—Diagram 5****Pass to a Teammate**

*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 end line than the second-to-last defender and was involved in active play. The Assistant Referee should raise his flag and the referee should penalize him at the moment he touches the ball.

**OFFSIDE—Diagram 6****Pass to a Teammate**

*A* passes the ball to *B*, who runs from Position 1 to Position 2 to make a play on the ball. *B* is not offside because at the moment the ball was played by *A*, *B* was not in an offside position since she was not in front of the ball and there were at least two opponents closer to the opponent's end line. Note: Even is inside.

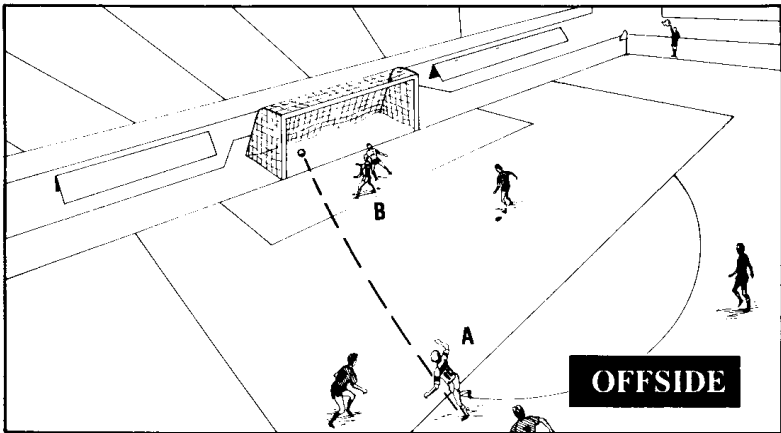
**OFFSIDE—Diagram 7**



**Interpassing With a Teammate**

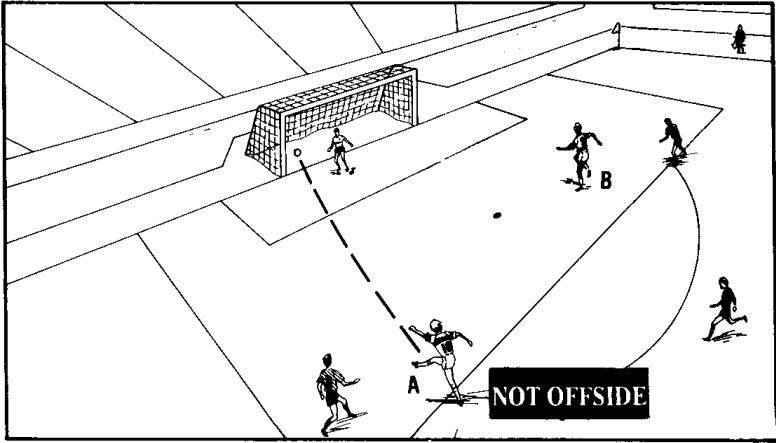
*A* plays the ball to *B* from Position 1 and runs forward to receive the return pass. *B* plays the ball to *A*, who is now in Position 2. *A* is offside since at the moment the ball was played forward to him by *B*, he was closer to his opponent's end line than the second-to-last defender and was involved in active play.

**OFFSIDE—Diagram 8**

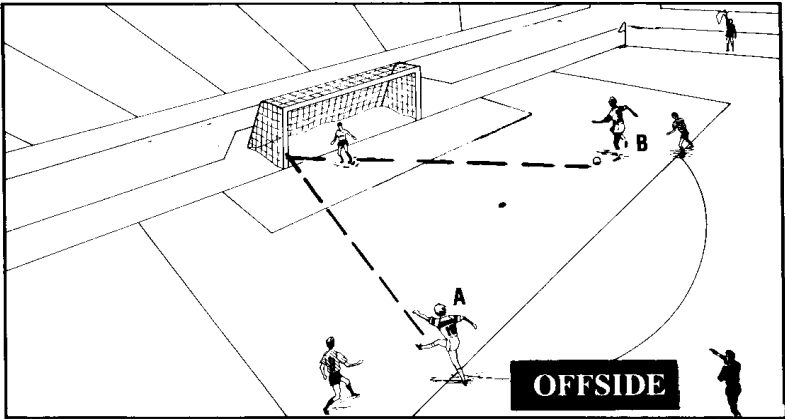


**Interfering With an Opponent**

*A* shoots for goal and the ball enters the net. *B* is standing in front of the goal-keeper. 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.

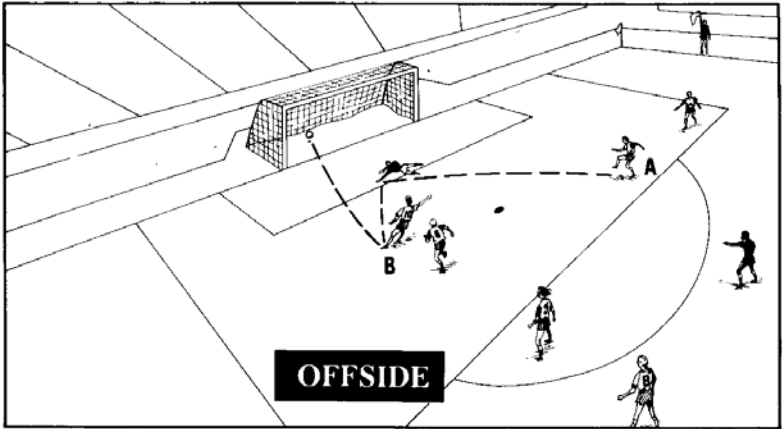
**OFFSIDE—Diagram 9****Shot at Goal**

*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 involved in active play by being in that position.

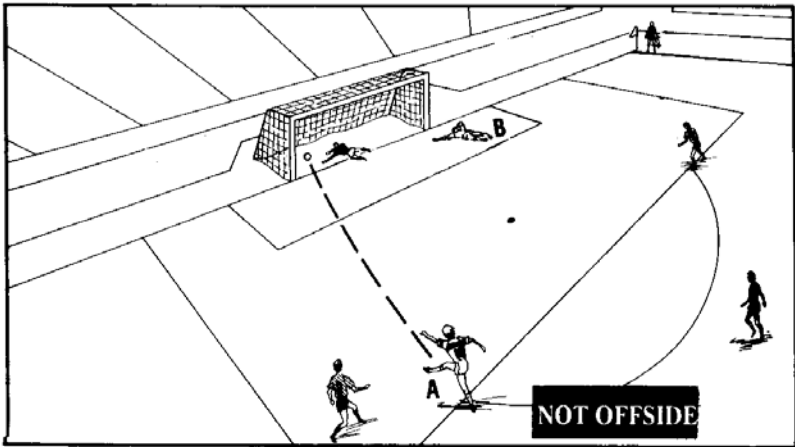
**OFFSIDE—Diagram 11**



**Shot Rebounds From Goalkeeper**

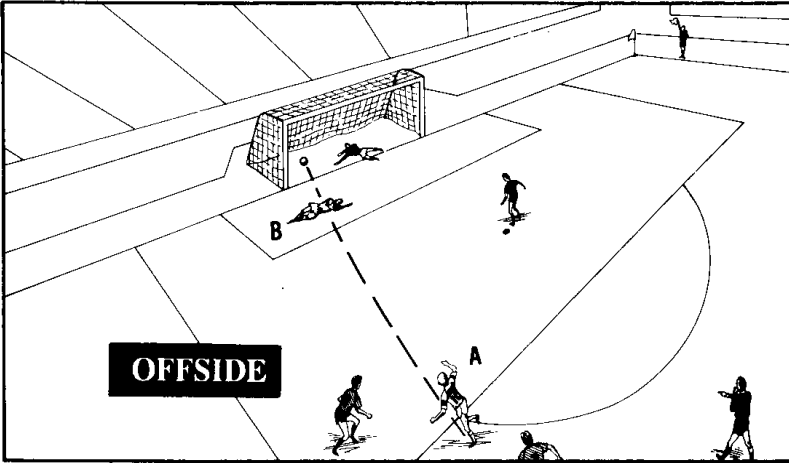
A shoots the ball at goal and the ball rebounds from the goalkeeper to B, who kicks the ball into goal. The goal is disallowed since B, who was in an offside position when the ball was last played by A, was involved in active play by receiving the ball from a save by an opponent while being in that position.

**OFFSIDE—Diagram 12**

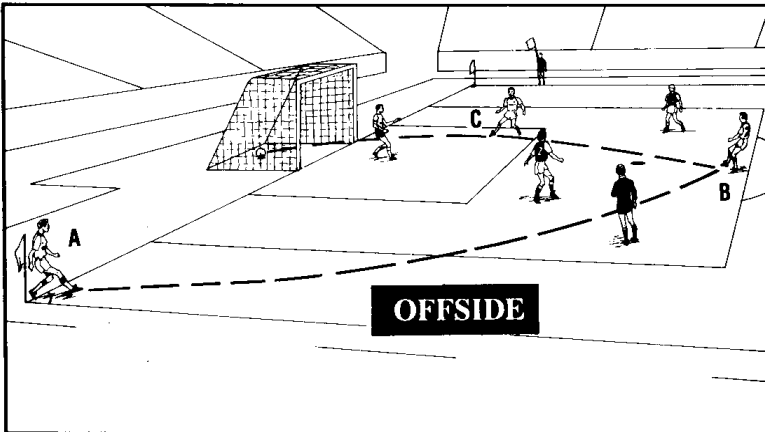


**Not Interfering With an Opponent**

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.

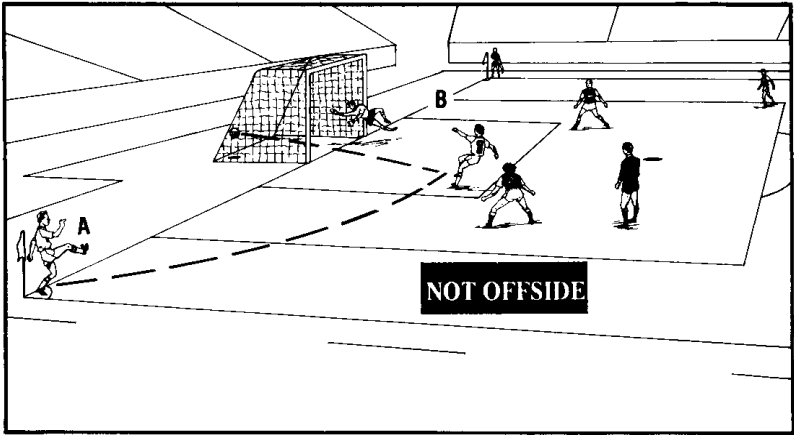
**OFFSIDE—Diagram 13****Interfering With an Opponent**

*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 directly to *B*. *B* shoots for goal. The ball is touched by teammate *C* and enters the goal. *C* is offside. The goal must be disallowed since *C* was closer to his opponent's end line than at least two of his opponents when the ball was played forward. Note: Even is onside.

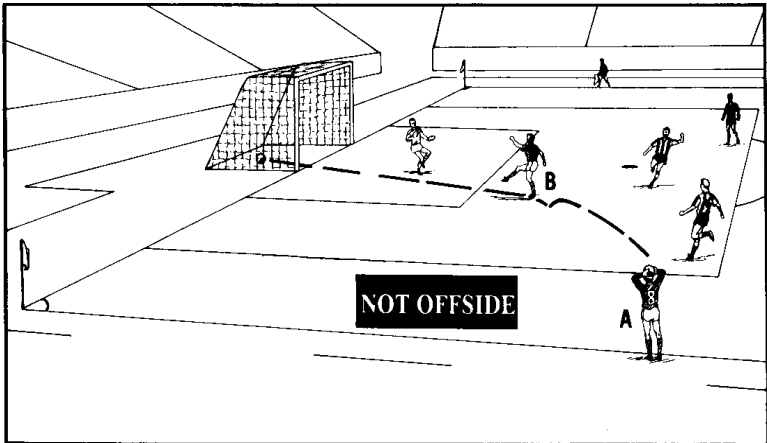
**OFFSIDE—Diagram 15**



**Corner Kick**

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

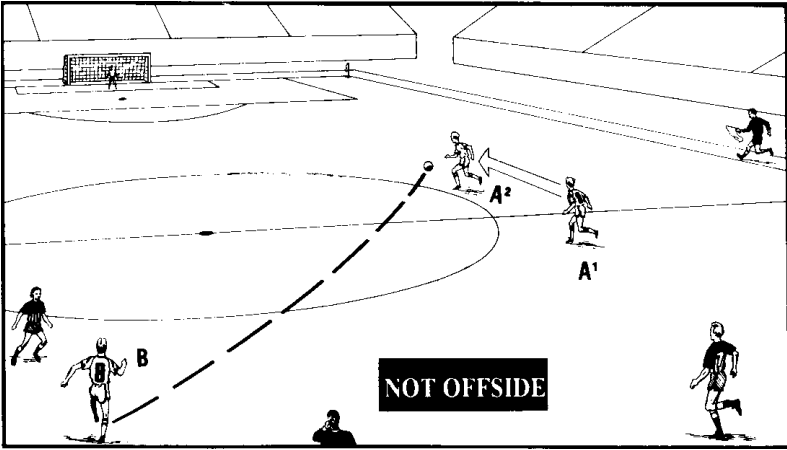
**OFFSIDE—Diagram 16**



**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 end line, he is not offside because a player cannot be offside if he receives the ball directly from a throw-in.

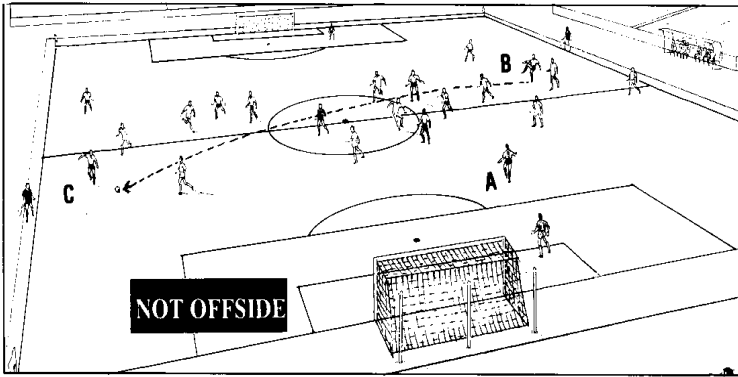
**OFFSIDE—Diagram 17**



**Pass to a Teammate**

*B* plays the ball ahead of *A*, who is in her own half of the field of play at Position 1. Although there are not at least two opponents closer to their own end 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**

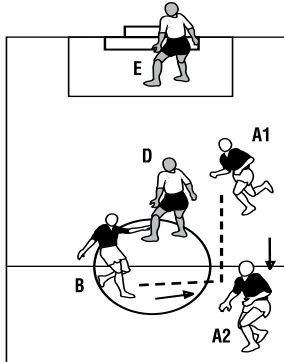


**Active Play**

The ball is intercepted by *B*, a teammate of the attacking player. It is played 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.*

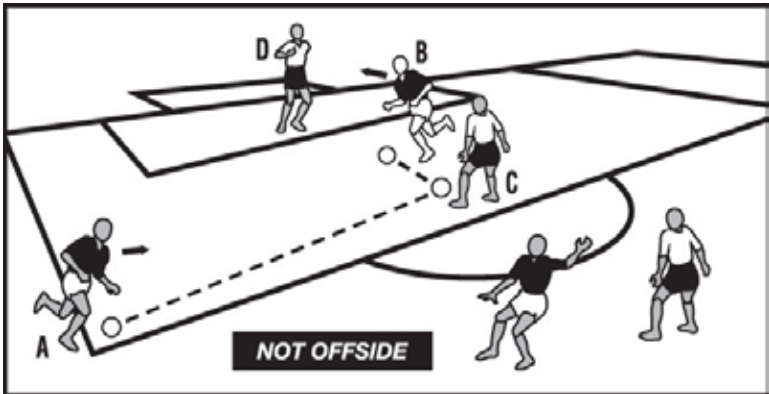
**OFFSIDE—Diagram 19**



**Offside When Ball is Played**

If **A** is in the opponent's half of the field of play (Position 1) and is in an offside position when **B** last played the ball, **A** cannot put herself outside by moving back into her half of the field of play (Position 2).

**OFFSIDE—Diagram 20**



**Deliberate Play**

This is a deliberate play by the defender, even though the ball went directly to an attacker in an offside position.



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# RULE 12

## Fouls and Misconduct

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Fouls are defined and classified as follows:

1. Careless. A foul is careless when a player shows a lack of attention or consideration when committing a foul. No disciplinary sanction is required.
2. Reckless. A foul is reckless when a player acts with disregard for the danger to, or consequences to an opponent. A caution is required.
3. Excessive Force. A foul involves excessive force when a player exceeds the necessary use of force and/or endangers the safety of an opponent. An ejection is required.
4. Tactical Fouls. A tactical foul is usually committed to stop a promising attack or deny an obvious goal-scoring opportunity. A caution or ejection is required based upon the circumstances.

### 12.1 Direct Free-Kick Offenses

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

- 12.1.1 Spitting at or biting an opponent;
- 12.1.2 Kicking or attempting to kick an opponent;
- 12.1.3 Striking or attempting to strike an opponent including the use of a ball or piece of equipment;
- 12.1.4 Tripping or attempting to trip an opponent;
- 12.1.5 Using blood on a uniform or from a bleeding or oozing injury to assault an opponent;

**A.R. 12.1.5.** 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 for violent behavior II and award a direct free kick or a penalty kick if the offense took place in the penalty area.

- 12.1.6 Jumping at an opponent;
- 12.1.7 Handling the ball;

12.1.7.1 It is an offense if a player:

- 12.1.7.1.1 Deliberately touches the ball with his/her hand/arm, including moving the hand/arm toward the ball;
- 12.1.7.1.2 Scores in the opponent's goal directly from his/her hand/arm, even if accidental, including by the goalkeeper;
- 12.1.7.1.3 After the ball has touched his/her or a teammate's hand/arm, even if accidental, immediately (1) scores in the opponent's goal or (2) creates a goal-scoring opportunity; or

12.1.7.1.4 Touches the ball with his/her hand/arm when (1) the hand/arm has made his/her body unnaturally bigger or (2) the hand/arm is above/beyond shoulder level (unless the player deliberately plays the ball which then touches his/her hand/arm).

12.1.7.2 The offenses in Rule 12.1.7.1 apply even if the ball touches a player's hand/arm directly from the head or body (including the foot) of another player who is close.

12.1.7.3 Except for the offenses in Rule 12.1.7.1, it is not an offense if the ball touches a player's hand/arm:

12.1.7.3.1 Directly from the player's own head or body (including the foot);

12.1.7.3.2 Directly from the head or body (including the foot) of another player who is close;

12.1.7.3.3 If the hand/arm is close to the body and does not make the body unnaturally bigger; or

12.1.7.3.4 When a player falls and the hand/arm is between the body and the ground to support the body, but not extended laterally or vertically away from the body

*Notes:*

1. *This does not apply to the goalkeeper within his or her penalty area.*

2. *For purposes of determining handball offenses, the upper boundary of the arm is in line with the bottom of the armpit.*

**A.R. 12.1.7.** 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.

12.1.8 Deliberate handling by the goalkeeper outside the penalty area;

12.1.9 Holding an opponent when a player's contact with an opponent's body impedes the opponent's movement;

**A.R. 12.1.9.a.** 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.

**A.R. 12.1.9.b.** 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.

12.1.10 Charging an opponent illegally;

12.1.10.1 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.

**A.R. 12.1.10.1.** What is meant by charging illegally (not violent 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.

12.1.11 Violently fouling the opposing goalkeeper while in possession of the ball in the penalty area; or

12.1.11.1 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. 12.1.11.1.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. 12.1.11.1.b.** The goalkeeper throws the ball at an opponent in a reckless manner or with excessive force. **RULING:** Caution or eject the goalkeeper and award a direct free kick at the point where the ball struck or would have struck the player (if the player is outside the penalty area) or penalty kick (if the player is within the penalty area).

12.1.12 Assaulting a referee or game official. (See Rule 12.7.4.10)

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

## 12.2 Indirect Free-Kick Offenses

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

12.2.1 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 or on a penalty kick;

12.2.2 A goalkeeper taking longer than six seconds to release the ball;

12.2.3 A goalkeeper repossessing the ball in violation of Rule 12.3.2;

12.2.4 A substitution or re-entry being made at an improper time or without being beckoned by the referee;

12.2.5 Persons other than the players and assistant referees entering the field of play without the referee's permission;

12.2.6 Illegal or inappropriate coaching from the touchlines;

12.2.7 Dissenting by word or action with a referee's decision;

12.2.8 Unsporting behavior, including inappropriate language;

12.2.9 Dangerous play;

12.2.9.1 Dangerous play is any action, without physical contact, 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.

12.2.10 Offside;

12.2.11 Charging (non-violently, consisting of a nudge or contact with the near shoulder, when both players are in an upright position) when the ball is not within playing distance;

12.2.12 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;

**A.R. 12.2.12.** A player raises his or her foot as the goalkeeper kicks the ball from his or her hands. **RULING:** Indirect free kick.

12.2.13 Impeding the progress of an opponent other than holding; or

12.2.13.1 Impeding 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.

**A.R. 12.2.13.1.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. 12.2.13.1.b.** May an opposing player ever take a position in front of a goalkeeper who is in possession of the ball? **RULING:** No.

12.2.14 A player leaving the field of play during the progress of the game without the consent of the referee.

### 12.3 Goalkeeper Violations

12.3.1 *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 (6) seconds.

**A.R. 12.3.1.** 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.

12.3.2 *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:

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

12.3.2.2 The ball has been touched by a member of his or her own team and the ball has not been deliberately kicked or thrown to the goalkeeper. Bouncing the ball while stationary is permissible; however, 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 with the hands unless the ball is touched or played by an opponent.

**A.R. 12.3.2.2.** 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: The goalkeeper is not permitted to touch the ball with his/her hands, unless he/she has clearly kicked or attempted to kick the ball to release it into play, after: (1) it has been deliberately kicked to the goalkeeper by a teammate; or (2) receiving it directly from a throw-in taken by a teammate.*

**PENALTY—(12.3.1 to 12.3.2)—Indirect free kick from the point of infraction.**

12.3.3 *Handling the ball.* The goalkeeper has the same restrictions on handling the ball as any other player outside the penalty area. If the goalkeeper handles the ball inside their penalty area when not permitted to do so, an indirect free kick is awarded but there is no disciplinary sanction. However, if the offense is playing the ball a second time (with or without the hand/arm) after a restart before it touches another player, the goalkeeper must be sanctioned

if the offense stops a promising attack (caution) or denies an opponent or the opposing team a goal or an obvious goal-scoring opportunity (ejection).

12.3.4 *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. 12.3.4.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. 12.3.4.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 free kick from the point of infraction.

## 12.4 Cautions

12.4.1 A caution is a formal disciplinary action requiring specific procedures to be followed by the referee, including stopping the clock, suspending play and displaying a yellow card.

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

12.4.3 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:

12.4.3.1 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. 12.4.3.1.** 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.

12.4.3.2 Persistently infringing upon any of the rules of the game;

12.4.3.3 Showing dissent by word of mouth or action to decisions made by the referee;

12.4.3.4 Using profane language in an incidental manner;

**A.R. 12.4.3.4.** A player misses a shot and uses incidental profanity directed at no one in particular. **RULING:** The referee shall caution the player.

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

**A.R. 12.4.3.5.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. 12.4.3.5.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.

#### 12.4.3.6 Delaying the restart of play;

**A.R. 12.4.3.6.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. 12.4.3.6.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. 12.4.3.6.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.

#### 12.4.3.7 Failing to respect the required distance when play is restarted with a corner kick, free kick, dropped ball or throw-in; or

**A.R. 12.4.3.7.** Is encroachment a form of misconduct? **RULING:** Yes. The referee has the authority to caution, and on recurrence, eject the offending player(s).

#### 12.4.3.8 Denying an obvious goal-scoring opportunity by committing an offense against an opponent in the penalty area where the referee awards a penalty kick, the offender is cautioned if the offense was an attempt to play the ball, except those outlined in Rule 12.7.4.6, which require an ejection.

*Note: Cautions and/or ejections issued during suspended or forfeited games or during dynamic play pending a video review shall stand as a matter of record.*

## 12.5 Accumulated Cautions — Regular Season

12.5.1 Any player(s), coach(es) or other bench personnel 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.

12.5.2 If the total is reached in the final regular-season 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.

**PENALTY—See Rule 12.8.1 PENALTY 1 and 2 for illegal participation as a result of an accumulated caution suspension.**

**A.R. 12.5.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. 12.5.b.** 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 it becomes illegal for him or her to compete in the remainder of the game in question

and the next regularly scheduled, including postseason, game. The player also continues to carry four cautions for accumulation purposes.

**A.R. 12.5.c.** 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. 12.5.d.** A player receives two “yellow” cards in the same game. For accumulation purposes, how many “yellow” cards does the player 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. 12.5.e.** 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 the player 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-caution accumulation.)

## 12.6 Accumulated Cautions — Postseason

12.6.1 Caution accumulation will carry over into postseason play, which includes conference tournaments and the NCAA tournament.

12.6.2 Players or coaches participating in postseason play will receive a one-game suspension when a total of eight cautions have been accumulated. Further, each two additional cautions shall result in additional one-game suspensions.

12.6.3 If the total is reached in the final postseason game of the season, the player(s), coach(es) and/or bench personnel shall not participate in the first scheduled game of the next season.

**PENALTY—See Rule 12.8.1 PENALTY 1 and 2 for illegal participation as a result of an accumulated caution suspension.**

**A.R. 12.6.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. 12.6.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. 12.6.c.** 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.

## 12.7 Ejections

12.7.1 An ejection is a formal disciplinary action requiring specific procedures to be followed by the referee, including stopping the clock, suspending play, displaying a red card and ejecting the offender.

12.7.2 For all ejections, the referee shall electronically complete and file the Red Card Form located on the NCAA Soccer Central Hub website at [www.ncaa.org](http://www.ncaa.org).

NCAAsoccer.arbitersports.com within 24 hours of completion of the game. (See Page 6.)

12.7.3 There are 11 types of behavior that the referee shall penalize by ejection.

12.7.4 The referee shall eject from the game a player, who cannot be replaced, a coach or any team representative for committing any of the following offenses:

12.7.4.1 Serious foul play;

12.7.4.1.1 Serious foul play is a tackle or challenge for the ball that endangers the safety of an opponent or uses excessive force or brutality. It must be against an opponent, between players competing for the ball, committed on the field of play, and a direct free-kick foul.

12.7.4.2 Spitting at, coughing on or biting an opponent or any other person (This offense has been enhanced to a violent behavior II red card for the 2020 fall season due to COVID-19. All ejection and suspension rules related to violent behavior II will apply.);

12.7.4.3 Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball, wherever the offense occurs (except a goalkeeper within their own penalty area);

12.7.4.4 Denying an obvious goal-scoring opportunity outside the penalty area to an opponent whose overall movement is toward the offender's goal by an offense punishable by a free kick;

12.7.4.5 Denying an obvious goal-scoring opportunity by committing an offense against an opponent in the penalty area where the referee awards a penalty kick if:

12.7.4.5.1 The offense is holding, pulling or pushing;

12.7.4.5.2 The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball; or

12.7.4.5.3 The offense is one that is punishable by a red card wherever it occurs on the field of play (e.g., serious foul play, violent behavior I or II, etc.).

**A.R. 12.7.4.5.a.** A defender deliberately kicks the ball and the goalkeeper handles the ball inside the penalty area to prevent it from entering the goal. (1) Is this legal? (2) Is this denying an obvious goal-scoring opportunity? (3) What is the restart? (4) Is the goalkeeper guilty of misconduct? **RULING:** (1) No. (2) No, this is a technical violation and there is no offense against an opponent. (3) An indirect free kick from the spot where the goalkeeper touched the ball, unless the touch occurred inside the goal area at which time the indirect free kick is taken on the six-yard line. (4) No.

**A.R. 12.7.4.5.b.** A defender takes a free kick inside the penalty area and plays the ball a second time to prevent an opponent from gaining possession. All four criteria regarding denying an obvious goal-scoring opportunity are met. (1) Is this denying an obvious goal-scoring opportunity? (2) What is the restart? **RULING:** (1) No, this is a technical violation and there is no offense against an opponent. (2) An indirect free kick to the opponent from the spot where the defender touched the ball a second time.



12.7.4.6 Engaging 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;

**A.R. 12.7.4.6.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. 12.7.4.6.b.** May a player be cautioned and/or ejected during an interval between periods or after the completion of a game? **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.

12.7.4.7 Receiving a second caution in the same game;

**A.R. 12.7.4.7.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. 12.7.4.7.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.

12.7.4.8 Violent behavior I and II, which may be against anyone (for instance, opponent, teammate, official or spectator) not competing for the ball, may be on or off the field of play, and the ball may be in or out of play;

12.7.4.8.1 Violent behavior I is an unwarranted excessive act or use of force when not challenging for the ball.

**A.R. 12.7.4.2.1.** Two players of the same team commit unsporting or violent behavior I or II 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.

12.7.4.8.2 Violent behavior II is an unwarranted excessive act or use of force, which is malicious and so extreme and severe that it places a participant in danger of physical injury. These acts may include, but are not limited to, head butting, elbow to the face or head, stomping, kicking a defenseless person, or hair pulling. Spitting at, coughing on or biting an opponent or any other person will also result in a violent behavior II red card (2020 rules change due to COVID-19). See Rule 12.8.1.1 for suspension requirements (two games for first offense).

*Note: The clear intent of violent behavior II is to eliminate conduct that presents a serious risk of injury and has no place in college soccer. The key differentiators of an act or conduct that reach the level of violent behavior II are premeditation, malice and severity.*

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

12.7.4.9 Fighting; or

12.7.4.9.1 A fight is defined as a deliberate strike or punch or an attempt to strike or punch another player, official, coach or bench personnel

in a malicious manner. See Rule 12.8.1.1 for suspension requirements (two games for first offense).

12.7.4.9.2 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.

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

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

**A.R. 12.7.4.9.a.** A 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.

**A.R. 12.7.4.9.b.** A defensive player strikes an attacking team player in the penalty area before a free kick is taken. **RULING:** If the ball was not in play, eject the defensive player, and restart with the free kick.

12.7.4.10 Assaulting a referee.

12.7.4.10.1 Referee assault is defined as physical contact with game officials or any threat of physical intimidation or harm. These acts include, but are not limited to, pushing, shoving, spitting, kicking, throwing at or attempting to make physical contact. See Rule 12.8.1.2 for suspension requirements (three games for first offense).

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

**PENALTY—(12.7.4.1 to 12.7.4.10)—A player, coach or other bench personnel ejected from the game must leave the venue, be out of sight and sound and is prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including all overtime periods. *Exception: The athletic trainer is permitted to be in the designated spectator area if he/she is ejected.* 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 shall play short. All ejections also result in a subsequent game(s) suspension as outlined in Rule 12.8.**

## 12.8 Ejected and Suspended Personnel

12.8.1 A player, coach or bench personnel ejected from a game under Rules 12.7.4.1 to 12.7.4.8.1 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. Each successive red card ejection shall result in an additional one-game suspension. For example, a second red card shall result in a two-game suspension, a third red card shall result in a three-game suspension, etc.

12.8.1.1 A player, coach or bench personnel ejected from a game for violent behavior II or fighting under Rule 12.7.4.8.2 or Rule 12.7.4.9 cannot participate in the next two regularly scheduled games (one game for the red card ejection and one additional game for violent behavior II or fighting), including postseason games. A player, coach or bench personnel ejected for violent behavior II or fighting a second time (or one of each) in the same season shall not compete for the remainder of the season, including postseason games. If the first violent behavior II or fighting ejection in a season occurs after any non-violent behavior II or non-fighting ejection, the result is a three-game suspension (two games for the second red card ejection and one additional game for violent behavior II or fighting).

12.8.1.2 A player, coach or bench personnel ejected from a game for assault on a referee under Rule 12.7.4.10 cannot participate in the next three regularly scheduled games (one game for the red card ejection and two additional games for referee assault), including postseason games. A player(s), coach or bench personnel ejected for assault on a referee a second time in the same season 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.

12.8.1.3 Any player, coach or team representative who receives two (2) ejections for violent behavior II (Rule 12.7.4.8.2), fighting (Rule 12.7.4.9) or referee assault (Rule 12.7.4.10), or any combination of the above shall be suspended for the remainder of the season. See Rules 12.8.1.1 and 12.8.1.2.

**PENALTY 1—(12.8.1 to 12.8.1.3)—If an ejected or suspended player, assistant coach or other bench personnel illegally participates in any game: (1) the original term of suspension for the player, assistant coach or other bench personnel shall be doubled, and (2) the head coach shall be suspended for double the term of the enhanced suspension for the player, assistant coach or other bench personnel. For the penalty on a head coach illegally participating, see Rule 12.8.1 PENALTY 2.**

**PENALTY 2—(12.8.1 to 12.8.1.3)—If an ejected or suspended head coach illegally participates in any game, the head coach shall be suspended for four (4) games. For the penalty on an assistant coach illegally participating, see Rule 12.8.1 PENALTY 1.**

12.8.2 A player or other bench personnel serving a game suspension(s) may be in the team area, provided he/she is not in uniform.

12.8.2.1 A player serving a game suspension(s) may not participate in any pregame activities.

**PENALTY—See Rule 12.8.1 PENALTY 1.**

12.8.3 A coach serving a game suspension(s) shall not be in the venue from one hour before the scheduled start of the game until 30 minutes after the completion of the contest. During the suspension, the coach must be out of sight and sound and is prohibited from any communication or contact,

direct or indirect, with the team, coaches and/or bench personnel until the completion of the contest, including all overtime periods.

12.8.3.1 A coach serving a game suspension(s) may participate in any pregame activities up until one hour before the scheduled start time.

**PENALTY—See Rule 12.8.1 PENALTY 1 for assistant coach or Rule 12.8.1 PENALTY 2 for head coach.**

12.8.4 Scrimmages and exhibition games (including alumni games), scheduled or unscheduled, do not qualify as games with reference to ejected or suspended personnel. 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 personnel. Suspended personnel shall serve their game suspensions in an actual contest.

**A.R. 12.8.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. 12.8.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. 12.8.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. 12.8.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. 12.8.e.** A player, coach or other bench personnel is ejected in the final game of the season or postseason. **RULING:** The player, coach or other bench personnel is ineligible to participate in the first game of the next season.

**A.R. 12.8.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. 5.6.1.d.)

**A.R. 12.8.g.** A suspended player participates in the next regularly scheduled game and/or additional games before being detected. **RULING:** (1) The original term of suspension for the player shall be doubled, and (2) the head coach shall be suspended for double the term of the enhanced suspension for the player. Actions beyond those set forth in the rule (e.g., additional game suspensions, etc.) may be assessed by the appropriate governing sports authority. (See Page 6.)

**A.R. 12.8.h.** 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. 12.8.i.** 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. 12.8.j.** 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 7.5.)

**A.R. 12.8.k.** Can an institution or conference impose a more severe penalty for misconduct in addition to the minimum penalty required by the playing rules? **RULING:** Yes. However, an institution or conference could not lessen the penalty that is required by the playing rules.

## 12.9 Card Accumulation Examples and Rulings

*Note: It is not possible for any player to accumulate more than one yellow card (caution) in a single game. (See Rule 5.6.4.)*

### Yellow Cards—Regular Season

**Example A:** A player enters a game with three yellow cards, receives a caution and later in the game is cautioned again. The referee shows the yellow followed by a red card and ejects the player. (See Rule 5.6.4 and A.R. 12.5.d.) **Result:** The player now has accumulated four yellow cards and one red card and shall serve a game suspension for the red card.

**Example B:** The player from Example A serves a game suspension and returns only to receive a caution and, later in the same game, receives a second caution. The referee shows the yellow followed by a red card since it was the second in the same game to the same player. (See Rule 5.6.4 and A.R. 12.5.d.) **Result:** The player now has accumulated five yellow cards and two red cards and shall miss the next three games.

**Explanation: The player shall sit one game for accumulating five yellow cards (see Rule 12.5.1) and two additional games for accumulating two red cards. (See Rule 12.8.1.)**

### 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 yellows and two reds. The player enters the next regular-season game and receives a caution and later is ejected for fighting. **Result:** Player misses the next five games.

**Explanation: The player receives one game for accumulating the third yellow after the five yellow card suspension, three games for the third red card, and one additional game for the fighting offense. The total is five: one game for three yellows, one for the enhanced fighting offense penalty, and three for the accumulated reds.**

**Sample Accumulation Charts**

<b>Scenario A1</b>		<b>REGULAR SEASON</b>	
<b>Situation</b>	<b>Penalty</b>	<b>Explanation</b>	
A1 has accumulated 4 yellow cards and receives 1 red card.	Immediate ejection and 1-game suspension.	Suspended 1 game for the red card ejection.	
A1 receives two yellow cards in the same game, which equals 1 yellow card and 1 red card. <b>Totals:</b> 5 yellow cards and 2 red cards.	Immediate ejection and 3-game suspension.	Suspended 1 game for 5 <sup>th</sup> yellow card plus additional 2 games for 2 <sup>nd</sup> red card ejection of the season.	
A1 receives 6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup> yellow cards in each of the next 3 games. <b>Totals:</b> 8 yellow cards and 2 red cards.	1-game suspension after 8 <sup>th</sup> yellow card.	Suspended 1 game for accumulation of 8 <sup>th</sup> yellow card during the regular season.	
A1 receives 1 fighting red card. <b>Totals:</b> 8 yellow cards and 3 red cards (1 fighting).	Immediate ejection and 4-game suspension.	Suspended 3 games for 3 <sup>rd</sup> red card ejection of the season plus additional game for fighting red card.	

<b>Scenario B1</b>		<b>REGULAR SEASON</b>	
<b>Situation</b>	<b>Penalty</b>	<b>Explanation</b>	
B1 has accumulated 4 yellow cards and receives 2 yellow cards in the same game, which equals 1 yellow and 1 red. <b>Totals:</b> 5 yellow cards and 1 red card.	Immediate ejection and 2-game suspension.	Suspended 1 game for 5 <sup>th</sup> yellow card plus additional game for red card ejection.	
B1 receives 6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup> yellow cards in each of the next 3 games. <b>Totals:</b> 8 yellow cards and 1 red card.	1-game suspension after 8 <sup>th</sup> yellow card.	Suspended 1 game for accumulation of 8 <sup>th</sup> yellow card during the regular season.	
B1 receives 1 fighting red card. <b>Totals:</b> 8 yellow cards and 2 red cards (1 fighting).	Immediate ejection and 3-game suspension.	Suspended 2 games for 2 <sup>nd</sup> red card ejection of the season plus additional game for fighting red card.	

<b>Scenario C1</b> <b>REGULAR SEASON</b>	<b>Situation</b>	<b>Penalty</b>	<b>Explanation</b>
	C1 receives a red card in an exhibition game.	Suspension is not mandatory.	Cards received during an exhibition game do not count against player's accumulation and do not qualify as games with reference to ejected players.
	C1 receives a red card. <b>Totals:</b> 1 red card.	Immediate ejection and 1-game suspension.	Suspended 1 game for 1 <sup>st</sup> red card ejection of season.
	C1 receives a fighting red card. <b>Totals:</b> 2 red cards (1 fighting).	Immediate ejection and 3-game suspension.	Suspended 2 games for 2 <sup>nd</sup> red card ejection of the season plus additional game for fighting red card.

<b>Scenario D1</b> <b>POSTSEASON</b>	<b>Situation</b>	<b>Penalty</b>	<b>Explanation</b>
	D1 has accumulated 4 yellow cards and 1 red card during the regular season and has served the 1-game suspension before the postseason.	D1 served the 1-game suspension for the red card.	Regular-season scenario for D1.
	D1 receives a caution in the 1 <sup>st</sup> postseason game. <b>Totals:</b> 5 yellow cards and 1 red card.	No penalty.	The card accumulation threshold increases to 8 yellow cards in the postseason.
	D1 receives 6 <sup>th</sup> , 7 <sup>th</sup> and 8 <sup>th</sup> yellow cards in each of the next 3 games. <b>Totals:</b> 8 yellow cards and 1 red card.	1-game suspension after 8 <sup>th</sup> yellow card.	The card accumulation threshold increases to 8 yellow cards in the postseason.

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# RULE 13

## Free Kicks

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### 13.1 Types, When Taken

13.1.1 A free kick is taken to resume play after play has been stopped by the referee for any of the offenses listed in Rules 12.1 and 12.3. 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. 13.1.1.** May a direct or indirect free kick be kicked in any direction?  
**RULING:** Yes.

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

13.1.2 *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. 13.1.2.** 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.

13.1.3 *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. 13.1.3.a.** A player takes a 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. 13.1.3.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 was in play, a corner kick shall be awarded.

**A.R. 13.1.3.c.** The ball from an indirect free kick touches an opponent and enters the net. **RULING:** Goal.

**A.R. 13.1.3.d.** A foul is called for which the restart is an indirect free kick, but the referee failed to give the appropriate hand/arm signal. The kick is taken and the ball goes directly into the goal. **RULING:** No goal. The kick shall be retaken since the referee failed to give the correct signal indicating an indirect free kick.

**A.R. 13.1.3.e.** A player takes an indirect free kick. The referee fails to give the appropriate hand/arm signal. The ball rebounds off an opponent directly into that opponent’s goal. Is the goal nullified and the kick retaken? **RULING:** No. The goal is good since it was scored from a rebound.



## 13.2 How Taken

13.2.1 When a free kick is being taken, no player of the opposing team shall encroach within 10 yards 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 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 from the ball, the player shall be cautioned. If the individual repeats the infraction, that player may be ejected from the game.

**A.R. 13.2.1.** A direct free kick is awarded 6 yards inside the penalty area to the defending team and a player from the opposing team stands 1 yard outside the penalty area. **RULING:** All opposing players shall be at least 10 yards from the ball.

13.2.2 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 clearly moved. The kicker shall not play the ball a second time until it has been touched or played by another player. When three or more defending team players form a wall, all attacking team players must remain at least 1 yard from the wall until the ball is in play. An attacking player can participate in a wall with the opposing team, as long as there are less than three opponents in the wall. If, when a free kick is taken, an attacking team player is less than 1 yard from a wall formed by three or more defending team players, an indirect free kick is awarded.

### **PENALTY—(13.2.1 to 13.2.2)—Indirect free kick from point of infraction.**

**A.R. 13.2.2.** A defensive wall of three or more players is established 10 yards from the spot of the ball for the free kick. An attacker is properly positioned 1 yard away from the wall. After the referee blows the whistle to restart play, a defender joins the wall and moves within 1 yard of the attacking player. **RULING:** Allow the free kick to be taken and do not penalize the attacker for being too close to the wall as the defender caused the infringement.

13.2.3 When a free kick is awarded to the defending team in the penalty area, the ball is in play once the kick is taken; it can be played before leaving the penalty area. The goalkeeper may not receive the ball into his/her hands from a teammate's free kick. If the goalkeeper plays the ball with his/her hands, the game is restarted with an indirect free kick. All opponents shall be outside the penalty area and at least 10 yards from the ball, or the kick shall be retaken, unless the team taking the free kick puts the ball in play before the opponents have left the penalty area.

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

13.2.5 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 end line nearest where the offense took place.

**A.R. 13.2.5.** Is the free kick lifted with one foot allowed? **RULING:** Yes, provided that in all other respects its execution does not violate the rules.

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# RULE 14

## Penalty Kicks

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### 14.1 When Taken

- 14.1.1 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.
- 14.1.2 A penalty kick may be awarded regardless 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.
- 14.1.3 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

- 14.2.1 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. The referee shall identify the penalty kicker by handing the kicker the ball.
- A.R. 14.2.1.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 is on the field of play during the infraction shall take the kick.
- A.R. 14.2.1.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.
- A.R. 14.2.1.c.** Once the referee has handed the ball to the kicker and he/she has legally placed the ball on the penalty spot, may the team designate a different kicker? **RULING:** No, once the kicker has placed the ball on the spot, that kicker must take the penalty kick; however, if the kick is retaken for any infraction, a different kicker may be designated pursuant to Rule 14.2.
- 14.2.2 When the penalty kick 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 from and behind the penalty line or spot.
- A.R. 14.2.2.** 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.
- 14.2.3 Until the ball is kicked, the opposing goalkeeper shall remain on the goal line with at least part of one foot touching or in line with the goal line, facing the kicker, and between the goal posts without touching the goal

posts, crossbar or goal net, and is permitted to move laterally (that is, from side to side).

**PENALTY—First offense—warning; second offense—caution; third offense—second caution (ejection/red card).**

14.2.4 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.

14.2.5 The player taking the kick shall kick the ball forward in order for it to be in play. Backheeling is permitted provided the ball moves forward. If the ball is not put into play properly, an indirect free kick shall be awarded.

**A.R. 14.2.5.** On a penalty kick, the kicker passes the ball back to a teammate, who shoots and scores. **RULING:** No goal. The game shall be restarted with an indirect free kick because the ball shall go forward on a penalty kick.

14.2.6 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.

**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.**

**A.R. 14.2.6.a.** 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. 14.2.6.b.** 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 been kicked forward; and (3) the penalty kick is taken in normal time.

**A.R. 14.2.6.c.** 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.

### 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 does not have at least part of one foot touching, or in line with, the goal line. **RULING:** Do not suspend play until after the penalty kick is completed. 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 attacking team infringes upon the rule.

**RULING:** The kick shall be retaken if a goal is scored. If the ball goes out of play over the end line or rebounds into or out of play, an indirect free kick shall be awarded against the offending team.

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 warned or cautioned 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 warned or cautioned as appropriate, and the game shall be restarted with a free kick as appropriate to the disciplinary actions.

**A.R. 14.3.3.** 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.

14.3.4 On a penalty kick, if both the goalkeeper and the kicker commit an offense at the same time, the kicker is warned or cautioned and play restarts with an indirect free kick to the defending team.

#### 14.4 End-of-Time Variations

14.4.1 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.

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

14.4.3 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, between the goal posts and under the crossbar; (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 end 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.

<b>Penalty Kick Infringements/Infractions</b>		
	<b>Goal</b>	<b>No Goal</b>
Encroachment by attacker	Retake	Indirect free kick
Encroachment by defender	Goal	Retake
Encroachment by both attacker and defender	Retake	Retake
Infringement by goalkeeper	Goal	Saved — Retake (warn/caution GK as appropriate) Not saved — No retake unless kicker impacted
Infringement by goalkeeper and kicker at the same time	Indirect free kick (warn/caution kicker as appropriate)	
Ball kicked backward	Indirect free kick	
Illegal feinting by kicker	Indirect free kick (warn/caution kicker as appropriate)	
Wrong kicker	Indirect free kick (caution wrong kicker)	

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# RULE 15

## The Throw-In

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### 15.1 When Taken

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

### 15.2 How Taken

15.2.1 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 touchline or the ground outside the touchline. The thrower shall use both hands equally and shall deliver the ball from behind and over his or her head.

15.2.2 The throw-in shall be taken from the point where the ball crossed the touchline, being thrown in any direction by a player of the team opposite to that of the player who last touched the ball.

15.2.3 All opponents shall be a minimum of two yards from the point on the touchline when a throw-in is attempted. The ball shall be in play from the throw as soon as it enters the field of play. If, on the throw-in, the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the initial throw-in. Any throw-in that does not enter the field of play results in a throw-in for the opponent from the original spot of the throw-in.

15.2.4 A goal may not be scored directly from a throw-in.

15.2.5 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—(15.2.1 to 15.2.5)—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 touchline or hits the ground before entering the field of play. **RULING:** The opponent shall be awarded a throw-in at the spot of the initial throw.

**A.R. 15.2.b.** May an opponent stand in front of the thrower? **RULING:** Yes, provided the opponent is a minimum of two yards from the touchline and 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 touchline. **RULING:** The ball is in play.

**A.R. 15.2.f.** On a throw-in, the ball enters the field of play 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 from the spot where the ball went outside the field of play.

**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 a careless or reckless manner or uses excessive force.

**A.R. 15.2.h.** On a throw-in, the ball is thrown in a careless or reckless manner or using excessive force 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 touchline, 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 touchline into the field of play? **RULING:** Yes, providing at least some part of the leading foot touches the touchline.

**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 free kick from the point of contact.**

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

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# RULE 16

## The Goal Kick

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### 16.1 When Taken

A goal kick is taken by a member of the defending team when the ball passes completely over its end line (except when a goal is scored [see Rule 10.1.1]), either in the air or on the ground, having last been touched by a member of the attacking team.

### 16.2 How Taken

16.2.1 The ball is in play once the kick is taken; it can be played before leaving the penalty area.

16.2.2 Players of the team opposing that of the player taking the goal kick shall remain outside the penalty area until the ball is kicked, unless the team taking the goal kick puts the ball in play before the opponents have left the penalty area.

16.2.3 The goalkeeper shall not receive the ball into his or her hands from a goal kick.

16.2.4 The kicker may not play the ball a second time before it has touched another player.

**PENALTY—(16.2.1 to 16.2.4)—Indirect free kick from point of infraction.**

16.2.5 A goal may be scored directly against the opponent from a goal kick.

**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 is in play. Play is restarted with an indirect free kick by the opponents of the goalkeeper.

**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. (See Rule 11.3.2.)

**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 been kicked and moved. On goal kicks, opponents shall not enter the penalty area until the ball is kicked. On free kicks taken from within the penalty area by the defending team, opponents shall not enter the penalty area and shall not come within 10 yards of the ball until it is in play, unless the team taking the goal kick puts the ball in play before the opponents have left the penalty area.



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# RULE 17

## The Corner Kick

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### 17.1 When Taken

A corner kick is taken by a member of the attacking team when the ball passes completely over the end line (except when a goal is scored [see Rule 10.1.1]), either in the air or on the ground, having last been played by a member of the defending team.

### 17.2 How Taken

17.2.1 A member of the attacking team shall take a kick from within the quarter circle at the nearest corner flag post, which shall not be removed.

17.2.2 Players of the defending team shall not approach within 10 yards of the ball until the ball is in play, that is, has clearly moved, or the kick shall be retaken.

17.2.3 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—(17.2.1 to 17.2.3)—Indirect free kick from point of infraction.**

17.2.4 In any instance when play is restarted with a corner kick, the ball must be kicked and clearly move to be in play.

17.2.5 A goal may be scored directly against the opponent from a corner kick.

**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.

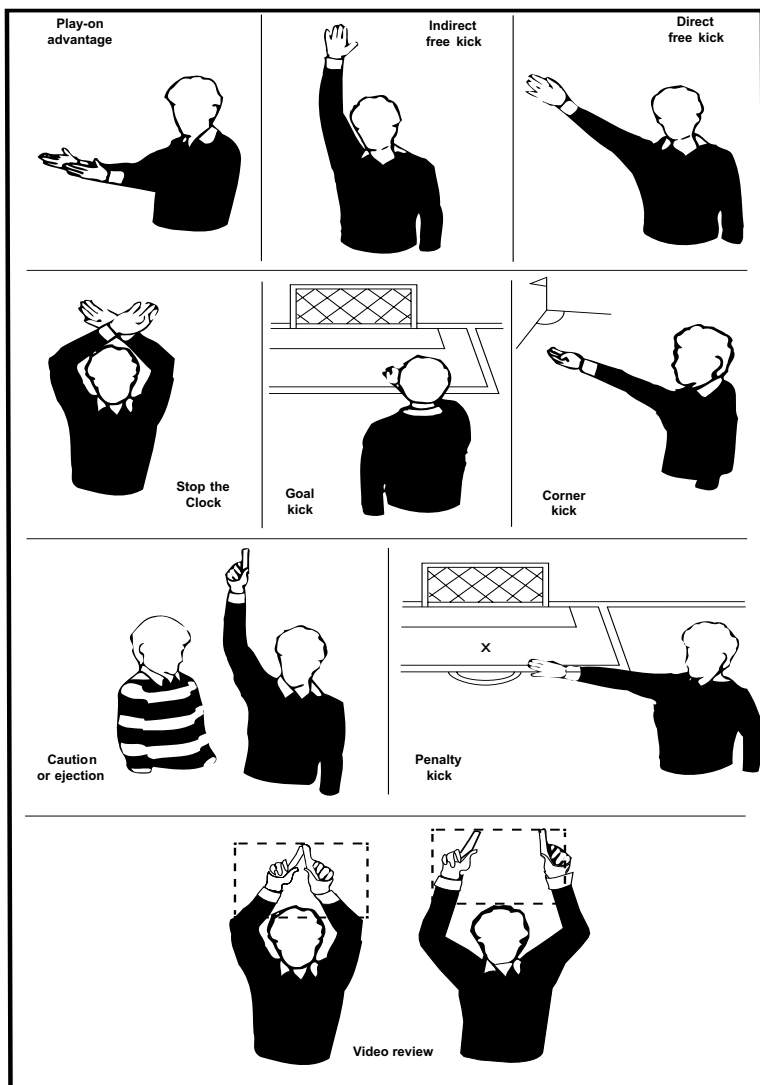
**A.R. 17.2.b.** May a player remove the corner flag or marker before taking a corner kick? **RULING:** No.

**A.R. 17.2.c.** An attacking team 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. (See Rule 11.3.2.)

**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

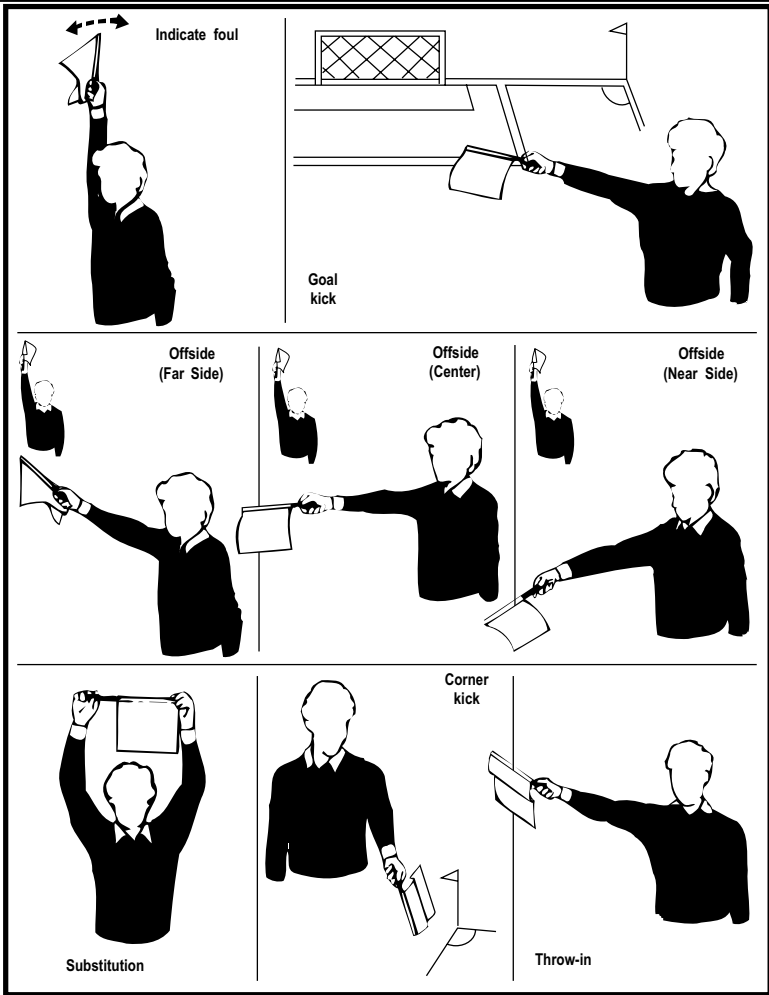


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# Appendix B

## Official Assistant Referees' Signals

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# Appendix C

## Concussions

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Revised April 2016

A concussion is a brain injury that is most commonly caused by a blow to the head or trunk, or by the head or body forcefully impacting the ground. Concussions most commonly occur without loss of consciousness. Typically, there are subtle indications that a concussion has occurred, such as the student-athlete shaking his head, stumbling, or appearing dazed or stunned.

Game officials are often in a best position to observe student-athletes up-close, and may be the first to notice the unusual behaviors that indicate a concussion may be present. Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics health care provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any unusual behavior, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

A student-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 receive appropriate medical evaluation.

### **IF A CONCUSSION IS SUSPECTED:**

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.

2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.
3. **Allow the student-athlete to return to play only with permission from the primary athletics health care provider.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate time to return to play.

Please refer to the NCAA Sports Medicine Handbook and the Diagnosis and Management of Sport-Related Concussion Guidelines for additional information and details regarding concussions. Both are available at [www.ncaa.org](http://www.ncaa.org).

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# Appendix D

## Accommodations for Student-Athletes with Disabilities

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The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or his/her designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

- a. The playing rule from which relief is sought;
- b. The nature of the proposed modification or accommodation;
- c. The nature of the student-athlete's disability and basis for modification or accommodation; and
- d. The proposed duration of the requested modification or accommodation.

Additionally, each request should be accompanied by documentation evidencing the student-athlete's disability (e.g., a medical professional's letter). Upon receipt of a complete waiver request, the secretary-rules editor will consult with NCAA staff, the applicable sport/rules committee, other sport governing bodies, and/or outside experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may request additional information from the member institution. The secretary-rules editor will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member institution should be prepared to provide the written decision to the officiating staff, opposing coach(es), and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 2P of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with impairment.

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