



SOCCER

2014 AND 2015
RULES AND INTERPRETATIONS

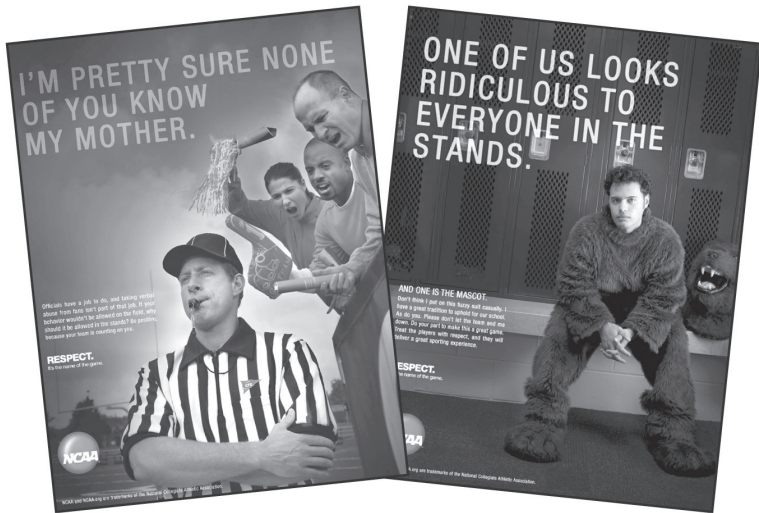


RESPECT.

It's the name of the game.

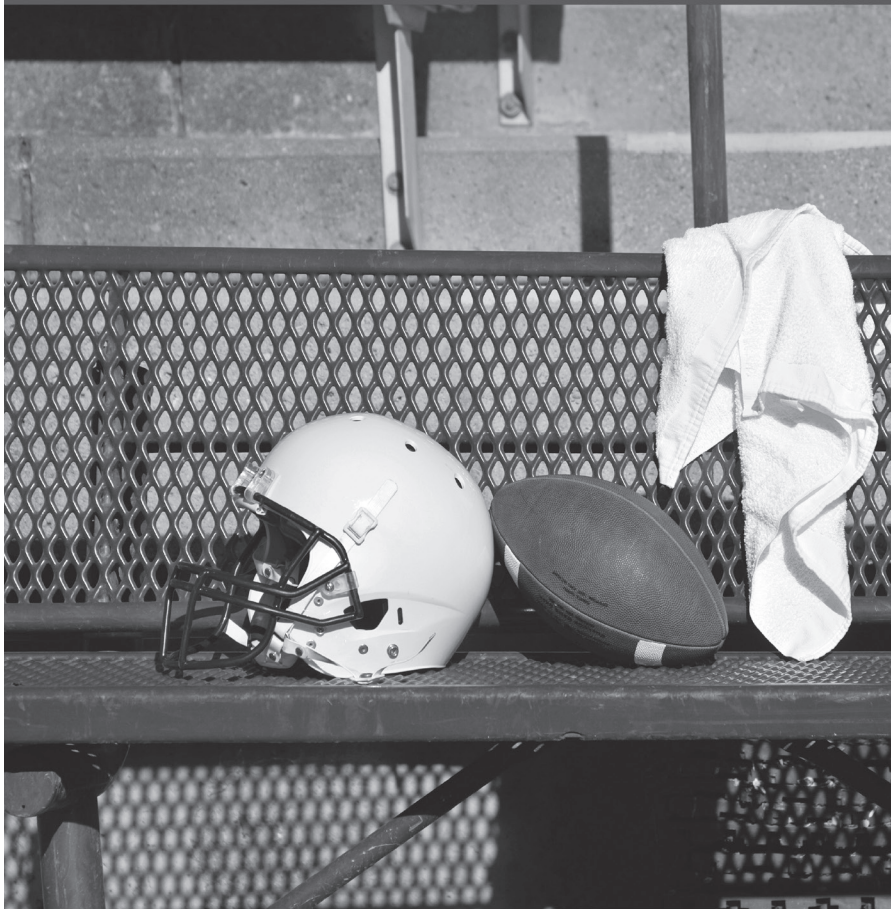
Sportsmanship is a core value of the NCAA. The NCAA Committee on Sportsmanship and Ethical Conduct has identified **respect** and **integrity** as two critical elements of sportsmanship and launched an awareness and action campaign at the NCAA Convention in January 2009.

Athletics administrators may download materials and view best practices ideas at the website below:
www.NCAA.org/sportsmanship



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.NCAA.org/health-safety and www.CDC.gov/Concussion.



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2014 AND 2015 NCAA MEN'S AND WOMEN'S SOCCER RULES

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Contents

	<i>page</i>
NCAA Men's and Women's Soccer Rules Committee.....	4
Major Rules Changes for 2014 and 2015.....	5
Points of Emphasis.....	6
Statement of Sportsmanship.....	6
Governing Sports Authority.....	7
Official NCAA Soccer Rules	
Rule 1—The Field of Play.....	8
Plan of Field.....	9
Rule 2—The Ball.....	14
Rule 3—Players and Substitutes.....	15
Rule 4—Players' Equipment.....	21
Rule 5—The Referee.....	24
Rule 6—Other Officials and Their Duties.....	29
Recommended Timing Sheets.....	31
Rule 7—Duration of the Game.....	34
Rule 8—Start of Play.....	37
Rule 9—Ball In and Out of Play.....	38
Rule 10—Scoring.....	39
Rule 11—Offside.....	42
Rule 12—Fouls and Misconduct.....	53
Rule 13—Free Kicks.....	66
Rule 14—Penalty Kicks.....	68
Rule 15—The Throw-In.....	71
Rule 16—The Goal Kick.....	73
Rule 17—The Corner Kick.....	74
Appendix A—Official Referee's Signals.....	75
Appendix B—Official Assistant Referees' Signals.....	76
Appendix C—Lightning Safety.....	77
Appendix D—Concussions.....	81
Official NCAA Soccer Box Score Form.....	83
Index to Rules.....	84

NCAA Men's and Women's Soccer Rules Committee

The NCAA Men's and Women's Soccer Rules Committee roster is available online at www.NCAA.org/governance/committees/ncaa-sports-playing-rules-committees.

Those seeking interpretations of rules or play situations are asked to send questions via email to:

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Cell: 856/816-1687

Term expires: 9-1-2015*

*renewable

Major Rules Changes for 2014 and 2015

*The changed rules listed below are identified in the rules text by a **screened background**.*

<i>Rule(s)</i>	<i>page(s)</i>
1.1.1	Penalty added for noncompliant size field, if not grandfathered8
1.4	Beginning in 2016, new field construction or renovation shall have visible halfway line marked across entire field.....10
3.6.2	Anytime the team in the lead makes a substitution during the final five minutes of second period, the clock stops20
4.5.6	Data from monitoring devices worn by players may be used during the game.....23
5.4.1	Officials' jurisdiction begins when they arrive at the site24
6.3.9	If no horn sounds at the expiration of time, the period ends when the clock reaches zero32
7.1.1.1;	The order of the originally designated kickers may be changed
7.1.1.4	after all eligible kickers have kicked once34, 35
12.4.6	Deleted verbal warning to coach before penalizing infraction55
12.12.1;	Each successive red card shall result in an additional one-game
12.15	suspension. For fighting red cards, the suspension is one additional game for the red card and one additional game for the fighting offense.....62, 64
12.14.2	Coaches listed on the roster and on site may communicate with electronic devices, unless serving suspension64

Points of Emphasis

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

Points of emphasis are accentuated with a frame around the specific rule within the main text of the rules book.

The figures below refer to the rule and section of those points the rules committee has decided to emphasize for the 2014 and 2015 seasons.

<i>Rule(s)</i>	<i>page(s)</i>
1.9.2	Back edge of goal post must align with outermost edge of end line.....11
4.5.6	Data from monitoring devices allowed during game.....23
5.4.6	Conduct rules cannot be altered.....25
5.5.2	Referees review box score to ensure completeness and accuracy of information25
5.5.2; 12.3;	Referees file each red card report online with NCAA at www.NCAAsoccer.arbitersports.com25, 54, 57
12.6.1.3	
7.1.1.1; 7.1.1.4	Order of kickers may change after all eligible kickers have kicked once.....35
12.11.1	Using illegal player results in forfeit and doubles penalty, and head coach is suspended for the same term.....60
12.12.1	Enhanced penalty for successive red cards.....62
12.14.2	Electronic devices allowed among on-site, rostered coaches64
12.15	One yellow card maximum per game64
12.16	Protest limited to misapplication of rule clearly having impact on outcome of game or player eligibility65
	Notification of protest shall be shall be filed within 48 hours electronically at www.NCAAsoccer.arbitersports.com65

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 Language

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

The NCAA Men's and Women's Soccer Rules have been designated as either administrative or conduct rules. Typically, administrative rules are those dealing with preparation for competition. They may be altered by prior written mutual consent of the competing institutions. Conduct rules are those that pertain directly to the competition. These rules may not be changed by mutual consent. All NCAA member institutions are required to conduct their intercollegiate contests according to these rules. In the 2014 and 2015 Men's and Women's Soccer Rules, the administrative rules are Rules 1.1.2, 1.12.2, 1.13, 1.14, 1.15, 1.16, 1.18, 4.1.3, 4.2.4, 4.2.5, 5.4.5, 6.2, 6.5, 10.2, 10.3, 10.4, 10.5 and 10.6. All other rules are conduct rules.

All references in the rules book to reports required to be filed by the referee refer to reports that must be dispatched electronically within 24 hours after the completion of the game to which the report relates. (*Exception: Referees shall file red card reports immediately after the game.*)

For all interpretations regarding soccer playing rules, contact Ken Andres, NCAA Men's and Women's Soccer Secretary-Rules Editor at kandres.ncaasre@gmail.com or 856/816-1687.

RULE 1

The Field of Play

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.

Facilities in use for soccer before 1995 need only to be rectangular, the width of which shall not exceed the length.

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 minimal requirements), 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. A team that agrees to play on a field that is not in compliance waives the right to protest that issue.

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 7.)

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:

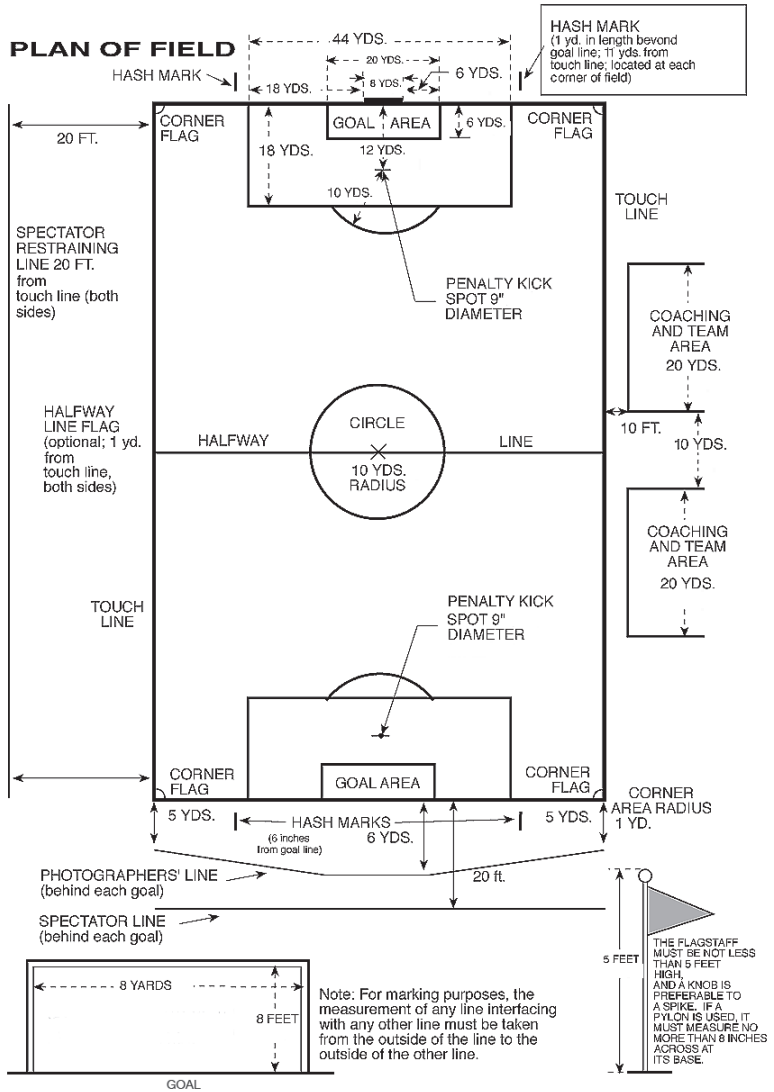
- 1) If the ball lands “in touch” (out of bounds), the opposing team shall be awarded a throw-in from the nearest point where the ball crossed the touchline.
- 2) If the ball makes contact with any part of the overhead edifice, the referee’s whistle shall indicate a dead ball and the suspension of play. 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 goal area, play shall be restarted with a drop ball at the nearest corner of the penalty area where the 18- and 44-yard lines meet.*

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

1.2 Boundary Lines

The field shall be marked with distinctive lines, in accordance with the diagram on Page 9, the longer boundary lines being called the touch lines and



the shorter the end lines. The end lines shall meet at the corners and shall extend from touch line to touch line. The goal lines shall be that part of the end line that extends completely across the area between the goal posts. The touch lines shall extend the entire length of the field.

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

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 7.)

1.3 Field Markings and Measurements

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

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

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

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

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

RULING: No.

1.4 Halfway Line, Center Circle

A halfway line shall be 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—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 7.)

1.6 Penalty Area

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.

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.

Using the center of this penalty-kick line or spot, 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—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 7.)

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 touch line 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 7.)

1.8 Corner Flags

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

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.

The flagpost 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 touch line and end line.

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 7.)

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 7.)

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.

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

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

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

PENALTY—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 7.)

1.10 Goal Nets

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

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

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

PENALTY—The game shall not begin and the referee shall file a report with the governing sports authority. (See Page 7.)

1.11 Displaced Crossbar, Goal Post

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

1.12 Coaching and Team Areas

1.12.1 There shall be a coaching and team area. Team benches shall be on the same side of the field, separated by a 10-yard neutral zone, and shall be at least 10 feet (whenever possible) from the touch line.

1.12.2 Each coaching and team area shall be marked parallel to the touch line and situated at least 10 feet from the touch line and extending 20 yards from the five-yard neutral zone measured from the halfway line in both directions.

PENALTY—The game shall begin but the coach shall be reminded that in the future, proper markings are to be provided, and the referee shall file a report with the governing sports authority. (See Page 7.)

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 touch lines.

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. For information on recommended specifications for lighting, contact the Illuminating Engineering Society of North America, 120 Wall Street, 17th Floor, New York, New York 10005; telephone 212/248-5000.

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

1.18 Grading, Slope of Field

The rules of conduct in the NCAA Men's and Women's Soccer Rules and Interpretations 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.

The following guidelines appear to be generally accepted standards for new facilities: A field with not greater than a 2 percent slope at the declining edges of the touchlines, provided that the outer lines of demarcation do not abut with hazardous curbing or boundary materials, is considered preferable. Architectural engineers shall be consulted with reference to the actual height references that pertain to grading percentages or broken-back construction.

RULE 2

The Ball

2.1 Dimensions

The circumference of the ball shall not be more than 28 inches nor less than 27 inches. 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. The pressure of the ball shall be 8.8 to 16.2 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 7.)

2.3 Defective Ball

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

RULE 3

Players and Substitutes

Players

3.1 Number of Players

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

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

A.R. 3.1.b. A player is ejected before the start of a 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 15 minutes before game time. The game roster submitted to the official scorekeeper and the opposing coach shall include each player's total number of cautions and ejections in the columns beside the players' names. In addition, the roster shall include the name(s) and number(s) of the suspended player(s) and date(s) of the suspension(s). The copy submitted to the referee shall not include records of cautions and ejections.

PENALTY—The game shall not begin and may result in a forfeiture by the offending team to be determined by the governing sports authority. (See Page 7.)

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 7.)

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 7.)

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.

Substitutes

3.3 Number of Substitutes

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

3.4 When Allowed

Substitutes may enter the game under the following conditions:

3.4.1 On a goal kick;

3.4.2 On a team's own throw-in;

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

3.4.3 On a team's own corner kick;

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

3.4.4 After a goal has been scored;

3.4.5 Between periods;

3.4.6 When a player has been cautioned;

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

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

3.4.7 When a goalkeeper has been ejected;

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

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

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

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

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

3.4.9 In the event of an injury.

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

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

3.5 Re-entry Conditions, Restrictions, Exceptions

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

First half: no re-entry.

Second half: one re-entry.

First overtime period: no re-entry.

Second overtime period: no re-entry.

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

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

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

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

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

A.R. 3.5.2. A goalkeeper is replaced by a substitute 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 3.5.1.

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

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

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

- 3.5.3.2 Players with a bleeding injury, blood on the uniform or signs of a concussion shall be substituted for and may re-enter the game (after being beckoned by the referee) at any stoppage of play or at any of the allowable times for normal substitution, provided 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 D.)

- 3.5.3.3 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.*
- 3.5.3.4 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.

3.6 Reporting Into the Game

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

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

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

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

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

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

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

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

- 3.6.2 During the final five minutes of the second period only, anytime the leading team makes a substitution, the referee shall signal the clock to be stopped and beckon the substitute onto the field.
- 3.6.3 No player shall enter or leave the field of play without the referee's permission, except through normal movement of play.

PENALTY—Caution the player for misconduct and award an indirect free kick from the location of the ball at the time of the infraction.

3.7 Changing Goalkeepers

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

RULE 4

Players' Equipment

4.1 Uniform

4.1.1 A field player's uniform shall consist of a jersey or shirt, shorts, stockings and shoes. (See Rule 4.4.) 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.

Further, in accordance with NCAA bylaws, an institution's uniform or any item of apparel (including warm-ups) that is worn by a student-athlete while representing the institution in intercollegiate competition may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (that is, rectangle, square, parallelogram) that does not exceed 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.

If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided geometrical figure (that is, rectangle, square, parallelogram) that does not exceed 2¼-square inches.

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

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

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

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

- 4.1.2 Players shall wear 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).
- 4.1.3 It is recommended that a special armband (which shall be displayed on the upper arm) be worn that distinguishes the team captain(s) from other players on his or her team.

4.2 Contrasting Colors

- 4.2.1 All players of a team shall wear matching uniforms. 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.
- 4.2.2 Goalkeepers shall wear jerseys that distinguish them from all field players and stockings that distinguish them from their opponents.
- 4.2.3 Shorts may differ in color from that of the stockings and jerseys but shall be matching in color and uniform in style. **Both teams may wear shorts of a similar color.**
- 4.2.4 It is recommended that any visible garment worn under the jersey or shorts be a solid color that matches the dominant color of the respective garment.
- 4.2.5 It is recommended that players warming up outside the coaching and team areas wear colored jerseys/vests that distinguish them from all other field players.

4.3 Numbers Mandatory

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.

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. **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.

4.4 Shoes

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

4.5 Articles

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

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

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

- 4.5.2 Knee braces with any metal parts are permissible provided no metal is exposed.
- 4.5.3 Casts are permissible if they are covered and the referee does not consider them dangerous.
- 4.5.4 Headgear, headbands and hats (goalkeepers only) are legal providing they are not considered dangerous to any player.
- 4.5.5 Prostheses may be worn as long as the equipment is well padded to protect not only the affected player, but also his/her opponents. Any such device with exposed rivets, pins, sharp edges or any form of exterior fastener that would present a hazard, shall be properly padded.

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

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

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

4.6 Jewelry

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

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

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

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

RULE 5

The Referee

5.1 Number of Referees

The diagonal system of control shall be used. **Exception:** See A.R.s 5.4.1.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 4.6 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. **Exception:** See Rule 12.16 Protest.

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. **Exception:** See Rule 12.16 Protest.

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 Officials shall arrive 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; and

5.5.1.9 Obtaining both team rosters.

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

5.5.2 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 appropriate form(s) located on the NCAA Soccer Central Hub website at 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 the official NCAA box score form or leaving the site of competition. (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 (example, Lightning Guidelines, Appendix C), interference by spectators or other cause, such action is deemed necessary. A suspended game may be resumed should conditions allow. If the suspended game is not resumed the same day, the referee shall file a report with the appropriate governing sports authority for later administrative action. (See Rule 7.6.)

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, the referee has 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. A player receiving a red card shall be ejected from the game and cannot be replaced. An ejected player, coach or other bench personnel shall leave the premises of the field of play to the point that the individual, in the referee's opinion, shall not be a disruptive influence on the further progress of the game. This means out of sight and sound of the field of play.

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

Exception: *Individuals suspended under Rule 5.6.3 may be restricted to a designated area where they shall be appropriately supervised.*

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, providing they have not been replaced, may re-enter the game (after being beckoned by the referee) during the run of play or at any stoppage of play, including times for normal substitutions. If the referee signals the clock to be stopped to assess a player's injuries and it is determined that medical personnel are not needed, the player(s) does not have to leave the field.

A.R. 5.6.7.1.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 3.5.3.)

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 3.4.9.

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 3.5.3.2.)

A.R. 5.6.7.2. In the event the trainer is ejected from the game and no suitable certified medical authority or replacement is available, what action is to be taken by the referee? **RULING:** Ensure that the trainer is within a reasonable distance to be summoned in the event of an emergency.

5.6.8 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 artificial noisemakers, air horns, electronic amplifiers and any other items that are not permitted from the spectators' areas.

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

RULE 6

Other Officials and Their Duties

6.1 Assistant Referees

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

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

6.2 Alternate Official

A conference or an institution may elect to assign an alternate official to a competition in order to assure game officiating continuity in the event one of the assigned officials is unable to perform his or her duties. When an alternate official is assigned, the governing sports authority (see Page 7) shall clearly state the officiating position he or she will assume in the event that one of the referees or assistant referees is unable to officiate.

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

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

Recommended Timing Sheets

NCAA Regular-Season Pregame Schedule

Clock Activity

60:00* Teams may begin warm-up on the field in front of their bench.

*Begin clock 60 minutes before game starting time.

15:00 Game rosters exchanged.

10:00 Captains and officials meet.

Teams clear field.

Introduction of officials, coaches and players.

1. Officials.

2. Visiting coaches and team.

3. Home coaches and team. National anthem. Teams shake hands; designated away team moves to shake designated home team's hands.

0:00 Game begins.

Overtime Procedure

5:00 Intermission after regulation time.

10:00 First overtime period (sudden victory).

2:00 Intermission.

10:00 Second overtime period (sudden victory).

NCAA Postseason Pregame Schedule

60:00* Teams may begin warm-up on the field in front of their bench.

*Begin clock 60 minutes before game starting time.

15:00 Game rosters submitted and exchanged.

10:00 Captains and officials meet.

Teams clear field. Public-address welcome.

Introduction of officials, coaches and players.

1. Officials. (In center circle)

2. Visiting team nonstarters, followed by starters.
(All to midfield, in front of bench)

3. Home team nonstarters, followed by starters.
(All to midfield, in front of bench)

National anthem. 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 as teams exit field

0:00/45:00 Kickoff • Second half

Overtime Procedure

5:00 Intermission after regulation time.

10:00 First overtime period (sudden victory).

2:00 Intermission.

10:00 Second overtime period (sudden victory).

5:00 Intermission

Penalty-Kick Procedure (See Rule 7.1.1.)

- 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. 3.6.1.c;
 - 6.3.5.6 Because a trainer or other bench personnel is beckoned onto the field.
 - 6.3.5.7 When a goal is scored;
 - 6.3.5.8 When a penalty kick is awarded; or
 - 6.3.5.9 When a player is carded.

***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.*

- 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; and
- 6.3.9 The timekeeper shall signal for the termination of the period and signal with a horn (not whistle) when time has expired. 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 3.5.1.)
- 6.4.4 Once given, and once the scoresheet is signed and released for publication, coaches, players and bench personnel bear the burden of the infractions.
- 6.4.5 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/faxed 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.

RULE 7

Duration of the Game

7.1 Length of Game

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

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

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

7.1.1 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. Coaches, nonparticipating players and all other bench personnel shall remain beyond the touch line 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 the eligible 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 One official shall record the kickers, and one shall administer the taking of the kicks.

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 a certified trainer in concert with the governing sports authority. (See Page 7.) However, the injured goalkeeper is eligible to return if physically able.

7.2 Halftime and Overtime Intervals

The halftime interval shall 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. The interval between the end of regulation play and the first overtime period shall be five minutes. The interval

between the first and second overtime periods shall not exceed two minutes. (Also see A.R. 5.6.9.)

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

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. If a game is forfeited during play, the statistics only count if at least 70 minutes have been completed. If a game in progress is declared a forfeit win to one of the teams by the game officials and the game has not progressed to a reasonable point of conclusion (70 minutes), then the official game score shall be 1-0. The team’s won-lost record shall include the forfeit, but the statistics are voided as a result of 70 minutes not being played; all averages shall be computed without the inclusion of the forfeited contest. All statistics count if a game is forfeited after the game has concluded, and the team that won the game on the field still gets the victory, while the team that lost on the field still gets the loss.

7.5 Suspended Game

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

A.R. 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

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. See Appendix C.

No game may be started more than three hours after the originally scheduled start time unless mutually agreed upon by the teams or determined by the governing sports authority. (See Page 7.)

Once a game has been started and suspended, it must be restarted no later than three hours after the actual start time unless mutually agreed upon by the teams or determined by the governing sports authority. (See Page 7.)

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

RULE 8

Start of Play

8.1 Coin Toss

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

8.2 Kickoff

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

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

PENALTY—Indirect free kick.

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

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

8.3 After a Goal

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

8.4 Change of Ends

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

RULE 9

Ball In and Out of Play

9.1 In Play

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

9.2 Out of Play

The ball is out of play in the following circumstances:

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

9.3 Restarts

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

- 9.3.1 *After crossing a boundary line.* When the ball crosses a touch line or 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 drop ball at the spot where the ball was located when play was suspended, provided the ball was not in the goal area.

If play was suspended with the ball in the goal area, it shall be dropped on that part of the goal area line that runs parallel to the goal line nearest to where the ball was when play was stopped. The ball is in play when it touches the ground; however, if the ball is played before it touches the ground, the referee shall drop it again. **Exception:** *If a goalkeeper is in possession of the ball at the time of a stoppage other than a foul by the goalkeeper or a member of his/her team, the restart shall be an indirect free kick.*

A.R. 9.3.2.a. A player was 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, treat the injury and restart the game with an indirect free kick by the team in possession.

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

- 9.3.3 *Kickoff.* (See Rule 8.2.)

RULE 10

Scoring

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

10.1 Method of Scoring

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

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

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

10.2 Scoring Plays

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

10.3 Shots

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

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

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

10.4 Goals

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

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

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

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

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

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

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

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

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

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

A.R. 10.4.j. A goal is scored. Before the kickoff, the referee finds that the scoring team had more than 11 players on the field and/or an 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.

- 10.4.1 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."
- 10.4.2 An offensive 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

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

- 10.5.1 If a scoring play consists of two consecutive passes without a defender gaining control of the ball, two assists may be awarded, provided the second player does not have to elude a defender to make the final pass. Both passes must have a direct influence on the outcome of a goal scored. If the second player needs to elude a defender before passing to the goal-scorer, credit only that assist.
- 10.5.2 No assist is awarded when a player gains control from the defensive team and scores.
- 10.5.3 No assist is awarded on a penalty-kick goal.
- 10.5.4 A corner kick, throw-in or free kick leading to a goal each counts as a pass in awarding assists.
- 10.5.5 A player cannot receive credit for an assist on a goal that the player also scores.

- 10.5.6 If an attacking player's shot hits a post or crossbar and bounces back into the field of play and, before a defender can touch the ball, another attacker shoots the ball into the goal, credit the player whose shot hit the post or crossbar with an assist.
- 10.5.7 If an attacking player shoots and the goalkeeper or defender blocks the shot but cannot control the ball, and a second attacking player immediately knocks the rebound in for a goal, credit the player who took the first shot with an assist.

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

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

In 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.*

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

RULE 11

Offside

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; 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 involved in active play and interferes with play or with an opponent, or seeks to gain 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 offensive player steps off the field to avoid being offside. **RULING:** No penalty if the player left the field for the sole purpose of not being offside. If, upon leaving the field, the player distracts an opponent or assists a teammate, the player is guilty of an infraction. (See Rule 3.6.3.)

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 (that is, kicked) and then only if in an offside position and also judged as either intending to interfere with play or an opponent, actually interfering with play or an opponent or gaining an advantage by being in that position.

A.R. 11.2.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 3.6.3.)

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:

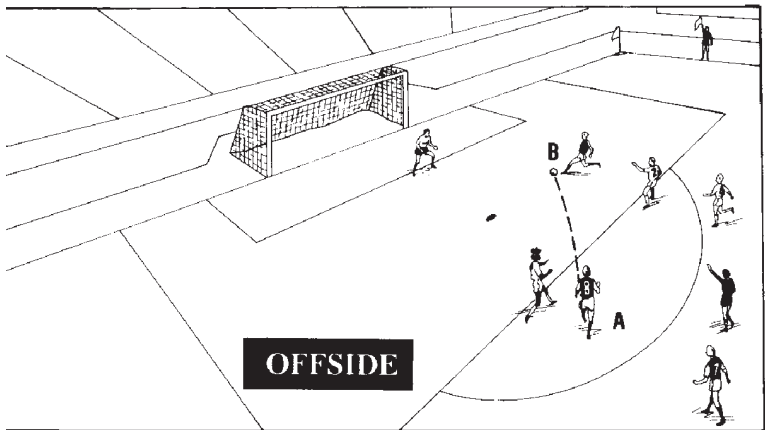
11.3.1 Merely because of being in an offside position; or

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

DIAGRAMS ILLUSTRATING POINTS IN CONNECTION WITH

OFFSIDE

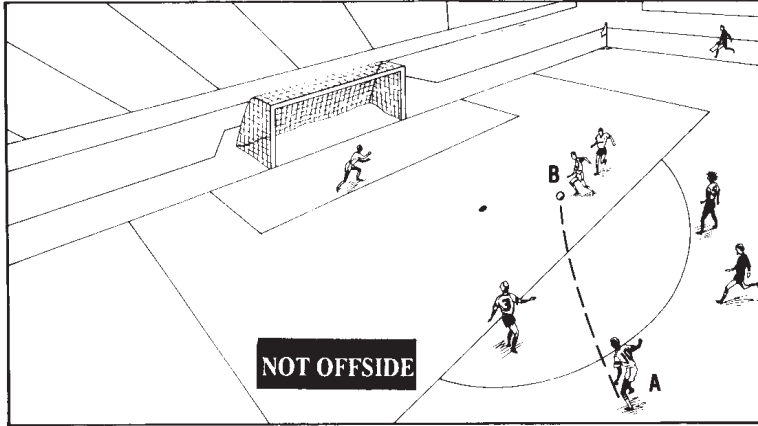
OFFSIDE—Diagram 1



Pass to a Teammate

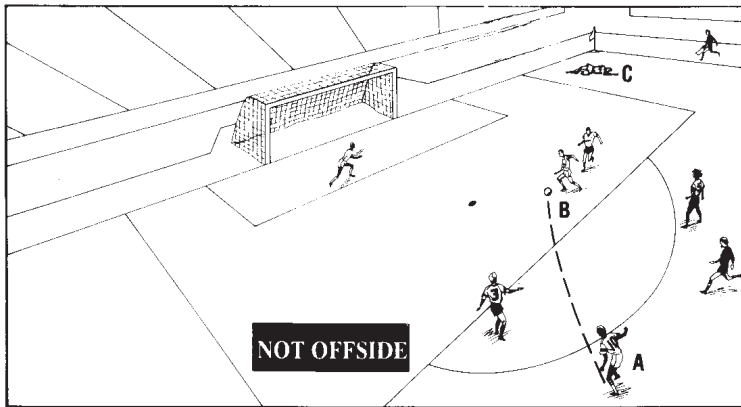
A passes the ball to B. B is offside because he is in his opponent's half of the field, in front of A, and there are fewer than two of his opponents closer to his opponent's end line when the ball was passed forward. Note: Even is onside.

OFFSIDE—Diagram 2

**Pass to a Teammate**

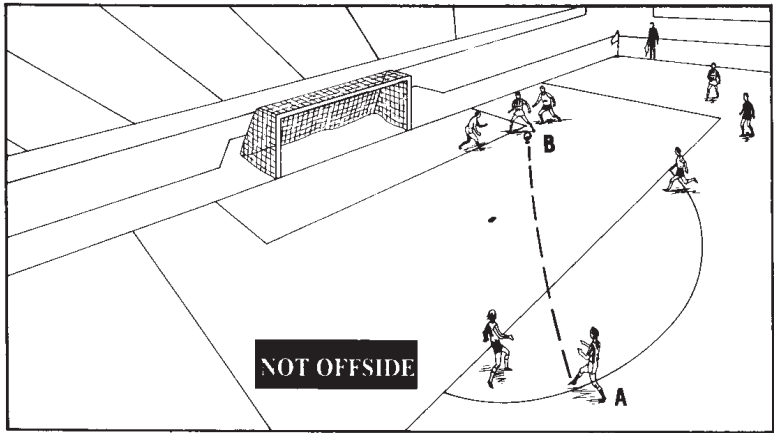
A plays the ball forward to *B*, who is level with the second-to-last opponent. *B* is not offside since, at the moment the ball was played forward, there are at least two of her opponents closer to her opponent's end line than *B* was. Note: Even is onside.

OFFSIDE—Diagram 3

**Pass to a Teammate**

A plays the ball forward to *B*, who is level 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 onside.

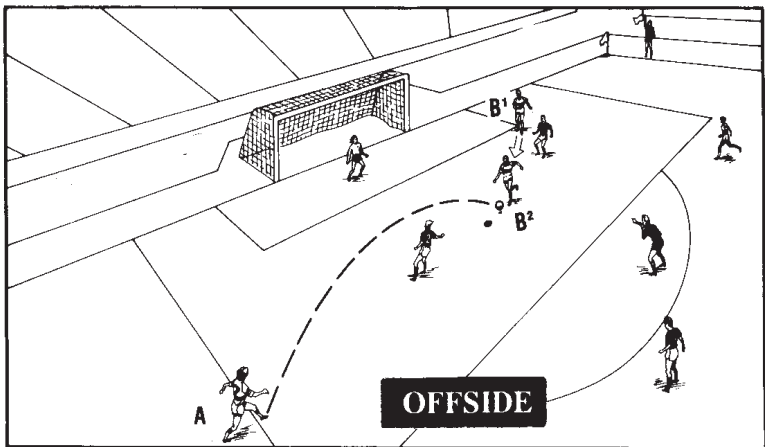
OFFSIDE—Diagram 4



Pass to a Teammate

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

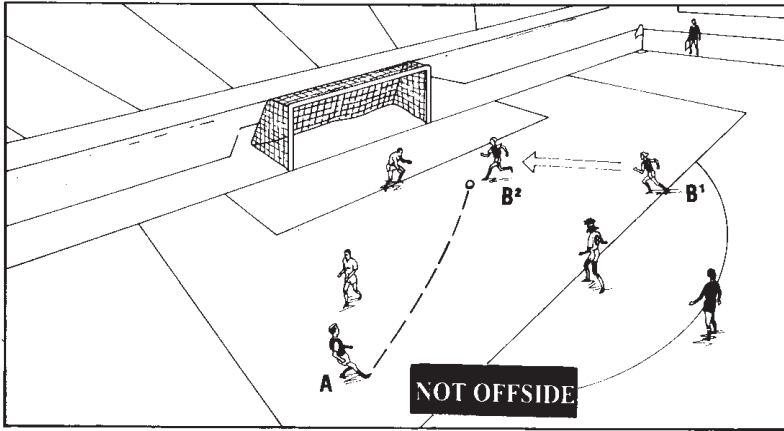
OFFSIDE—Diagram 5



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 gained an advantage by being in active play.

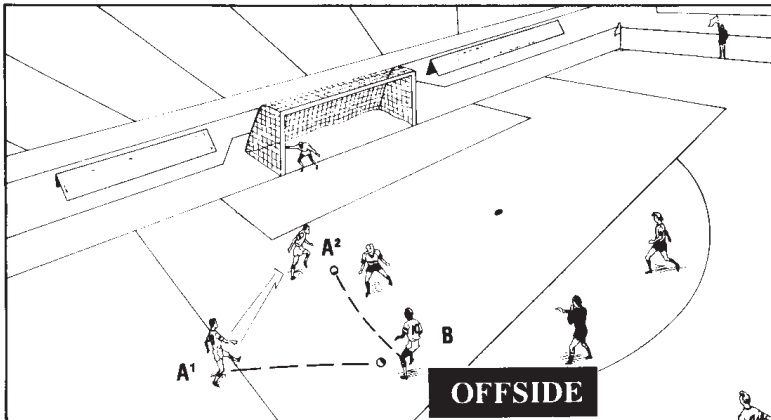
OFFSIDE—Diagram 6



Pass to a Teammate

A passes the ball to B, who runs from Position 1 to Position 2 to 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 onside.

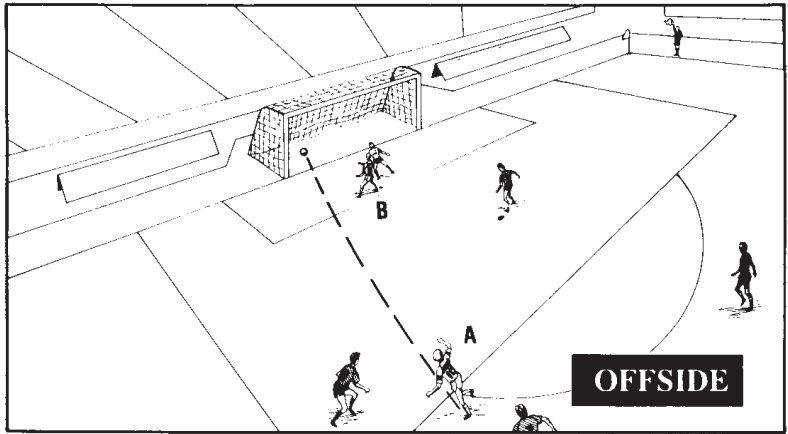
OFFSIDE—Diagram 7



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 gained an advantage by being in active play.

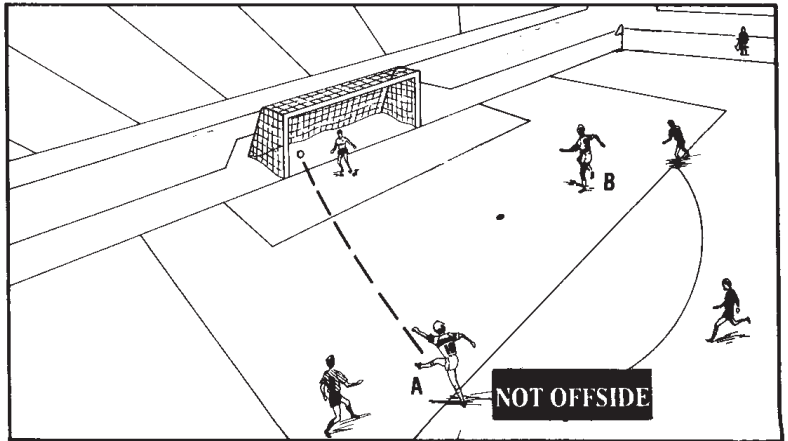
OFFSIDE—Diagram 8



Interfering With an Opponent

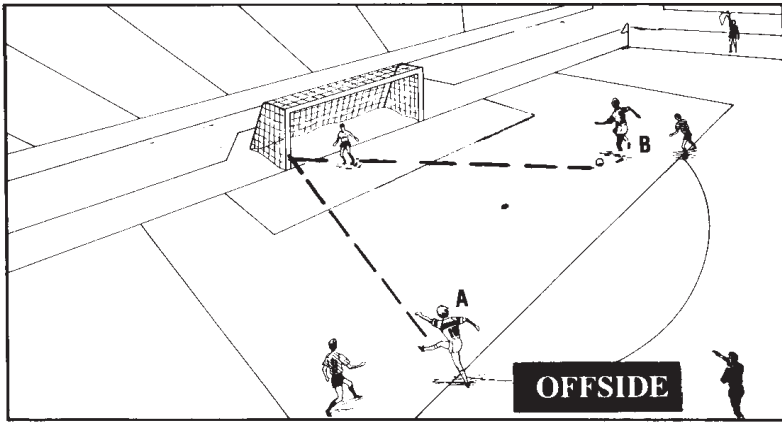
A shoots for goal and the ball enters the net. B is standing in front of the goalkeeper. The goal shall not be allowed since B, who is in an offside position, is involved in active play and is interfering with an opponent.

OFFSIDE—Diagram 9

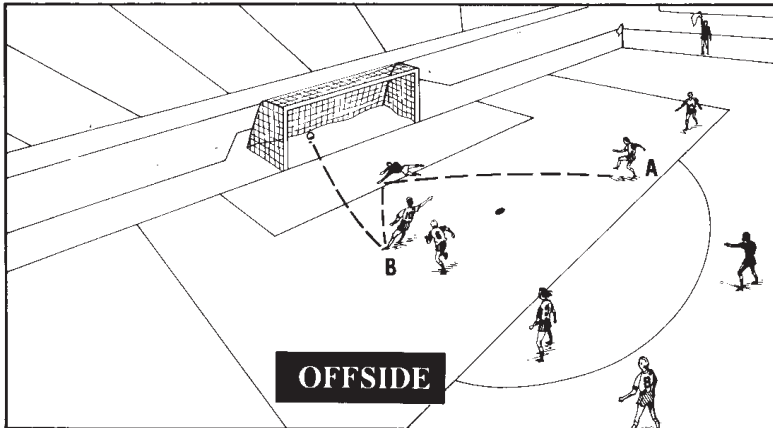


Shot at Goal

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

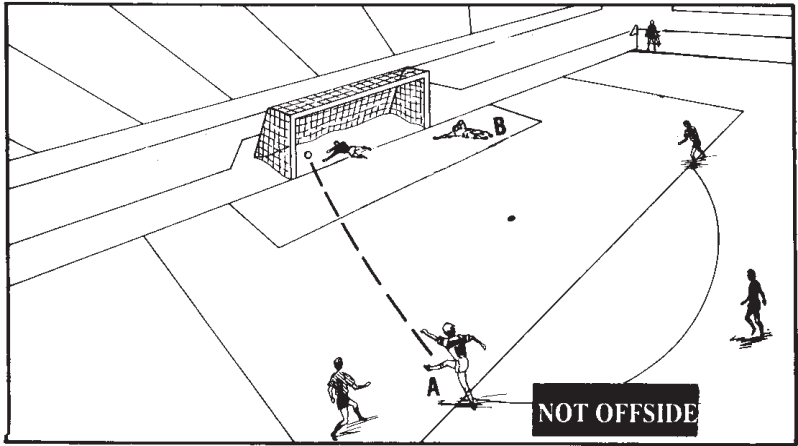
OFFSIDE—Diagram 10**Ball Rebounding From Goal Posts or Crossbar**

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

OFFSIDE—Diagram 11**Shot Rebounds From Goalkeeper**

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

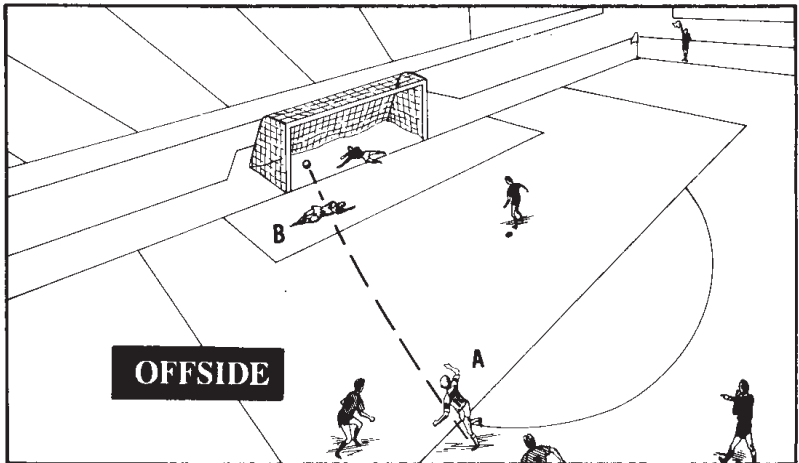
OFFSIDE—Diagram 12



Not Interfering With an Opponent

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

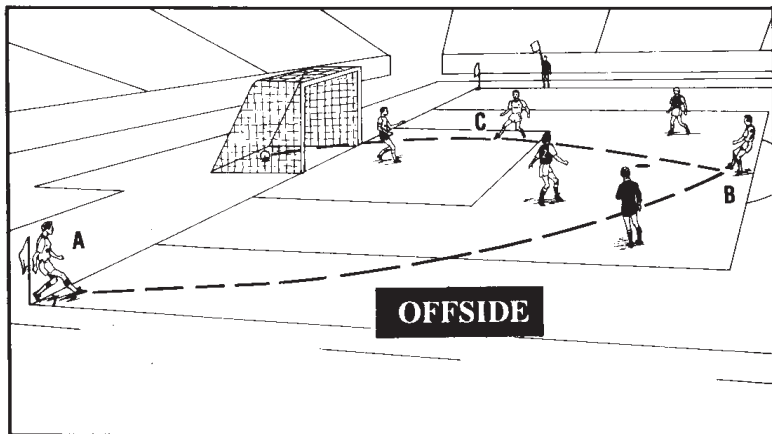
OFFSIDE—Diagram 13



Interfering With an Opponent

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

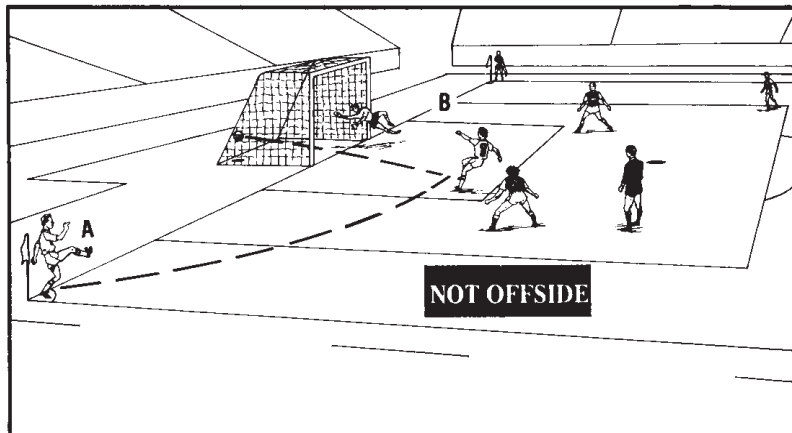
OFFSIDE—Diagram 14



Corner Kick

A takes a corner kick and the ball goes 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 inside.

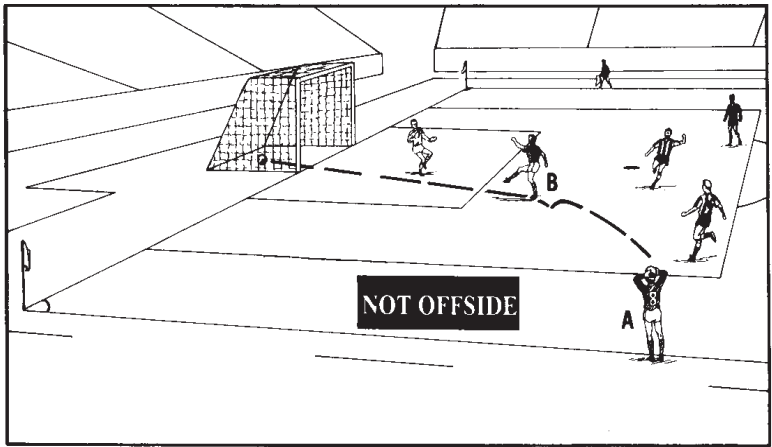
OFFSIDE—Diagram 15



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.

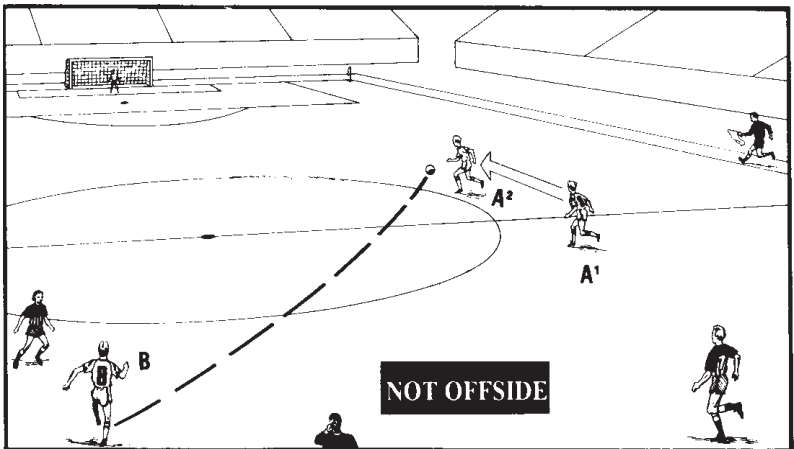
OFFSIDE—Diagram 16



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.

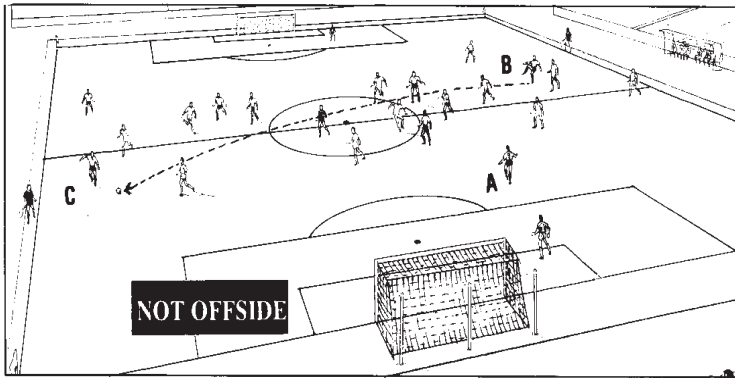
OFFSIDE—Diagram 17



Pass to a Teammate

B plays the ball ahead of *A*, who is in her own half of the field of play. 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

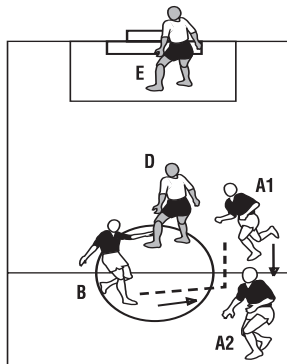


Active Play

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

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

OFFSIDE—Diagram 19



Offside When Ball Is Played

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

RULE 12

Fouls and Misconduct

12.1 Unsporting Behavior

12.1.1 Players, coaches and team representatives are expected to behave in the tradition of fair play and sporting behavior, which is inherent in this game.

12.1.2 In accordance with NCAA bylaws, the use of tobacco by student-athletes, or team or game personnel (for example, coaches, athletic trainers, managers and game officials) is prohibited in all sports during practice and competition.

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

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

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

Note: A disqualification does not constitute an ejection pursuant to Rule 12.3. For instance, the team does not play short and the individual may participate in the next regularly scheduled game.

12.2 Direct Free-Kick Offenses

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

12.2.1 Spitting at an opponent;

12.2.2 Kicking or attempting to kick an opponent;

12.2.3 Striking or attempting to strike an opponent including the use of a ball or piece of equipment;

12.2.4 Tripping or attempting to trip an opponent;

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

A.R. 12.2.5. 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 and award a direct free kick or a penalty kick if the offense took place in the penalty area.

12.2.6 Jumping at an opponent;

12.2.7 Handling the ball;

A.R. 12.2.7. 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.

12.2.8 Handling by the goalkeeper outside the penalty area;

12.2.9 Holding an opponent;

A.R. 12.2.9. A player holds an opponent by grabbing his or her clothing. **RULING:** Direct free kick or penalty kick if the offense occurs in the penalty area and caution the offending player.

12.2.10 Pushing an opponent;

12.2.11 Charging an opponent violently; and

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

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

12.3 Ejections

An ejection is a formal disciplinary action requiring specific procedures to be followed by the referee including stopping the clock, suspending play and displaying a red card. For all ejections, the referee shall electronically complete and file the appropriate form(s) located on the NCAA Soccer Central Hub website at www.NCAAsoccer.arbitersports.com within 24 hours of completion of the game. (See Page 7.)

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

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

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

12.3.1. Is guilty of serious foul play;

12.3.1.1 Serious foul play must be against an opponent, between players competing for the ball, committed on the field of play, and a direct free kick foul.

12.3.2. Is guilty of violent behavior;

12.3.2.1 Violent behavior may be against anyone (for instance, opponent, teammate, official or spectator) not competing for the ball and may be on or off the field of play. The ball may be in or out of play.

A.R. 12.3.2.1. Two players of the same team commit unsporting or violent behavior toward each other on the field of play. **RULING:** The players shall be cautioned or ejected from the game, and the game shall be restarted with an indirect free kick.

12.3.3. Is guilty of fighting;

A.R. 12.3.3. A defensive player strikes an offensive player in the penalty area before a free kick is taken. **RULING:** If the ball was not in play, eject the defensive player, and restart with the free kick.

12.3.4 Spits at an opponent or any other person;

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

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

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

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

A.R. 12.3.7.b. May a player be cautioned and/or ejected during an interval between periods or after the completion of a 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.

12.3.8 Receives a second caution in the same game.

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

A.R. 12.3.8.b. Shall a game be suspended immediately to caution or eject? **RULING:** No. If the referee applies the advantage clause, he or she shall caution or eject when play is suspended.

12.4 Indirect Free-Kick Offenses

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

12.4.1 A player playing the ball a second time before it has been played or touched by another player at the kickoff, on a throw-in, on a free kick, on a corner kick, on a goal kick (if the ball has passed outside the penalty area) or on a penalty kick;

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

12.4.3 A goalkeeper repossessing the ball in violation of Rule 12.10.2;

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

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

12.4.6 Illegal or inappropriate coaching from the touch lines;

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

12.4.8 Unsporting behavior, including inappropriate language;

12.4.9 Dangerous play;

12.4.10 Offside;

12.4.11 Charging when the ball is not within playing distance;

12.4.12 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;

12.4.13 Illegal obstruction other than holding;

12.4.14 A player leaving the field of play during the progress of the game without the consent of the referee; or

12.4.15 Assaulting a referee or game official. (See Rule 12.13.)

12.5 Cautions

There are seven types of behavior that the referee shall penalize by caution. A caution is a formal disciplinary action requiring specific procedures to be

followed by the referee including stopping the clock, suspending play and displaying a yellow card. Any player, coach, team representative or participant listed on the official roster shall be cautioned a maximum of one yellow card per game for committing any of the following offenses:

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

A.R. 12.5.1. A player enters or returns to the field of play without receiving approval from the referee and, apart from this, commits another more serious infringement.

RULING: The player shall be cautioned for entering or returning to the field without approval and ejected for the more serious infringement.

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

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

12.5.4 Using profane language in an incidental manner;

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

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

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

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

12.5.6 Delaying the restart of play; or

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

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

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

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

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

12.6 Violations

12.6.1 *Fighting.* Definition: A fight is defined as a deliberate strike or punch or an attempt to strike or punch another player, official, coach or bench personnel. These acts include, but are not limited to, kicking, head-butting,

hair pulling or an open-handed strike if done deliberately and in a malicious manner.

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

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

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

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

In addition, the referee shall electronically complete and file the fight reporting form located on the NCAA Soccer Central Hub website at www.NCAAsoccer.arbitersports.com within 24 hours of completion of the game.

Notification of the fighting ejection(s) shall be sent by the NCAA national office to the offending individual's institution and the governing sports authority. (See Rule 12.12.1.)

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

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

PENALTY—Direct free kick.

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

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

PENALTY—Direct free kick.

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

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

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

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

PENALTY—Direct free kick.

A.R. 12.6.4 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 does not have at least one foot on the ground and/or do not have their arms held close to the body.

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

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

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

PENALTY—Direct free kick.

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

PENALTY—Indirect free kick.

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

12.7 Obstruction

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

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

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

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

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

12.8 Dangerous Play

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

PENALTY—Indirect free kick from point of infraction.

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

12.9 Goalkeeper Privileges

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

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

12.9.2 *Possession.*

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

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

12.9.2.3 Pinning the ball to the ground.

12.10 Goalkeeper Violations

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

A.R. 12.10.1. A goalkeeper appears to sustain an injury making a save while maintaining possession of the ball, during which time the six-second limitation elapses.

RULING: If the goalkeeper is able to continue, play shall restart with an indirect free kick for his or her team.

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

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

12.10.2.2 The ball has been touched by a member of his or her own team, providing that player is outside the penalty area and the ball has not been deliberately kicked or thrown to the goalkeeper. 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 unless the ball is touched or played by an opponent.

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

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

PENALTY—Indirect free kick from the point of infraction.

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

A.R. 12.10.3.a. May a player retreating toward his or her goal with the ball pass the ball to the side of the goal, giving the impression that he or she was not seeking to pass the ball back to the goalkeeper? **RULING:** No. In a situation in which the ball is kicked

by a teammate in any manner with the apparent intention of allowing the goalkeeper to take possession, the goalkeeper shall be penalized once the ball is touched by the hands.

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

12.11 Accumulated Cautions and Game Suspensions

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

If the total is reached in the final game of the season, the player(s), coach(es) and/or bench personnel shall not participate in the first postseason game and/or the first regularly scheduled game of the next season if his/her team does not participate in postseason play. Scrimmages and exhibition games (including alumni games), scheduled or unscheduled, do not qualify as games with reference to players suspended for accumulated cautions. Moreover, if the next regularly scheduled game is not played for any reason (and is later declared a forfeited game), the forfeited game shall not satisfy the game requirements for suspended players or coaches. If the total is reached in the final postseason game of the season, the players shall not compete in the first game of the next season. Suspended players or coaches shall serve their game suspensions in an actual contest.

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

Coach(es) serving a game suspension(s) are permitted to participate in pregame activities up until kickoff, at which time they shall be restricted to the designated spectator areas and are prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel from the start of the contest to its completion, including all overtime periods and penalty-kick tiebreaker procedures. (See Rule 12.12.1)

If a suspended player or coach illegally participates in any game, the game shall be forfeited to the opposing team. In addition to the forfeit: (1) the original term of suspension for the player or assistant coach shall be doubled, and the head coach shall be suspended for the same term of suspension; or (2) if a suspended head coach illegally participates in a game, the original term of suspension for the head coach shall be doubled.

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

A.R. 12.11.1.b. A suspended player participates in the next regularly scheduled game and/or additional games before being detected. **RULING:** The player's team forfeits all games in which he or she competed as an illegal player. In addition to the forfeit: (1) the original term of suspension for the player shall be doubled, and the head coach shall be suspended for the same term of suspension. Actions beyond those set forth in the rule (for example, additional forfeitures, game suspensions, etc.) may be assessed by the appropriate governing sports authority. (See Page 7.)

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

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

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

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

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

A.R. 12.11.1.h. An ejected player or coach is serving a game suspension in a game that is suspended before it has reached the 70th minute and not resumed the same day. **RULING:** Since the game was not resumed the same day and is ruled "no contest," any player(s), coach(es) or bench personnel shall sit out the next regularly scheduled game, including a playoff or tournament game. (See Rule 7.5.)

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

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

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

A.R. 12.11.2.c. A player with four cautions enters the final game of the regular season and proceeds to receive an ejection. **RULING:** The player shall leave the game and is

ineligible to compete in the first game of the postseason since the ejection carries its own one-game suspension.

A.R. 12.11.2.d. A player enters the game with an accumulated total of four cautions, proceeds to receive a caution and then later in the game receives an ejection. **RULING:** Upon receiving the ejection, the player's team plays short and he or she is ineligible to participate in the remainder of the game in question, and the next two regularly scheduled games, including postseason games. (The player shall sit out one game for the ejection and another for the five-card accumulation.)

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

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

12.12 Ejections and Player Suspensions

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

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

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

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

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

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

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

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

A.R. 12.12.1.f. A coach is ejected from the game and no other institutional representative is present to take responsibility for the management of the game. **RULING:** The referee shall suspend the game and submit a report to the governing sports authority. (See A.R. 5.6.1.d.)

12.13 Assault on a Referee

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

In the event of an assault on a referee, the referee shall inform the player(s), the head coach(s) and the official scorekeeper, who shall record on the official NCAA box score form that an ejection for referee assault has been issued. In addition, the referee shall electronically complete and file the Referee Assault Form located on the NCAA Soccer Central Hub website at www.NCAA soccer.arbitersports.com within 24 hours of completion of the game.

Notification of the assault ejection for a first offense in a season will be sent by the NCAA national office to the offending individual's institution and the governing sports authority.

12.14 Coaching and Team Area, Restrictions

12.14.1 Coaches, players and bench personnel shall remain inside their respective coaching and team areas. **Exceptions:** (1) *Players warming up in preparation to enter the field of play are permitted to use the area that extends beyond the respective area nearest their bench and opposite their opponent's areas. (See Rule 4.5.2.)* (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.

12.14.2 Members of the coaching staff who are listed on the game roster and are on site are permitted to communicate with each other via electronic devices.

A.R. 12.14.2. May a coach use an electronic communication device, tablet, dry erase board or similar coaching aid during the game? **RULING:** Yes.

12.14.3 Coaching from the touch lines is restricted to communication with one's own team and staff, and is confined to the coaching and team areas. **Exception:** See Rule 12.14.1(3).

PENALTY—Warn, caution or eject as appropriate.

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

12.14.4 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—Warn, caution, or eject as appropriate.

12.15 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. 12.11.1.e.) **Result:** The player now has accumulated four yellow cards and one red card and shall sit out one game for the red card.

Example B: The player from Example A sits out one game 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. 12.11.1.e.) **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 12.11.1) and two additional games for accumulating two red cards. (See Rule 12.12.1.)

Additional Yellow Cards and Fighting Red Cards

Example C: The player in Examples A and B satisfies the three-game suspension requirement only to receive a yellow card in each of the next two games in which he or she plays. The card accumulation now stands at seven

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 four games.

Explanation: The player sits 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 red.

12.16 Protest

A protest may be filed by an authorized representative of an involved institution or governing sports authority providing it relates to the misapplication of a rule of conduct that clearly has a direct impact on: (1) the outcome of the game; or (2) participant eligibility.

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 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.

Protests based on matters of referee judgment or the accuracy of a decision shall not be considered.

If the protest involves 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.

If the game result clearly delineates a winner, there shall be no replay and all statistics, except a modified score, shall remain. If a protest results in a determination (by the governing sports authority) to replay the game, it shall be replayed in its entirety and all statistics from the previous game shall not count, except as provided by Rules 12.11, 12.12, 12.13, and 12.14.

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

A.R. 12.16.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. 12.16.b A protest is filed documenting the fact that a goal was scored by an opponent who was an illegal substitute. **RULING:** Protest granted. This is a misapplication of a rule of conduct.

A.R. 12.16.c A protest is filed claiming the referee incorrectly ruled that a push was a fighting offense per Rule 12.6.1. **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 be not be considered.

RULE 13

Free Kicks

13.1 Types, When Taken

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

A.R. 13.1. May a direct or indirect free kick be kicked in any direction? **RULING:**

Yes. However, kickoffs and penalty kicks shall be kicked forward.

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

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

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

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

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

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

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

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

13.2 How Taken

When a free kick is being taken, no player of the opposite team shall encroach within 10 yards 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.a. A direct free kick is awarded six yards inside the penalty area to the defending team and a player from the opposing team stands one yard outside the penalty area. **RULING:** All opposing players shall be at least 10 yards from the ball.

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

PENALTY—Indirect free kick from point of infraction.

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

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

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

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

RULE 14

Penalty Kicks

14.1 When Taken

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

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

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

14.2 How Taken

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

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

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

A.R. 14.2.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.

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

The opposing goalkeeper, who shall remain on the goal line facing the kicker, between the goal posts, is permitted to move laterally (that is, from side to side) but shall not step or lunge forward until the ball is kicked.

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

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

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

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

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

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

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

14.3 Infringements

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

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

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

A.R. 14.3.2. On a penalty kick, the offensive team infringes upon the rule. **RULING:** The kick shall be retaken if a goal is scored. If the ball goes directly out of play over the end line without being touched, a goal kick shall be awarded. If a goal is not scored and the ball 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 cautioned or ejected as appropriate, and the kick taken. For any infringement by the player taking the kick committed after the ball is in play, the player shall be cautioned or ejected as appropriate; a goal may not be scored, and the game shall be restarted with a free kick as appropriate to the disciplinary actions.

A.R. 14.3.3. 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.

14.4 End of Time Variations

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

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

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

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

RULE 15

The Throw-In

15.1 When Taken

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

15.2 How Taken

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

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

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

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

A.R. 15.2.a. A player taking a throw-in throws the ball so that it does not enter the field of play but passes outside the touch line or hits the ground before entering the field of play. **RULING:** The 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 player does not move in an attempt to interfere with the throw-in. Caution the player who does attempt to interfere with the throw-in for unsporting behavior.

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

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

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

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

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

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

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

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

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

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

15.3 Throw-in to Goalkeeper, Violation

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

PENALTY—Indirect kick from the point of contact.

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

RULE 16

The Goal Kick

16.1 When Taken

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

16.2 How Taken

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

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

The goalkeeper shall not receive the ball into his or her hands from a goal kick. The goalkeeper cannot pick up the ball and kick it—the ball must be placed on the ground and kicked from there.

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

PENALTY—Indirect free kick from point of infraction.

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

A.R. 16.2.b. A player clearly is in an offside position when a ball is kicked to him or her from a goal kick, and the player receives the ball and scores a goal. **RULING:** Goal. A player cannot be offside directly from a goal kick. (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 left the penalty area. On goal kicks, opponents shall not enter the penalty area until the ball leaves the area. On free kicks taken from within the penalty area by the defending team, opponents shall not enter the area and shall not come within 10 yards of the ball until it is in play.

RULE 17

The Corner Kick

17.1 When Taken

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

17.2 How Taken

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

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

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

PENALTY—Indirect free kick from point of infraction.

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

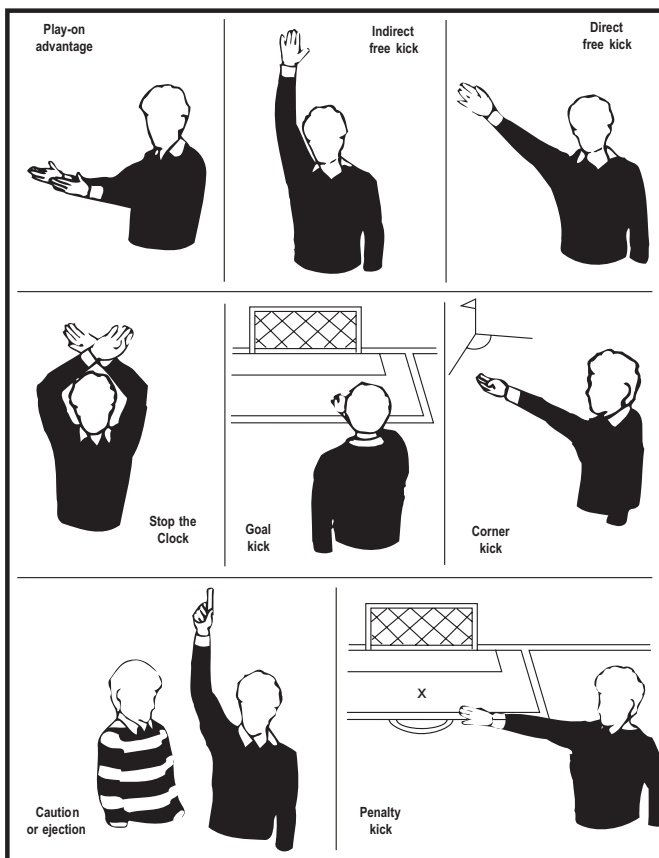
A.R. 17.2.b. May a player remove the corner flag or marker before taking a corner kick? **RULING:** No.

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

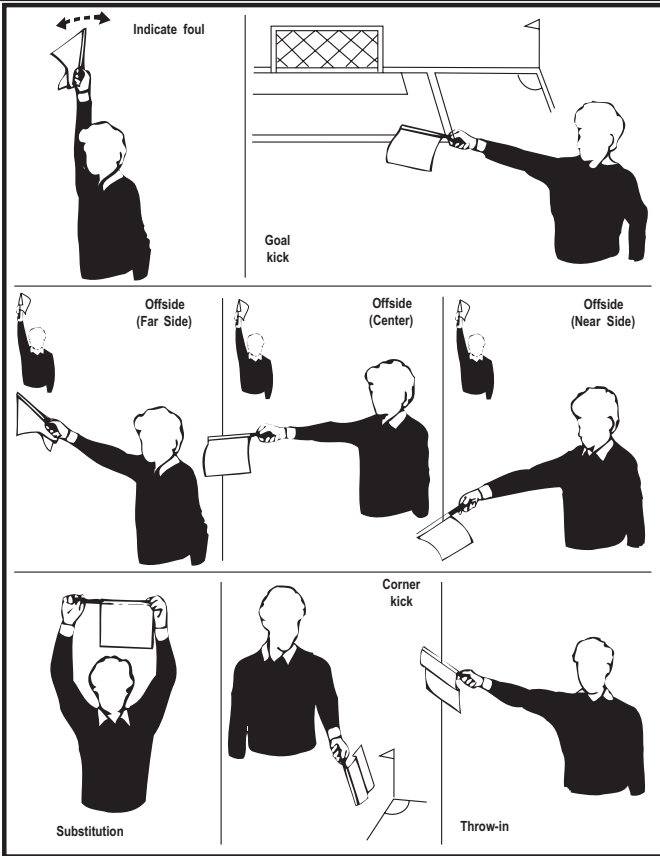
Appendix A

Official Referee's Signals



Appendix B

Official Assistant Referees' Signals



Appendix C

Lightning Safety

July 1997 • Revised June 2013

Lightning is the most consistent and significant weather hazard that may affect intercollegiate athletics. Within the United States, the National Oceanic and Atmospheric Administration (NOAA) estimates that 40 fatalities and about 10 times as many injuries occur from lightning strikes every year. NOAA attributes 48 percent of the fatalities to lightning strikes during organized sport activities at all levels across the country. While the probability of being struck by lightning is low, the odds are significantly greater when a storm is in the area and proper safety precautions are not followed.

Education and prevention are the keys to lightning safety. The references associated with this guideline are an excellent educational resource. Prevention should begin long before any intercollegiate athletics event or practice by being proactive and having a lightning safety plan in place. The following steps are recommended by the NCAA and NOAA to mitigate the lightning hazard:

1. Develop a lightning safety plan for each outdoor venue.
2. Designate a person to monitor threatening weather and to notify the chain of command who can make the decision to remove a team, game personnel, television crews and spectators from an athletics site or event. A lightning safety plan should include planned instructions/announcements for participants and spectators, designation of warning and all-clear signals, proper signage and designation of safer places from the lightning hazard.
3. Monitor local weather reports each day before any practice or event. Be diligently aware of potential thunderstorms that may form during scheduled intercollegiate athletics events or practices. Weather information can be found through various means via local television news coverage, the Internet, cable and satellite weather programming, a lightning detection and notification service, or the National Weather Service (NWS) website at www.weather.gov.
4. Be informed of National Weather Service (NWS) issued thunderstorm “watches” or “warnings,” and the warning signs of developing thunderstorms in the area, such as high winds or darkening skies. A “watch” means conditions are favorable for severe weather to develop in an area; a “warning” means that severe weather has been reported in an area and for everyone to take the proper precautions. It should be noted that neither watches nor warnings are issued for lightning. A NOAA weather radio is particularly helpful in providing this information.
5. Know where the closest “safer structure or location” is to the field or playing area, how long it takes to evacuate to that location for all personnel at the event, and have access to it. A safer structure or location is defined as:

- a. Any building normally occupied or frequently used by people, i.e., a building with plumbing and/or electrical wiring that acts to electrically ground the structure. Avoid the shower, plumbing facilities, contact with electrical appliances and open windows/doorways during a thunderstorm.
- b. In the absence of a sturdy, frequently inhabited building, any vehicle with a hard metal roof (neither a convertible, nor a golf cart) with the windows shut provides a measure of safety. The hard metal frame and roof, not the rubber tires, are what protects occupants by dissipating lightning current around the vehicle and not through the occupants. It is important not to touch the metal framework of the vehicle. Some athletics events rent school buses as safer locations to place around open courses or fields.

DANGEROUS LOCATIONS

Outside locations increase the risk of being struck by lightning when thunderstorms are in the area. Small covered shelters are not safe from lightning. Dugouts, refreshment stands, open press boxes, rain shelters, golf shelters and picnic shelters, even if they are properly grounded for structural safety, are usually not properly grounded from the effects of lightning and side flashes to people. They are usually very unsafe and may actually increase the risk of lightning injury. Other dangerous locations include bodies of water (pools, ponds, lakes) and areas connected to, or near, light poles, towers and fences that can carry a nearby strike to people. Also dangerous is any location that makes the person the highest point in the area.

6. Lightning awareness should be heightened at the first flash of lightning, clap of thunder, and/or other signs of an impending storm such as increasing winds or darkening skies, no matter how far away. These types of activities should be treated as a warning or “wake-up call” to intercollegiate athletics personnel. Lightning safety experts suggest that if you hear thunder, begin preparation for evacuation; if you see lightning, consider suspending activities and heading for your designated safer locations. For large-scale events, continuous monitoring of the weather should occur from the time pre-event activities occur throughout the event.

The following specific lightning safety guidelines have been developed with the assistance of lightning safety experts. Design your lightning safety plan to consider local safety needs, weather patterns and thunderstorm types.

- As a minimum, lightning safety experts strongly recommend that by the time the monitor observes 30 seconds between seeing the lightning flash and hearing its associated thunder or by the time the leading edge of the storm is within six miles of the venue, all individuals should have left the athletics site and be wholly within a safer structure or location. Individuals just entering the outdoor venue should be directed to the safer location.
- Please note that thunder may be hard to hear if there is an athletics event going on, particularly in stadiums with large crowds. Implement your lightning safety plan accordingly.
- Ensure a safe and orderly evacuation from the venue with announcements, signage, safety information in programs, and entrances that can also serve as mass exits. Planning should account for the time it takes to move a team and crowd to their designated safer locations.

- Lightning can strike from blue sky and in the absence of rain. At least 10 percent of lightning occurs when there is no rainfall and when blue sky is often visible somewhere in the sky, especially with summer thunderstorms. Lightning can, and does, strike as far as 10 (or more) miles away from the rain shaft. Be aware of local weather patterns and review local weather forecasts before an outdoor practice/event.

- Avoid using landline telephones, except in emergency situations. People have been killed while using a landline telephone during a thunderstorm. Cellular or cordless phones are safe alternatives to a landline phone, particularly if the person and the antenna are located within a safer structure or location, and if all other precautions are followed.

- To resume athletics activities, lightning safety experts recommend waiting 30 minutes after both the last sound of thunder and last flash of lightning is at least six miles away and moving away from the venue. If lightning is seen without hearing thunder, lightning may be out of range and therefore less likely to be a significant threat. At night, be aware that lightning can be visible at a much greater distance than during the day as clouds are being lit from the inside by lightning. This greater distance may mean that the lightning is no longer a significant threat. At night, use both the sound of thunder and seeing the lightning channel itself to decide on re-setting the 30-minute “return-to-play” clock before resuming outdoor athletics activities.

- People who have been struck by lightning do not carry an electrical charge. Therefore, cardiopulmonary resuscitation (CPR) is safe for the responder. If possible, an injured person should be moved to a safer location before starting CPR. Lightning-strike victims who show signs of cardiac or respiratory arrest need prompt emergency help. If you are in a 911 community, call for help. Prompt, aggressive CPR has been highly effective for the survival of victims of lightning strikes.

Automatic external defibrillators (AEDs) are a safe and effective means of reviving people in cardiac arrest. Planned access to early defibrillation should be part of your emergency plan. However, CPR should never be delayed while searching for an AED.

Note: Weather watchers, real-time weather forecasts and commercial weather-warning devices or services are all tools that can be used to aid in the monitoring and notification of threatening weather situations, decision-making regarding stoppage of play, evacuation and return to play.

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Appendix D

Concussions

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

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

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

-AND-

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

SIGNS AND SYMPTOMS

Signs Observed By Coaching Staff

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

Symptoms Reported By Student-Athlete

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

An athlete who exhibits signs, symptoms or behaviors consistent with a concussion, either at rest or during exertion, should be removed immediately from practice or competition and should not return to play until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can get checked.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if your student-athlete has experienced a blow to the head. Do not allow the student-athlete to just “shake it off.” Each athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated right away by an appropriate health care professional.** Do not try to judge the severity of the injury yourself. Immediately refer the student-athlete to the appropriate athletics

medical staff, such as a certified athletic trainer, team physician or health care professional experienced in concussion evaluation and management.

3. **Allow the student-athlete to return to play only with permission from a health care professional with experience in evaluating for concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the athlete to establish the appropriate time to return to play. A return-to-play progression should occur in an individualized, step-wise fashion with gradual increments in physical exertion and risk of contact. Follow your institution's physician-supervised concussion management protocol.
4. **Develop a game plan.** Student-athletes should not return to play until cleared by the appropriate athletics medical staff. In fact, as concussion management continues to evolve with new science, the care is becoming more conservative and return-to-play time frames are getting longer. Coaches should have a plan that accounts for student-athletes to be out for at least the remainder of the day.

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

Index to Rules

Term (Rule.Section.Article)	Page	Term (Rule.Section.Article)	Page
A			
Accumulated Cautions (12.11)	60	E	
Alternate Official		Ejections (12.3)	54
Duties (6.2)	29	Electronic Aids	
Number of (6.2)	29	Coaches' (12.14.2)	64
Assault on a Referee (12.13)	63	Equipment, Players'	
Assistant Referees		Articles (4.5)	22
Duties (6.1)	29	Colors, contrasting (4.2)	22
Number of (6.1)	29	Jewelry (4.6)	23
Signals (App B)	76	Numbers mandatory (4.3)	22
B			
Ball		Prosthetic limbs (4.5.5)	23
Defective (2.3)	14	Shoes (4.4)	22
Dimensions (2.1)	14	Uniform (4.1)	21
Material (2.2)	14	Excessive Celebration (12.5.5)	56
Shape (2.2)	14	Expiration of Time (7.6)	36
Style (2.2)	14	F	
Ball In and Out of Play		Facility, Indoor (1.1.2)	8
In play (9.1)	38	Field Marking Spray (5.3)	24
Out of play (9.2)	38	Field Markings and Measurements (1.3)	10
Restarts (9.3)	38	Goal area (1.5)	10
Ball Persons		Goal nets (1.10)	12
Duties (6.5)	33	Goals (1.9)	11
Number of (6.5)	33	Grading, slope of field (1.18)	13
Bleeding		Halfway line (1.4)	10
Re-entry conditions (3.5.3)	18	Hash mark (1.7)	11
Box Scores		Indoor facility (1.1.2)	8
(6.4.5)	33	Penalty area (1.6)	10
C			
Card Accumulation Examples and Rulings		Photographers' line (1.13)	12
(12.15)	64	Plan of field	8
Cautions (12.5)	55	Scoreboard (1.16)	13
Coaching and Team Area, Restrictions		Scorekeeper's/timekeeper's table (1.14)	12
(12.14)	63	Spectator restraining line (1.15)	13
Concussion (3.5.3)	18	Field of Play	
(App D)	81	Boundary lines (1.2)	8
Corner Kicks		Center circle (1.4)	10
How taken (17.2)	74	Clock (1.16)	13
When taken (17.1)	74	Coaching and team areas (1.12)	12
D			
Direct Free-Kick Offenses (12.2)	53	Corner flags (1.8)	11
Attempting to kick (12.2.2)	53	Crossbar, goal post displaced (1.11)	12
Attempting to strike (12.2.3)	53	Dimensions (1.1)	8
Attempting to trip (12.2.4)	53	Indoor facility (1.1.3)	8
Blood, using (12.2.5)	53	Lighting (1.17)	13
Charging violently (12.2.11)	54	Fighting (12.6.1)	56
Goalkeeper handling the ball (12.2.8)	53	Forfeit, No Contest (7.4)	36
Handling the ball (12.2.7)	53	Fouls and Misconduct (12)	53
Holding an opponent (12.2.9)	54	Accumulated cautions and game suspen-	
Jumping at opponent (12.2.6)	53	sions (12.11)	60
Kicking (12.2.2)	53	Assault on a referee (12.13)	63
Pushing (12.2.10)	54	Card accumulation examples and rulings	
Spitting (12.2.1)	53	(12.15)	64
Striking (12.2.3)	53	Cautions (12.5)	55
Tripping (12.2.4)	53	Coaching and team area, restrictions	
Violations (12.6)	56	(12.14)	63
Violently fouling opposing goalkeeper		Dangerous play (12.8)	58
(12.2.12)	54	Direct free-kick offenses (12.2)	53
E			
Ejections (12.3)			
Electronic Aids			
Coaches' (12.14.2)			
Equipment, Players'			
Articles (4.5)			
Colors, contrasting (4.2)			
Jewelry (4.6)			
Numbers mandatory (4.3)			
Prosthetic limbs (4.5.5)			
Shoes (4.4)			
Uniform (4.1)			
Excessive Celebration (12.5.5)			
Expiration of Time (7.6)			
F			
Facility, Indoor (1.1.2)			
Field Marking Spray (5.3)			
Field Markings and Measurements (1.3)			
Goal area (1.5)			
Goal nets (1.10)			
Goals (1.9)			
Grading, slope of field (1.18)			
Halfway line (1.4)			
Hash mark (1.7)			
Indoor facility (1.1.2)			
Penalty area (1.6)			
Photographers' line (1.13)			
Plan of field			
Scoreboard (1.16)			
Scorekeeper's/timekeeper's table (1.14)			
Spectator restraining line (1.15)			
Field of Play			
Boundary lines (1.2)			
Center circle (1.4)			
Clock (1.16)			
Coaching and team areas (1.12)			
Corner flags (1.8)			
Crossbar, goal post displaced (1.11)			
Dimensions (1.1)			
Indoor facility (1.1.3)			
Lighting (1.17)			
Fighting (12.6.1)			
Forfeit, No Contest (7.4)			
Fouls and Misconduct (12)			
Accumulated cautions and game suspen-			
sions (12.11)			
Assault on a referee (12.13)			
Card accumulation examples and rulings			
(12.15)			
Cautions (12.5)			
Coaching and team area, restrictions			
(12.14)			
Dangerous play (12.8)			
Direct free-kick offenses (12.2)			
Ejections (12.3)			
Goalkeeper violations (12.10)			
Indirect free-kick offenses (12.4)			
NCAA tobacco policy (12.1.2)			
Nonparticipants on field (12.14)			
Obstruction (12.7)			
Player suspensions, ejections and (12.12)			
Unsporting behavior (12.1)			

Term (<i>Rule.Section.Article</i>)	Page	Term (<i>Rule.Section.Article</i>)	Page
Free Kicks		O	
Direct free-kick offenses (12.2)	53	Obstruction (12.7)	58
How taken (13.2)	66	Official Scorekeeper and Scoring	
Indirect free-kick offenses (12.4)	55	Assists (10.5)	40
Types (13.1)	66	Duties of scorekeeper (6.4)	32
When taken (13.1)	66	Forfeited game (7.4)	36
G		Game-winning goals (10.7)	41
Game		Goals (10.4)	39
End (7.3)	36	Method of scoring (10.1)	39
Expiration of time (7.6)	36	No contest (7.4)	36
Halftime interval (7.2)	35	Number of scorekeepers (6.4)	32
Length (7.1)	34	Protest (12.16)	65
Overtime interval (7.2)	35	Saves, goalkeeper (10.6)	41
Overtime procedure (7.1)	34	Scoring plays (10.2)	39
Roster (3.2)	15	Shots (10.3)	39
Sample timing sheets (6.3.4)	30	Shutouts, goalkeeper (10.6)	41
Suspensions (12.11)	60	Winning the game (10.7)	41
Goal		Offside	
Area (1.5)	10	Diagrams (11)	43
Line (1.9)	11	Offside position (11.1)	42
Nets (1.10)	12	When not offside (11.3)	43
Goalkeeper		When offside (11.2)	42
Privileges (12.9)	59	P	
Violations (12.10)	59	Penalty Kicks	
Goal Kicks		End of time variations (14.4)	70
How taken (16.2)	73	How taken (14.2)	68
When taken (16.1)	73	Infringements (14.3)	69
Governing Sports Authority	7	When taken (14.1)	68
I		Players	
Inclement Weather (7.6)	36	Equipment	21
Indirect Free-Kick Offenses (12.4)	55	Game roster (3.2)	15
Assault on referee (12.4.15)	55	Number of (3.1)	15
Charging illegally (12.4.11)	55	Uniform (4.1)	21
Coaching from touch lines (12.4.6)	55	Player Suspensions (12.12)	62
Dangerous play (12.4.9)	55	Play, Start of	
Dissenting referee's decision (12.4.8)	55	After a goal (8.3)	37
Entering field without referee permission (12.4.5)	55	Change of ends (8.4)	37
Goalkeeper releasing ball after six sec- onds (12.4.3)	55	Coin toss (8.1)	37
Player leaving field without referee con- sent (12.4.14)	55	Kickoff (8.2)	37
Playing ball second time (12.4.1)	55	R	
Resubstituting at improper time (12.4.4)	55	Red Card (12.3)	54
Resubstitution without referee beckon (12.4.4)	55	Referee	
Substituting at improper time (12.4.4)	55	Assault on (12.13)	63
Substitution without referee beckon (12.4.4)	55	Discretionary power (5.6)	26
Injuries		Duties (5.5)	25
(3.5.3)	18	Equipment (5.3)	24
J		Jurisdiction (5.4)	24
Jewelry (4.6)	23	Number of (5.1)	24
L		Signals (<i>App A</i>)	75
Lightning Safety Policy (7.6)	36	Uniform (5.2)	24
(<i>App C</i>)	77	Roster (3.2)	15
M		S	
Misconduct and Fouls		Scorekeeper (6.4)	32
(See <i>Fouls and Misconduct</i>)	53	Scoring (10)	39
Monitoring Devices (4.5.6)	23	Assists (10.5)	40
N		Goalkeeper (10.6)	41
No Contest (7.4)	36	Goals (10.4)	39
		Method (10.1)	39
		Scoring Plays (10.2)	39
		Shots (10.3)	39
		Shutouts (10.6)	41
		Winning (10.7)	41
		Substitutes	
		Goalkeepers, changing (3.7)	20
		Number of (3.3)	16

Term (Rule.Section.Article)	Page
Re-entry conditions, restrictions, excep- tions (3.5).....	18
Reporting into the game (3.6).....	19
When allowed (3.4).....	16
Suspended Game (7.5).....	36
Suspended Player (12.11.1).....	60
T	
Team Area, Coaching and, Restrictions (12.14).....	63
Throw-in	
How taken (15.2).....	71
To goalkeeper, violation (15.3).....	72
When taken (15.1).....	71
Timekeeper	
Duties (6.3).....	29
Number of (6.3).....	29
Timing Sheets, Sample (6.3).....	31
U	
Uniform	
Articles, dangerous (4.5).....	22
Players' (4.1).....	21
Contrasting colors (4.2).....	22
Numbers mandatory (4.3).....	22
Referees' (5.2).....	24
Shoes (4.4).....	22
Unsporting Behavior (12.1).....	53

Term (Rule.Section.Article)	Page
V	
Violations (12.6).....	56
Assault on a referee (12.13).....	63
Bleeding injuries, improper use of (12.2.5).....	53
Dangerous play (12.8).....	58
Direct free-kick offenses (12.2).....	53
Ejections (12.3).....	54
Fighting (12.6.1).....	56
Fouling the goalkeeper (12.6.5).....	58
Goalkeeper fouls (12.6.5).....	58
Handling (12.6.2).....	57
Holding (12.6.3).....	57
Indirect free-kick offenses (12.4).....	55
Jumping (12.2.6).....	53
Kicking (12.2.2).....	53
Kicking ball held by goalkeeper (12.6.6).....	58
Obstruction (12.7).....	58
Pushing (12.6.3).....	57
Spitting (12.2.1).....	53
Striking (12.2.3).....	53
Tripping (12.2.4).....	53
Unsporting behavior (12.1).....	53
Violent charging (12.6.4).....	57

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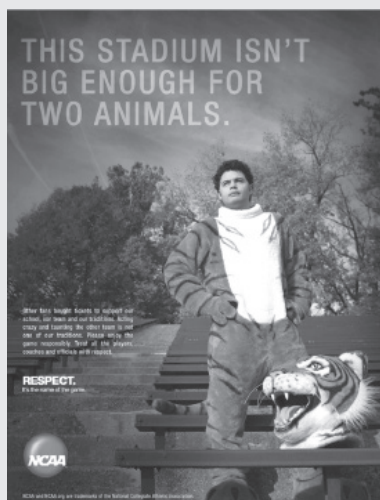
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