

LAW 1

The Field of Play - No Law Change, added to LOTG from previous interpretations

- Artificial and natural surfaces may not be combined on the field but 'hybrid' systems are allowed
- All commercial advertising on the ground must be at least 1m (1yd) from boundary lines
- **Competitions may determine field size (within limits of Law 1)**
- Logos/emblems of FAs, competitions etc... are allowed on corner flags (but no advertising)



LAW 3

The Players

- **Law Changes**

- DFK (or penalty) if a substitute/team official/sent off player interferes with play
- If something/someone (other than a player) touches a ball going into the goal, the referee can award the goal if the ball goes in the goal and the touch had no impact on the defenders (unless in opponents' goal)

The Players – No Law Change, added to LOTG from previous interpretations

- A match may not start/continue if a team has fewer than 7 players
- Substitutes may take a restart but must first step onto the field
- May send off player before the kick-off. Player sent off:
 - *Before roster submitted – cannot appear on roster in any capacity*
 - *After roster submitted but before kickoff – can be replaced by named substitute (who cannot be replaced; team can still make full number of substitutions under the law)*
 - *After kickoff – cannot be replaced*
- If a goal is scored with an extra person on the field and referee has restarted play, the goal stands and the match continues

LAW 4

The Players Equipment

- Law Changes
- Any tape or other material on/covering socks must be same color as the sock (both examples shown are illegal)



Law Change

- Undershorts must be color of shorts or hem; team must all wear same color. Player on left may wear black or light green undershorts/tights but the whole team must wear the same color.



The Players Equipment – Added to LOTG from previous interpretations

- **A player losing footwear or shin-guard accidentally can play on until next stoppage**
- Electronic communication with substitutes is forbidden
- Player can return during play after changing/correcting equipment, once equipment has been checked by referee

LAW 5

The Referee

- **Law Change**

- Player injured by RC/YC foul can be quickly assessed/treated and stay on field

The Referee – Added to LOTG from previous interpretations

- Clear statement about referee's opinion and discretion
- Reference to the 'spirit of the game'
- Referee can not change a decision once play has restarted or the referee has left the field of play at the end of the half
- If several offences occur at the same time the most serious is punished. Order of seriousness:
 - *Disciplinary sanction (RC more serious than YC etc...)*
 - *Direct FK more serious than Indirect FK*
 - *Physical offence (foul) more serious than non---physical (handball)*
 - *Tactical impact*
- Referee can 'send off' a player from pre-match pitch inspection onwards
- Referee can only use RC + YC after entering the field of play at the start of the match

LAW 6

The Assistant Referees – Added to LOTG from previous interpretations

- Title change to “The Other Match Officials”
- More details about the usual duties of the assistants, AARs and 4th official
- If AARs have been appointed, at a penalty kick the AR takes a position in line with the penalty mark (ball) as this is the offside line

LAW 7

The Duration of the Match – Added to LOTG from previous interpretations

- More reasons for additional time (e.g. medical drinks breaks)

LAW 8

The Start and Restart of Play

- Law Changes

- Referee cannot 'manufacture' outcome of a dropped ball
- Ball can be kicked in any direction at kickoff. Referees must make sure that players are in their own half as now there is no need for one to be in the opposing half



The Start and Restart of Play – Added to LOTG from previous interpretations

- All restarts included (previously only kickoff and dropped ball were mentioned)
- Ball must clearly move to be in play for all kicked restarts

LAW 9

The Ball In and Out of Play – Added to LOTG from previous interpretations

- If a ball rebounds off any match official it is in play unless it wholly passes over the boundary line (this includes AARs)

LAW 10

Determining the Outcome of a Match

- Law Changes

- Kicks from the penalty mark:

- Referee will toss a coin to choose the goal (unless there are weather, field of play, safety considerations etc.)
- Coin will be tossed a 2nd time to determine who takes the first kick
- GK can be substituted for with a player off the field at the end of OT. Substitute GK need not be on the field of play at the end of OT
- Players temporarily off the field (e.g. injured) at the final whistle can participate
- Teams must have equal number of players before and during the kicks
- A kick is over/completed when it goes over a boundary line or stops moving (**forward momentum wording has been removed**)
- Kicks are not delayed if a player leaves the field; if player is not back in time, player's kick is forfeited and the player moves to the back of that rotation

Determining the Outcome of a Match – Added to LOTG from previous interpretations

- GK can be replaced at any time
- Referee does not need to know the names/numbers or the order of kickers

LAW 11

Offside

Law Changes

- Interfering with an opponent after a save or rebound is an offense (e.g., must allow GK to put ball back into play after catching it on a shot)

Offside – Added to LOTG from previous interpretations

- Halfway line 'neutral' for offside; player must be in opponents' half
- Arms of all players (including GK) are not considered when judging offside position
- A defender off the field is only 'active' until play stops or the defending team clears the ball away from their penalty area towards the halfway line. Same for attacking player
- If a goal is scored, an attacking player in the goal can be penalized for an offside offense

LAW 12

Fouls and Misconduct

Law Changes

- If the referee plays advantage for a RC offense and the offending player then gets involved in play it is an IDFK
- Offense on the field against substitutes, team officials, match officials etc. is now a DFK
- Foul off the field as part of normal play will be penalized with a DFK on the boundary line at the point nearest to the offense (penalty kick if in offender's own penalty area)
- Fouls off the field of play where the player left the field to commit the offense will be penalized with an IDFK from the position of the ball when play was stopped
- Some DOGSO offenses in the penalty area are now punished with a YC. RC remains for: handling, holding, pulling, pushing, not attempting or no possibility to play the ball (See Next Slide for Wording)

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by a deliberate handball offense the player is sent off wherever the offence occurs.

Where a player commits an offense against an opponent within their own penalty area which denies an opponent an obvious goal-scoring opportunity and the referee awards a penalty kick, the offending player is cautioned unless:

- The offense is holding, pulling or pushing or
- The offending player does not attempt to play the ball or there is no possibility for the player making the challenge to play the ball or
- The offense is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct, etc.)

In all the above circumstances the player is sent off.

Fouls and Misconduct – Added to LOTG from previous interpretations

- If a foul involves contact it is always a DFK
- Attempted violent conduct is a RC, even if no contact
- Striking on head/face when not challenging an opponent is a RC unless the contact is minimal/negligible

LAW 13

Free Kicks – Added to LOTG from previous interpretations

- Clarification of the difference between 'stopping' a FK being taken and 'intercepting' the ball after FK has been taken
- **Ball is in play when it is kicked and clearly moves**

LAW 14

The Penalty Kick

Law Changes

- If the GK infringes and the PK is missed/re-taken the GK will now receive a YC

The Penalty Kick – Added to LOTG from previous interpretations

- Clear statement of when a PK is over/completed (a kick is over/completed when it goes over a boundary line or stops moving (including held by GK)). Forward momentum was removed.
- Some offenses are always an IDFK whether or not the PK results in a goal:
 - IDFK if wrong player deliberately takes the penalty (+ YC to player who took the kick)
 - IDFK if ball kicked backwards
 - If 'illegal' feinting occurs it is always an indirect FK (and YC to the kicker)

LAW 15

The Throw-In

Law Changes

- Clarification of action to be taken when a player moves within 2m (2yds) of the throw-in and interferes (if throw-in is made, as player encroaches and interferes, it is an IDFK).

The Throw-In – Added to LOTG from previous interpretations

- New wording makes it clear that the ball must be thrown with both hands (if a player has two hands)

LAW 16

The Goal Kick

Law Changes

- An opponent who is in the penalty area when the goal kick is taken can not play the ball until touched by another player (**opponents are NOT to be immediately sanctioned merely for being in the penalty area at the taking of a Goal kick**)

The Goal Kick – Added to LOTG from previous interpretations

- The ball must be stationary! (*current Law does not require this!*)
- If a goal kick is kicked into the kicker's own goal it is a corner kick to opponents

LAW 17

The Corner Kick – Added to LOTG from previous interpretations

- If a corner kick is kicked into the kicker's own goal it is a corner kick to opponents