

#### Revision of

#### The Laws of the Game

Summary of the Law changes for 2016/17





# **Preliminary**What Comes Next



- The Laws of the Game are maintained by IFAB, the International Football Association Board
  - This presentation relies heavily upon material developed by the IFAB
- A bunch of the Law changes deal with Professional Play
  - We will mention, but not dwell on them
  - We will discuss the impact of the changes on Youth and Adult amateur matches
- This overview is not a replacement for READING THE LAWS



#### **Preliminary**

#### How to Download the New Laws





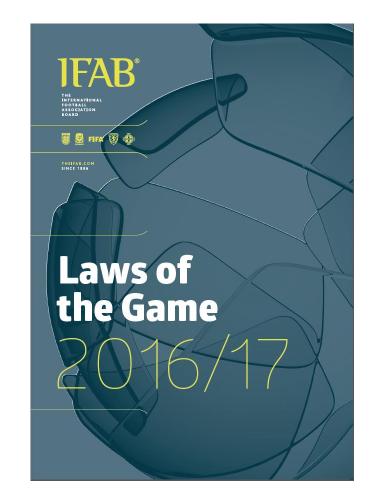
www.TheIFAB.com/#!/document

Available in several languages:

English

English printer friendly

Spanish





# **Preliminary**What Comes Next



- This year the Law book includes a section explaining why law changes were added
  - We will refer to these throughout the presentation
- There are also sections on Glossary and Practical Guidelines for Match Officials









effective from 1 June 2016





# Main changes to Laws 1-17



# Law 1 The Field of Play

Slide 1 of 2



 Artificial and natural surfaces may not be combined on the field but 'hybrid' systems are allowed



# Law 1 The Field of Play



- Artificial and natural surfaces may not be combined on the field but 'hybrid' systems are allowed
- Competitions may determine field size for their competitions (within the limits of Law 1)
- All commercial advertising on the ground must be at least 1 yard (1m) from boundary lines



# Law 1 The Field of Play

Slide 2 of 2



• Logos/emblems of National Associations, Competitions, Leagues, etc... are allows on corner flags (but no advertising)





#### Law 2 The Ball



•

No changes





Slide 1 of 2



• A match may not start/continue if a team has fewer than 7 players





- 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





- 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
- Law 5 now allows the referee to send a player off before the kick-off (from the pre-match inspection of the field of play onwards) and in terms of the player being replaced, a player sent off:
  - Before the team list has been submitted can not appear on team list in any capacity





- 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
- Law 5 now allows the referee to send a player off before the kick-off (from the pre-match inspection of the field of play onwards) and in terms of the player being replaced, a player sent off:
  - Before the team list has been submitted can not appear on team list in any capacity
  - After team list submitted but before kick-off can be replaced by named substitute (who can not be replaced; team may still make full number of substitutions as is the current Law)





- 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
- Law 5 now allows the referee to send a player off before the kick-off (from the pre-match inspection of the field of play onwards) and in terms of the player being replaced, a player sent off:
  - Before the team list has been submitted can not appear on team list in any capacity
  - After team list submitted but before kick-off can be replaced by named substitute (who can not be replaced; team may still make full number of substitutions as is the current Law)
  - After the kick-off can not be replaced



Slide 2 of 2



• Direct FK (or penalty) if a substitute/team official/sent off player interferes with play





- Direct FK (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)





- Direct FK (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)
- If a goal is scored with an extra person on the field and the referee restarted play, the goal stands and the match continues



# Law 4 The Players' Equipment

Slide 1 of 2



 Any tape or other material on/covering socks must be same color as the sock

(photos below show what will no longer be permitted)







# Law 4 The Players' Equipment

Slide 2 of 2



 A player losing footwear or shinguard accidentally can play on until next stoppage



#### Law 4

#### The Players' Equipment



- A player losing footwear or shinguard accidentally can play on until next stoppage
- Electronic communication with substitutes is forbidden



#### Law 4

#### The Players' Equipment



- A player losing footwear or shinguard 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, 4<sup>th</sup> official, AR or AAR) and referee signals



# Law 4 The Players' Equipment

Slide 2 of 2



- A player losing footwear or shinguard 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, 4<sup>th</sup> official, AR or AAR) and referee signals
- Visible undershorts must be color of shorts or hem; team must all wear same color

Player on left may wear black (hem color) or light green (short color) compression shorts/sliders. The whole team must wear same color





- Clear statement about referee's opinion and discretion
- Reference to the 'spirit of the game'





- 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





- 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 a 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 offense (foul) more serious than non-physical (handball)
  - Tactical impact



Slide 2 of 2



 Referee can 'send off' a player from pre-match pitch inspection onwards (see Law 3)





- Referee can 'send off' a player from pre-match pitch inspection onwards (see Law 3)
- Referee can only use RC + YC after entering the field of play at the start of the match





- Referee can 'send off' a player from pre-match pitch inspection onwards (see Law 3)
- Referee can only use RC + YC after entering the field of play at the start of the match
- Player injured by RC/YC foul can be quickly assessed/treated and stay on field (detail advice in Practical Guidelines section)





- Referee can 'send off' a player from pre-match pitch inspection onwards (see Law 3)
- Referee can only use RC + YC after entering the field of play at the start of the match
- Player injured by RC/YC foul can be quickly assessed/treated and stay on field (detail advice in Practical Guidelines section)
- Reference to equipment referees can and can not use





- Referee can 'send off' a player from pre-match pitch inspection onwards (see Law 3)
- Referee can only use RC + YC after entering the field of play at the start of the match
- Player injured by RC/YC foul can be quickly assessed/treated and stay on field (detail advice in Practical Guidelines section)
- Reference to equipment referees can and can not use
- Diagrams of Referee signals included



### Law 6 The Other Match Officials



- More details about the usual duties of the assistants, AARs and 4<sup>th</sup> 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
- Diagrams of assistant referee and AAR signals included



## Law 7 The Duration of the Match



• More reasons for additional time (e.g. medical drink breaks)



# Law 8 The Start and Restart of Play

 All restarts included (previously only kick-off and dropped ball were mentioned)





#### Law 8

#### The Start and Restart of Play slide 1 of 2



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



# FIFA W THEIFAB.COM

#### Law 8

#### The Start and Restart of Play slide 1 of 2

- All restarts included (previously only kick-off and dropped ball were mentioned)
- Ball must clearly move to be in play for all kicked restarts
- Referee can not 'manufacture' outcome of a dropped ball



#### Law 8

#### The Start and Restart of Play slide 2 of 2



Referee must make sure that players are in their own half as now there is no need for one to be in the opposing half







# Law 9 The Ball In and Out of Play



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





Determining the Outcome of a Match slide 1 of 2



#### **Kicks from the penalty mark**

 Referee will toss a coin to choose the goal (unless there are weather, field of play, safety considerations etc...)





#### **Law 10**

Determining the Outcome of a Match slide 1 of 2

#### **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 2<sup>nd</sup> time to determine who takes the first kick





#### **Law 10**

Determining the Outcome of a Match slide 1 of 2

#### **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 2<sup>nd</sup> time to determine who takes the first kick
- Goalkeeper can be replaced at any time





Determining the Outcome of a Match slide 1 of 2



#### **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 2<sup>nd</sup> time to determine who takes the first kick
- Goalkeeper can be replaced at any time
- Player temporarily off the field (e.g. injured) at the final whistle can take part





Determining the Outcome of a Match slide 2 of 2



#### **Kicks from the penalty mark:**

 Both teams must have same number of players before and during the kicks





#### **Law 10**

Determining the Outcome of a Match slide 2 of 2

#### **Kicks from the penalty mark:**

- Both teams must have same number of players before and during the kicks
- Referee does not need to know the names/numbers of the order of kickers







#### Law 10

Determining the Outcome of a Match slide 2 of 2

#### **Kicks from the penalty mark:**

- Both teams must have same number of players before and during the kicks
- Referee does not need to know the names/numbers of the order of kickers
- A kick is over/completed when it goes over a boundary line or stops moving (including held by GK) (See Law 14)



### When is a KftPM or PK Over?







#### **Law 10**

Determining the Outcome of a Match slide 2 of 2



#### **Kicks from the penalty mark:**

- Both teams must have same number of players before and during the kicks
- Referee does not need to know the names/numbers of the order of kickers
- A kick is over/completed when it goes over a boundary line or stops moving (including held by GK) (See Law 14)
- Kicks are not delayed if a player leaves the field; if the player is not back in time their kick is forfeited (missed)



Slide 1 of 2



• Halfway line 'neutral' for offside; player must be in opponents' half





- Halfway line 'neutral' for offside; player must be in opponents' half
- Arms of all players (including goalkeepers) are not considered when judging offside position





- Halfway line 'neutral' for offside; player must be in opponents' half
- Arms of all players (including goalkeepers) are not considered when judging offside position
- · Offside position not offence judged at the moment the ball is played





- Halfway line 'neutral' for offside; player must be in opponents' half
- Arms of all players (including goalkeepers) are not considered when judging offside position
- Offside position not offence judged at the moment the ball is played
- Offside FK is always taken where the offside offense occurs (even in own half)





- Halfway line 'neutral' for offside; player must be in opponents' half
- Arms of all players (including goalkeepers) are not considered when judging offside position
- Offside position not offence judged at the moment the ball is played
- Offside FK is always taken where the offside offense occurs (even in own half)
- Interfering with an opponent after a save or rebound is an offence



Slide 2 of 2



 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

## **IFAB**°

INTERNATIONAL FOOTBALL ASSOCIATION

















Slide 2 of 2



- 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 attacker returning; before that the player's point of return to the field is the offside position



Slide 2 of 2



- 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 attacker returning; before that the player's point of return to the field is the offside position
- If a goal is scored, an attacking player in the goal can be penalized for an offside offence



Slide 1 of 4



• If a foul involves contact it is always a direct FK





- If a foul involves contact it is always a direct FK
- If the referee plays advantage for a RC offense and the offending player then gets involved in play it is an Indirect FK





- If a foul involves contact it is always a direct FK
- If the referee plays advantage for a RC offense and the offending player then gets involved in play it is an Indirect FK
- Change of wording for handball so that not every handball is a YC –
   YC for handball now linked to stopping/interfering with a promising attack (like other fouls)





- If a foul involves contact it is always a direct FK
- If the referee plays advantage for a RC offense and the offending player then gets involved in play it is an Indirect FK
- Change of wording for handball so that not every handball is a YC YC for handball now linked to stopping/interfering with a promising attack (like other fouls)
- Attempted violent conduct is a RC, even if no contact



Slide 2 of 4



• Striking on head/face when not challenging an opponent is a RC unless the contact is minimal/negligible



Slide 2 of 4



- Striking on head/face when not challenging an opponent is a RC unless the contact is minimal/negligible
- Offence on the field against substitutes, team officials, match officials etc... is now a direct FK



Slide 2 of 4



- Striking on head/face when not challenging an opponent is a RC unless the contact is minimal/negligible
- Offence on the field against substitutes, team officials, match officials etc... is now a direct FK
- Foul off the field as part of normal play will be penalized with a direct FK on the boundary line at the point nearest to the offence (penalty kick if in the offender's own penalty area)



Slide 3 of 4



- Some DOGSO offences in the penalty area are now punished with a YC
- RC remains for DOGSO offenses in penalty area involving: handball, holding, pushing, not attempting or no possibility to play the ball



#### **Law 12**

### Fouls and Misconduct

Slide 4 of 4







# Law 13 Free kicks



• Clarification of the difference between 'stopping' a FK being taken and 'intercepting' the ball after FK has been taken

## **IFAB**°

INTERNATIONAL FOOTBALL ASSOCIATION

















# Law 13 Free kicks



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



### Law 14 The Penalty Kick



• Clear statement of when a PK is over/completed



### Law 14 The Penalty Kick



- Clear statement of when a PK is over/completed
- Some offences are always an Indirect FK whether or not the PK results in a goal:
  - Indirect FK if wrong player deliberately takes the penalty (and YC to player who took the kick)
  - Indirect FK if ball kicked backwards
  - If 'illegal' feinting occurs it is always an indirect FK (and YC to the kicker)



INTERNATIONAL FOOTBALL ASSOCIATION













## **Law 14** Penalty Kick #3



### Law 14 The Penalty Kick



- Clear statement of when a PK is over/completed
- Some offences are always an Indirect FK whether or not the PK results in a goal:
  - Indirect FK if wrong player deliberately takes the penalty (and TC to player who took the kick)
  - Indirect FK if ball kicked backwards
  - If 'illegal' feinting occurs it is always an indirect FK (and YC to the kicker)
- If the GK infringes and the PK is missed/re-taken the GK will now receive a YC



### Law 15 The Throw-in



 New wording makes it clear that the ball must be thrown with both hands



### Law 15 The Throw-in



- New wording makes it clear that the ball must be thrown with both hands
- Clarification of action to be taken when a player moves within 2 yards (2m) of the throw-in and interferes



### Law 16 The Goal Kick



• The ball must be stationary (current Law does not require this)



### Law 16 The Goal Kick



- 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 16**The Goal Kick



- 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
- An opponent who is in the penalty area when the goal kick is taken can not play the ball until touched by another player
  - Infraction results in goal kick being retaken



# Law 17 The Corner Kick



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



# **Practical Guidelines** for Match Officials



Reference in is made in Law 5 to referees operating within the framework of the Laws of the Game and the 'spirit of the game'. Referees are expected to use common sense and to apply the 'spirit of the game' when applying the Laws of the Game, especially when making decisions relating to whether a match takes place and/or continues.



# Practical Guidelines for Match Officials



This is especially true for the lower levels of football where it may not always be possible for the Law to be strictly applied. For example, unless there are safety issues, the referee should allow a game to start/continue if:

- one or more corner flags is missing
- there is a minor inaccuracy with the markings on the field of play such as the corner area, center circle, etc...
- the goal posts/crossbar are not white

In such cases, the referee should, with the agreement of the teams, play/ continue the match and must submit a report to the appropriate authorities.



#### Finale:

#### How to Download the New Laws





www.TheIFAB.com/#!/document

Available in several languages:

English

English printer friendly

Spanish

