

2007-08 SOCCER RULES EXAMINATION — PART I

Instructions: Only the answer sheet of this examination will be sent to the grader. You retain the questions for further study. Since correction is by machine scanning or perforated key, you must use care in clearly marking correct spaces on the answer sheet according to directions. Every part of each question is to be answered. Indicate whether you believe a part is true or false by marking the appropriate blank on the answer sheet.

NOTE: Send answer sheet to your State Association Office unless otherwise instructed.

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The Field of Play (Rule 1)

- 1. Teams, by rule, are not permitted to place team benches on opposite sides of the field.
- 2. A game may not be started without goal nets.
- 3. Player A is about to take the corner kick, but removes the flag post so he can get a better kick at the ball. The official shall not allow the kick to be taken until the flag is returned.
- 4. If used on a football field, portable soccer goals should be anchored at least 2 yards (6 feet) in front of the base of the existing football goal posts.
- 5. Hash marks 1-yard long, perpendicular to the goal line, outside the field of play, 11 yards from the corner of the field, are required for all games.

The Ball (Rule 2)

6. Game balls shall include the NFHS Authenticating Mark.

The Players and Substitutions (Rule 3)

- 7. During the game, Player B leaves the field of play. Shortly thereafter, not during the normal course of play, he re-enters the game without approval of the referee. The re-entry is allowed.
- 8. At a stoppage of play, the captain of Team B requests an interpretation of the "blood-on-the-uniform" rule. The referee is correct to give the captain the interpretation.
- 9. The game is played with no official scorer available. The substitutes report to the nearest official.
- 10. A player required by the referee to leave the field for having been cautioned must be replaced.
- 11. Goalkeeper B is disqualified for committing serious foul play. Team B is permitted to substitute a goalkeeper from the bench, but must have a field player leave the field.
- 12. Team A scores a goal and Team B substitutes three players from the bench. This is permitted under the rules.
- 13. Player B is injured and is determined to be unconscious, or apparently unconscious, by the referee. The player may be substituted for and may not return to the game without a physician's written authorization.
- 14. Player A is injured and treated on the field by the trainer. Team A must remove the player and may play one player short or substitute.
- 15. When play is stopped due to a player injury and that player leaves the field unattended, players from either team may be substituted.
- 16. Team A has been awarded a corner kick. Players from both teams are at the scorer's table ready to substitute. Both teams are allowed to substitute.
- 17. Team A and Team B may substitute an unlimited number of players from the bench when a goal is scored.
- 18. Players, bench personnel and coaches may be added to the roster after the start of play without penalty.

Player Equipment (Rule 4)

- 19. During the pregame inspection, it is discovered that all members of one team are wearing illegal jerseys. The referee terminates the game. This is correct procedure.
- 20. Prior to the start of play, the referee observes that Player A3 is wearing earrings. The referee cautions (yellow card) the coach for the player being improperly equipped.
- 21. A player on Team A is wearing baseball spikes when the referee inspects the team. The referee considers them unsafe. In order to play, the player must replace them and report back for re-inspection.
- 22. Player A4 is wearing a manufacturer's sleeve over a knee brace. This is legal.
- 23. Player B is wearing a hard cast on her arm. The head referee determines that the cast is properly padded and, since the coach gives verbal assurance that her physician has given her permission to play, the referee may allow her to participate.
- 24. Beginning with the 2008 fall season, shinguards must meet the National Operating Committee on Standards for Athletic Equipment (NOCSAE) specifications.
- 25. All players from Team A are dressed in jerseys with numbers 3 inches high on the back. Since the coach cannot produce a state association waiver, the referee cancels the contest.

- 26. Team A's players have a manufacturer's logo on both sides of each stocking. This is illegal.
- 27. It is the responsibility of the coach and referee to see that all players are legally equipped.
- 28. Player A is wearing a medical-alert medal taped to her body with the emergency data visible. This is permitted by the rules.
- 29. Prior to the game, the referee notices that Player A3 has shinguards that have been altered to make them smaller. The referee orders A3 to replace the shinguards because they do not provide adequate protection or A3 cannot play. This is correct procedure.
- 30. The numbers on Team B's jerseys are not clearly visible. Team B has no other jerseys. The game shall be played and the referee shall notify the state association. This is correct procedure.
- 31. Before the game begins, the head referee verifies with each coach that his/her players are legally equipped for the game.
- 32. Team A's jerseys have a legal-sized manufacturer's logo on the left sleeve and "Power Brand" on the right one. The referee allows the players to play, but files a report to the state for the team's illegal jerseys. This is correct procedure.
- 33. Player A is wearing a protective face mask and presents the referee a medical release from his MD/DO. The referee notices that the mask is molded to the face and is not dangerous to other players. He permits Player A to wear the mask.
- 34. Head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding materials are illegal unless covered with soft padding.
- 35. The home team A begins the game with all players wearing black compression shorts. This is not legal.

The Officials (Rule 5)

- 36. While inspecting Team B's equipment just prior to the start of play, B2 is verbally abusive to the official. The official cannot caution or disqualify B2 until the game has officially begun.
- 37. The referee observes a foul by Player B, determines an advantage situation exists and does not stop play.
- 38. The coin toss shall be conducted at least five minutes before the start of the game.
- 39. When a goal is scored, the referee must confirm for the scorer the players to be credited with the goals and assists.
- 40. The head referee discovers an error in the final score that is being reported. The home coach contends a different score. The head referee's score stands.
- 41. After the final whistle, Player B verbally taunts the referee, who is still within the immediate surroundings of the playing field. The referee disqualifes Player B and reports the incident to the proper authorities. This is the correct procedure.
- 42. The referee may choose to wave off an offside signal by an assistant referee.
- 43. When a coach or bench personnel is issued a second caution in a game, the correct mechanic is for the official to show both the yellow and red cards simultaneously.
- 44. It is required that an official inspect players' equipment prior to the start of play.
- 45. With Team A in control of the ball and nearing Team B's goal, lightning strikes in a nearby wooded area. The referee cannot stop the game until Team A loses control of the ball.

Ball Holders, Timer and Scorer (Rule 6)

- 46. The home team's coach instructs the ball holders on their duties since they are under his supervision.
- 47. With 10 seconds to play, the official timer shall count down the last 10 seconds to the nearest official.
- 48. Team B arrives at Team A's stadium. Team A notifies the referee that it has no ball holders available. The game may be played with ball holders provided by Team B.

Duration of the Game and Length of Periods (Rule 7)

- 49. Twice, the referee signals to stop the clock for a serious injury. The referee orders that the clock be reset to the correct time. This is correct procedure.
- 50. Team A refuses to play after the referee instructs it to do so. The referee shall terminate the game.
- 51. The interval between the second half and the first overtime period shall be five minutes.
- 52. At the conclusion of regulation time, the game is tied. The referee has the teams switch ends and starts the overtime period.
- 53. State associations have the authority to determine tie-breaking overtime procedures during regular-season games.

The Start of Play (Rule 8)

- 54. Player A2 is taking a kickoff. His foot touches the ball and then A3 kicks it into play. The referee calls for a re-kick because the ball did not travel its circumference forward. This is correct procedure.
- 55. Player A3 may kick off by passing the ball back to teammate A2.

Ball In and Out of Play (Rule 9)

- 56. Players from Team A and Team B simultaneously touch the ball as it crosses the touchline. The referee shall conduct a drop ball five yards inside the touchline.
- 57. The referee inadvertently sounds the whistle. Realizing the error, the referee verbally directs "play on" to the players to continue play. This is correct procedure.
- 58. A second whistle is required to restart play after an encroachment.

Scoring (Rule 10)

- 59. Player A kicks off for Team A and the ball travels directly into Team B's goal. The referee shall award a goal.
- 60. Goalkeeper A1 catches a shot on goal by Team B. In preparing to throw the ball to a teammate, A1 inadvertently extends the entire ball across the entire goal line and between the goal posts. The referee shall award a goal to Team B.
- 61. Team A takes a throw-in toward Team B's goal. The ball deflects off the crossbar, hits the goalkeeper and goes into the goal. The referee shall award a goal.
- 62. The referee has awarded Team B a free kick just outside its own penalty area. B3 takes the free kick and passes back to the goalkeeper, who misplays the pass and has the ball carom off his foot and into the goal. The referee shall award a corner kick.

Offside (Rule 11)

- 63. Player A3 is in an offside position when A4 takes a shot on goal. A3 scores a goal from a rebound off the goal post. The referee disallows the goal, declaring A3 offside. This is the correct call.
- 64. Player A2 is in an offside position. The ball is kicked up the field by the Team B goalkeeper and intercepted by A3. Player A2 makes no attempt to become involved in the play by his teammates. The referee does not declare A2 offside.
- 65. The player's arms are not to be considered when judging offside.
- 66. Player A2, who is in an offside position, receives the ball directly from a goal kick by A3. The referee shall declare offside.
- 67. Player A3 takes a goal kick that goes directly to teammate A2, who is clearly in an offside position. A2 shoots and scores. The referee shall disallow the goal.
- 68. Player A2 plays the ball forward to A3, who is even with the second-to-last defender. The referee shall not penalize A3 for being
- 69. Player A2 shoots for goal at the near post and scores while her teammate A3 is lying injured in an offside position inside the goal area just outside the far post. The referee shall disallow the goal.

Fouls and Misconduct (Rule 12)

- 70. While running next to Player B3, Player A4 simulates being pushed by Player B3 and falls to the ground. Player A4 should be given a caution for simulating a foul.
- 71. Spitting at an opponent will result in a disqualification and the restart will be an indirect free kick from the spot of the infraction, unless the game has been stopped for some other reason calling for a different restart.
- 72. Only players on the field can be shown a yellow/red card for misconduct.
- 73. Player B2, in an effort to reach the ball, extends her arms and contacts opposing Player A2. The referee judges that the contact was not a foul and does not award a free kick to Team A.
- 74. A player places the ball and then moves it to the other side of the goal area on a goal kick to waste time. The referee shall stop play and caution the player.
- 75. Player A2 passes the ball to her teammate. After the ball is passed, player A3 moves her hands and arms over her chest and the ball hits her arm. The referee shall award a direct free kick to the opposing team.
- 76. Player A3 fairly charges opponent B2, but neither player is within playing distance of the ball. The referee shall award an indirect free kick to Team B.
- 77. Player B3 is guilty of taunting, B3 is disgualified and the number of players on the field shall not be reduced.
- 78. An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball.
- 79. Player B is cautioned by the referee for incidental foul language. The player may be replaced and may return at the next substitution opportunity. This is correct procedure.
- 80. The goalkeeper must release the ball into play within six seconds after taking possession/control of the ball.

Free Kick (Rule 13)

- 81. A free kick is awarded to Team B. A player from Team A refuses to move the required 10 yards and then kicks the ball away. The referee resets the ball for Team B. This is correct procedure.
- 82. The proper restart for spitting at a teammate is an indirect free kick.
- 83. At the taking of an indirect free kick, Player A2 steps on top of the ball without moving it the distance of its circumference. A3 shoots and scores. The referee shall disallow the goal.
- 84. The Team A goalkeeper runs up to take a free kick that has been awarded to his team just outside Team B's penalty area. The referee shall allow this.

Penalty Kick (Rule 14)

- 85. Play may be extended so a penalty kick may be taken.
- 86. The referee observes the goalkeeper moving laterally along the goal line before the penalty kick is taken. The kick is stopped and held by the goalkeeper. The referee shall allow play to continue.
- 87. The referee may allow the teammate of Player A, who is taking a penalty kick, to stand in an offside position during the taking of the kick.
- 88. Player A2, in taking a penalty kick, approaches the ball and then stops abruptly. The goalkeeper dives away. A2 then kicks the ball and scores. The referee shall rule no goal and orders the kick retaken.
- 89. At the taking of a penalty kick, a teammate of the kicker enters the penalty area before the ball is in play. The opposing goalkeeper punches the ball out of play over the crossbar. The referee shall order the kick to be retaken.

Throw-In (Rule 15)

- 90. Player A2 takes a throw-in that goes directly into Team B's goal. The referee awards a goal to Team A.
- 91. Unless a physical impairment limits a player to the use of one hand, he/she shall use both hands to deliver the throw-in.
- 92. A pass by Team A hits a referee who is running just outside the touchline. The ball goes completely over the plane of the touchline just for an instant and bounces back to Team B. The referee shall allow a throw-in to Team B. This is correct procedure.

Goal Kick (Rule 16)

- 93. The goalkeeper, in taking a goal kick, moves the ball from the right side of the goal area to the left side of the goal area. If this is deemed a time-wasting ploy, the referee shall stop the clock and caution the goalkeeper.
- 94. Player A3 takes the goal kick for his team. Seeing that the ball is about to be won by the opposing team outside the penalty area, he plays the ball a second time before another player can play it. The referee shall allow play to continue.
- 95. On a goal kick the ball shall be played forward.
- 96. An opposing player plays the ball before the ball clears the penalty area on a goal kick. The referee shall warn the opposing player and order a rekick.

Corner Kick (Rule 17)

- 97. Player A places the ball on the quarter circle to take the corner kick. The referee shall not allow the kick to be taken until the ball is moved within the quarter circle.
- 98. A goal may be scored directly from a corner kick.

Signal Chart

- 99. The correct signal for obstruction is to place the palms of both hands on the chest.
- 100. To indicate that the clock should start after the kickoff, the referee uses a clockwise, wind-up motion.