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**FIFA**



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# Revision of **The Laws of the Game**

**Summary of the Law changes for 2016/17** effective from 1 June 2016

## 2017 Major Law Revisions

- Law 3 – The Players
- Law 5 – The Referee
- Law 7 – Duration of the Match
- Law 8 – Start and Restart of play
- Law 10 – Determining the outcome
- Law 11 – Offside
- Law 12 – Fouls and Misconduct
- Law 13 – Free Kicks

## **Law 3 – Outside Interference - NEW**

**Direct FK (or penalty) if a substitute or team official interferes with play.**

**Substitute is immediately shown the red card and sent off.**

**Team official is immediately ejected.**

**Example – a coach steps onto the field of play interferes with a player regardless of whether or not contact is made – coach is ejected and a direct free kick or penalty kick is awarded.**

**Comment on the “Technical Area” – the team bench**

## Law 5 - The Referee - Clarification

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

*Decisions will be made to the best of the referee's ability according to the Laws of the Game and the spirit of the game and will be based on the opinion of the referee who has the discretion to take appropriate action within the framework of the Laws of the Game.*

- Has the authority to sanction players or eject team officials from the moment they enter the field of play before the start of the match until they leave the field after the conclusion of the match.

## Law 5 – Injuries - NEW

**Allows play to continue if player is slightly injured.**

**An injured player who is treated on the field – must leave the field and can re-enter with the permission of the Referee.**

**Exceptions to leaving the field of play:**

- **Goalkeeper is injured**
- **Goalkeeper and player are injured**
- **2 players from the same team have collided**
- **Severe injury requiring removal by ‘doctors’**
- **NEW - Player injured by red card or yellow card foul can be quickly assessed/treated and stay on the field.**

## **Law 7 - The Duration of the Match - NEW**

**More reasons for adding additional time.**

### **Time Lost:**

- **Substitutions**
- **Injured players – assessment and treatment**
- **Wasting time – kicking the ball away, slow GK**
- **Disciplinary sanctions**
- **Stoppages for drinks – heat alert stop in play**
- **Other delays – goal or field repair**
  
- **Penalty kick awarded at Full time must still be taken. Time extended to complete.**

## Law 8 – Kickoff and Dropped Ball - NEW

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

**Ball must clearly move to be in play for all kicked restarts.  
Infringement before the ball is in play results in a re-take.**

**Kick-off - Ball can be kicked in any direction at kick-off  
(previously had to go forward)**

- **Players MUST be in their own half of the field**
- **Opponents can challenge when ball is in play – not whistle**
- **Goal can be scored directly from a kickoff**

**Referee cannot “manufacture” outcome of a dropped ball**

- **Cannot instruct players to ‘kick it back’**
- **Cannot decide how many players may challenge**

## Law 10

### Determining the Outcome of a Match - NEW

#### Kicks from the Penalty spot:

**Step 1 - Referee will toss a coin to choose the goal (unless weather, safety, etc.)**

**Step 2- Referee will toss a coin – winner decides to go first or 2<sup>nd</sup>**

- Only players on the field at Full time may participate\*
- Team with greater number of players must reduce
- No need to inform Referee of player order
- \*An injured GK can be replaced by a substitute
- Players can be sanctioned

**The kick is completed when:**

- Ball stops moving
- Ball goes out of play
- Referee stops play for an infringement



# Law 11 Offside – Clarification of ‘Active’

## 1 + 2 = Offside Offence

**1 – Offside position = Any part of the head, body or feet in the opponents half of the field AND nearer to the opponents goal than both the ball and the 2<sup>nd</sup> last defender. Player’s arm not considered when judging offside position.**

**2 – Player is in an offside position at the moment the ball is played or touched by a teammate and becomes involved in active play.**

**Active Play – interfering with play by touching the ball, attempting to play the ball which is close to them, interfering with an opponent, preventing an opponent from playing the ball, challenging an opponent for the ball, obvious action which impacts an opponent.**

**Includes, playing the ball after having rebounded, deflected off the goal post or crossbar or an opponent including a clear save. An opponent must deliberately play the ball to nullify an offside infringement, excluding a clear save.**

# Offside Position

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LAW 11

MAIN MENU

RETURN

## OFFSIDE POSITION

5



TOPIC MENU

# Offside Position

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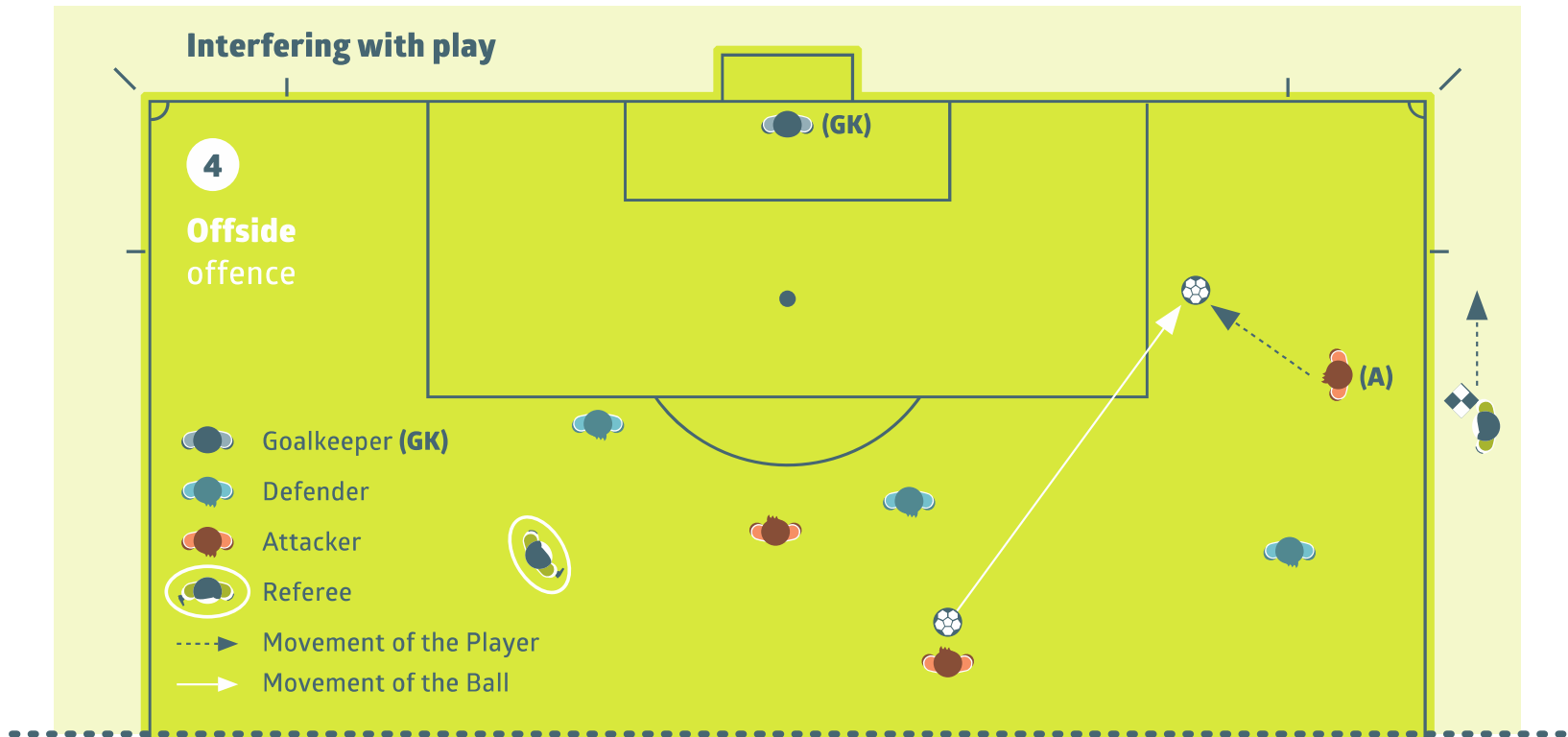
OFFSIDE POSITION

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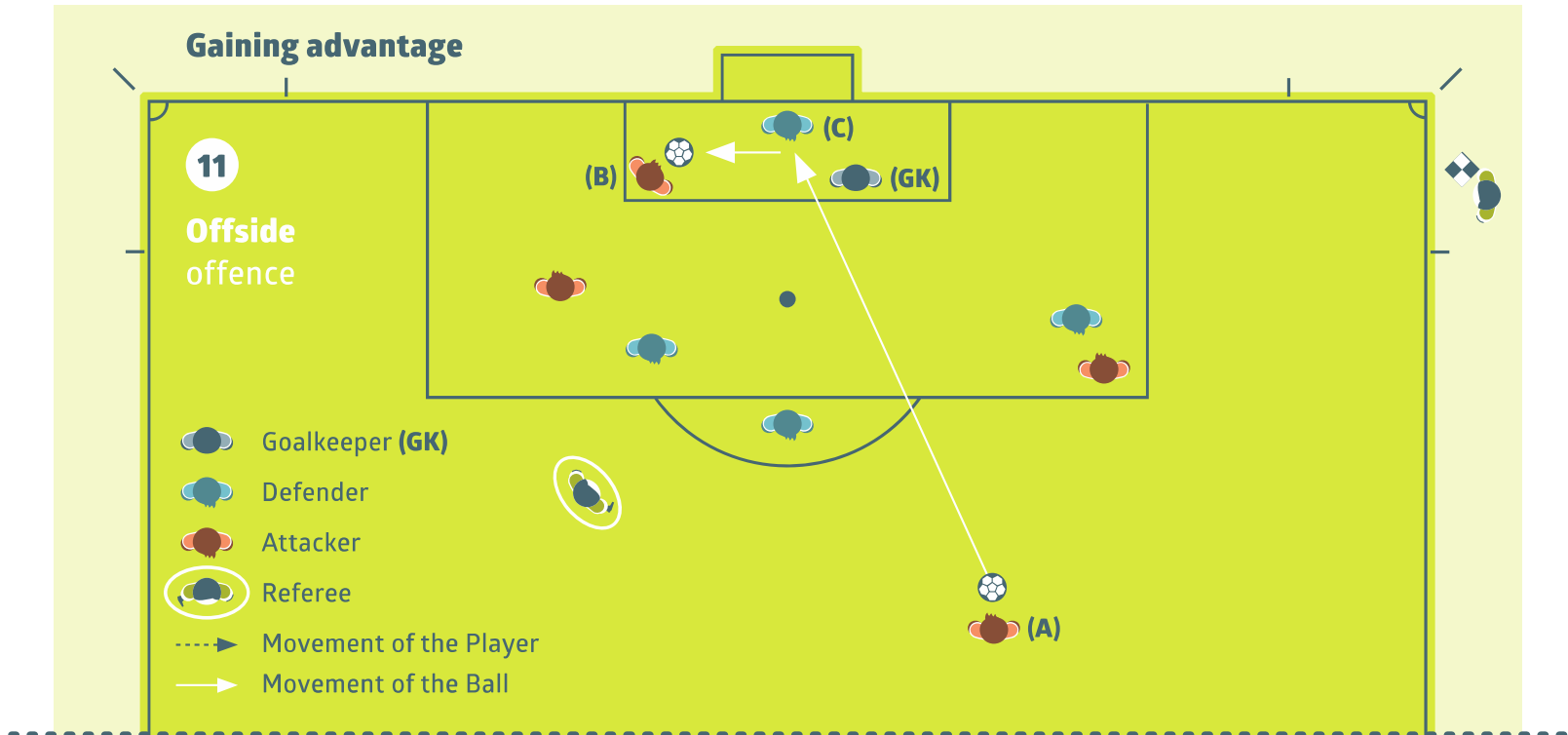
TOPIC MENU

# Active and Involved in Play



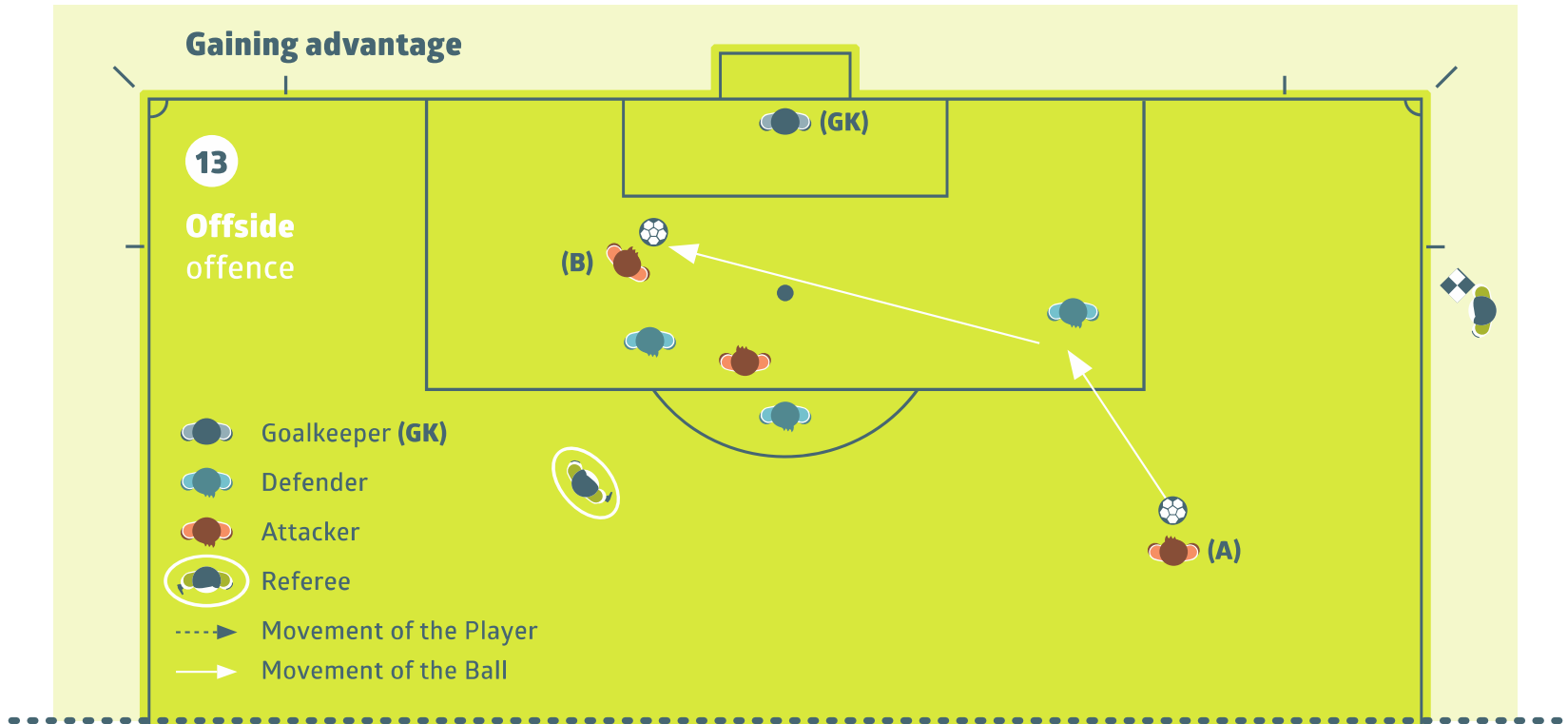
A player **in an offside position** (A) may be penalised before playing or touching the ball, if, in the opinion of the referee, no other team-mate in an onside position has the opportunity to play the ball.

# Gaining an Advantage



An attacker **in an offside position** (B) is penalised for **playing or touching the ball** that rebounds or is deflected from a deliberate save by a player from the defending team (C) having been **in an offside position** when the ball was last touched or is played by a team-mate.

# Gaining an Advantage



The shot by a team-mate (A) rebounds off or is deflected by an opponent to attacker (B) who is penalised for **playing or touching the ball** having previously been **in an offside position**.

## Law 12 - Fouls - Clarification

- Direct and indirect free kicks and penalty kicks can only be awarded for offences and infringements committed when the ball is in play.
- If an offence involves contact (between 2 players of opposite teams) it is penalised by a direct free kick or penalty kick.

## Impeding an Opponent - Revision

- Impeding the progress of an opponent means moving into the opponent's path to obstruct, block, slow down or force a change of direction when the ball is **not within playing distance** of either player.
- A player may shield the ball by taking a position between an opponent and the ball if the **ball is within playing distance** and the opponent is not held off with the arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent.

### **Revision to Law 12 - Impeding**

- **Impedes an opponent with contact – DFK or PK**
- **Without any contact being made – Indirect FK**



## Deliberate Handling...ball

- Handling the ball involves a **deliberate act** of a player making contact with the ball with the hand or arm.
- Includes GK, when the ball is outside own PA.
- The following must be considered:
  - the movement of the hand towards the ball (not the ball towards the hand)
  - the distance between the opponent and the ball (unexpected ball)
  - the position of the hand does not necessarily mean that there is an infringement

## Contact to the head – NEW Revision

- Serious Foul Play is when a player exceeds the necessary use of force and endangers the safety of an opponent- when challenging for the ball.
- Violent conduct is when a player uses or attempts to use excessive force or brutality against an opponent when not challenging for the ball or other person, regardless of whether contact is made.
- In addition, a player who, when not challenging for the ball, deliberately strikes an opponent or any other person on the head or face with the hand or arm, is guilty of violent conduct.

## Law 12 – Revision – Denying.....

**Some Denying Obvious Goal Scoring Opportunity (DOGSO) offences in the penalty area are punished with a Yellow card. Previously, ALL DOGSO offences were punished with a Red Card.**

**Offences committed involving Serious Foul Play or Violent Conduct are ALWAYS punished with a Red card.**

Where	What	Result
Inside the Penalty Area	Last man challenging for the ball	Yellow Card + PK
Inside the Penalty Area	Last man NOT challenging for the ball	Red Card + PK
Outside the Penalty Area	Last man challenging for the ball	Red Card + DFK

# Law 12 – Red Card and DFK or Penalty Kick

**DOGSO: Deliberate Handball**

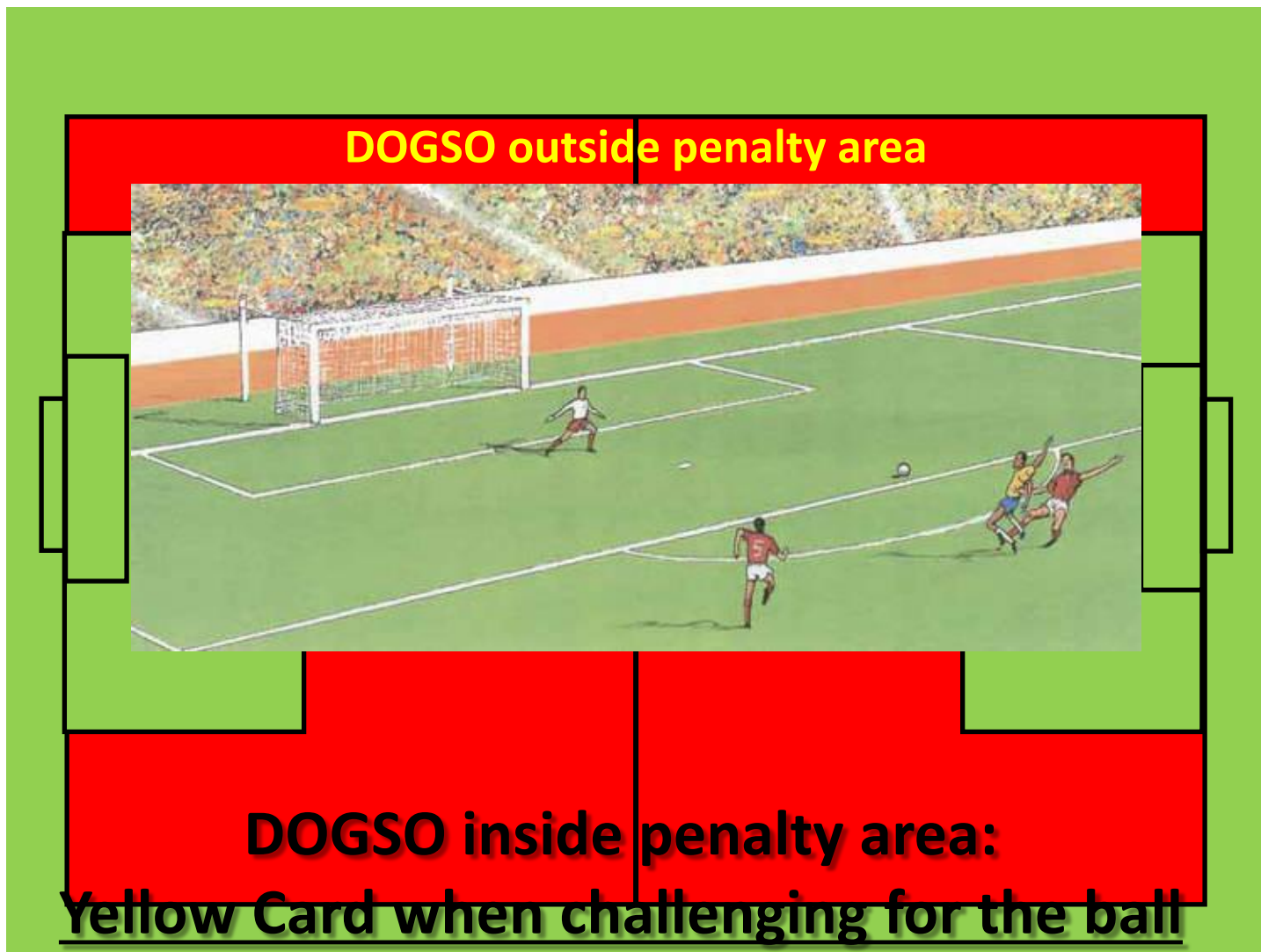


## Law 12 – Red Card and DFK or PK

**DOGSO: Holding, Pulling, Pushing**



**Law 12 – Outside Penalty Area – Red Card and DFK  
– Inside Penalty Area - Yellow Card and PK**



# Law 13 - Clarification

## **Difference between “stopping” a free kick and “intercepting” the ball after the free kick taken....**

- If a player takes a free kick quickly and an opponent who is less than 9.15 m (10 yds) from the ball intercepts it, the referee allows play to continue.
- However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.
- **Example – Player who was not involved in the play comes to interfere with the free kick, that player must be cautioned for delaying the restart of play.....**

# LAWS OF THE GAME

**Laws of the Game PDF version:**

**[www.ontariosoccer.net/referee-rules](http://www.ontariosoccer.net/referee-rules)**