

NCAA MEN'S AND WOMEN'S SOCCER 2012 – 2013 MAJOR CHANGES

The following proposals for rules changes were accepted by the NCAA Men's and Women's Soccer Rules Committee at its recent annual meeting. These proposals must be reviewed and approved by the Playing Rules Oversight Panel (PROP) before being incorporated into the rules book for the 2012 and 2013 seasons.

1. 1.1 The Field of Play - Dimensions

1.1.1 The field of play shall be rectangular, the width of which shall not be more than ~~75~~ 80 yards [~~68.58~~ 73.15m] or less than 70 yards [64.01m] and shall not exceed the length. The length shall not be more than 120 yards [109.73m] or less than 115 yards [105.16m].

Note: The optimum size is 75 yards [68.58m] by 120 yards [109.73m]. Facilities ~~is~~ used as a soccer field before 1995 need only to be rectangular, the width of which shall not exceed the length. The allowable field size is slightly larger than the optimal field size due to the fact that some teams prefer a style of play that benefits from the additional width.

RATIONALE: Permits an institution to expand the width of the field of play an additional 5 yards, which should provide more space for players to engage in creative and offensive play.

1.18 Grading, Slope of Field

The rules of conduct in the NCAA Men's and Women's soccer Rules do not specify, nor do they legislate matters pertaining to the slope or grading of playing facilities. The rules specify only maximum and minimum dimensions of fields constructed after September 1995. New field construction minimum dimensions are 115 yards [105.16m] (length) by 70 yards [64.01m] (width). New maximum dimensions are 120 yards [109.73m] by ~~75~~ 80 yards [~~68.58~~ 73.15m].

RATIONALE: Reflects change to permissible field width.

2. 2.1 The Ball—Dimensions

The circumference of the ball shall not be more than 28 inches [71.12cm] or less than 27 inches [68.58cm]. The weight of the ball at the start of the game shall not be more than 16 ounces [454.4g] or less than 14 ounces [397.6g], and the weight shall not exceed 16.75 ounces [475g] even when wet and used. The pressure of the ball shall be 8.8 to 16.2 psi ~~equal to 0.6 to 1.1 atmospheres at sea level~~. Ball pressure shall conform to the manufacturer's recommendation.

Note: Various manufacturers have different ball pressure requirements printed on the ball.

RATIONALE: Provides specific guidance to ensure the use of uniform pressure in game balls in accordance with manufacturer's recommendations.

3. 2.2 The Ball – 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. Not fewer than ~~three~~ 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 8.)

RATIONALE: Increases the number of game balls from three to five to increase playing time, limit the time when the ball is out of play and improve the flow of the game. This change also provides each of the four ball persons with a ball to promptly return to play.

4. 3.4 Substitutes - When Allowed

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 non-offending 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, is not replaced at that time, and 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. ~~the last player to enter the game and~~ play will restart with an indirect free kick from the location of the ball at the time the infraction was discovered, ~~provided~~ If the ball was not in the goal area, in which case 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.

RATIONALE: Editorial change and re-wording for clarification.

5. 3.5 Re-entry Conditions, Restrictions, Exceptions

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 the appropriate medical personnel have given clearance. 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 medical personnel have given clearance. 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.)

~~Also for all other occurrences other than the permissible one (re-entry in the second period), field players who are substituted for when leaving the field of play for illness/injury shall not re-enter the game in that same period.~~

3.5.3.3 Field players who are substituted for when leaving the field of play 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.*

RATIONALE: Addition to clarify that the injured player may re-enter without a charged substitution when a card is issued to an opposing player causing the injury.

3.5.3.4 Field players who are not substituted for (team plays short) when leaving the game for illness/injury 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.

RATIONALE: Clarifies that players re-entering the field of play shall do so from the scorer's area to avoid confusion.

6. 4.2 Contrasting Colors

4.2.1 All players of a team shall wear matching uniforms. It is the responsibility prerogative of the home team to wear 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.

RATIONALE: Clarification that the home team has the right to select uniform colors, but in the event of a conflict, the home team must change uniform colors.

7. 4.5 Articles

4.5.6 Players may wear a device for the purpose of monitoring and accumulating data. However, the data obtained may not be used at any time during the game or intervals, unless verified as medically necessary.

PENALTY--Upon the first occurrence, the referee shall instruct the team representative to stop the data analysis. If the team representative persists, or upon a second infraction, a caution shall be issued. On a third occurrence, an ejection shall be issued.

RATIONALE: Permits players to wear monitoring devices to obtain data during training and games. This change recognizes the merit of using modern technological devices and data for training and self-improvement, yet prohibits the use of said data during the game.

8. 5.2. The Referee – Uniform

5.2.2 Referees shall comply with the requirements of Rule 4.6 regarding jewelry.

RATIONALE: Requires that referees adhere to the same requirements for jewelry as the players to ensure participant safety.

9. 5.3 The Referee – Equipment

Officials 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.

RATIONALE: Enabling language authorizing referees to use appropriate equipment while officiating the game.

10. 5.4.2 The Referee – Duties

Postgame duties shall include reviewing and signing the official NCAA box score to ensure the score, cards and disciplinary actions are accurately recorded ~~and reporting~~. For all ejections ~~and other matters of game misconduct to the appropriate governing sports authority~~, 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.

RATIONALE: Requires the referee to file a report directly with the NCAA for any ejection for purposes of ensuring a central record repository and the ability to retrieve information for card accumulation tracking and suspensions.

11. 5.6.2 The Referee – Discretionary Power

5.6.2 During the last five minutes of regulation play, the referee has discretion whether or not 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.

RATIONALE: Losing teams have been committing offenses in the waning minutes of regulation time as a tactic with the intent of forcing the referee to issue a card to stop the clock. A team committing an offense that warrants the issuance of a disciplinary card should not be permitted to gain an unfair advantage (stopping the clock) in this manner. This change gives the referee discretion to permit the clock to continue running while issuing a card in the last 5 minutes of play so as to not punish the winning team.

12. 5.6.4 The Referee – Discretionary Power

5.6.4 Multiple Cards to the Same Player.

Exception: Individuals suspended under Rule 5.6.4 may be restricted to a designated area where they shall be appropriately supervised.

RATIONALE: Clarifies that a player does not have to leave the premises when there is no ability to adequately supervise the player.

13. 6.3.5 Penalty-Kick Procedure

6.3.5 The timekeeper shall stop the clock when signaled by the referee to do so 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 whether or not to stop the clock when the losing team is issued a caution or ejection.

RATIONALE: Incorporates the enabling language to allow the referee to stop the clock during the last 5 minutes of regulation play as set forth in Rule 5.6.2.

14. 6.4.5 Scorekeeper

~~When required,~~ The official scorekeeper shall file the official scoresheets with the governing sports authority NCAA for every game. (See Page 8.)

RATIONALE: This requirement enables the NCAA to serve as the official repository for all game statistics that can be accessed for analysis and disciplinary action when necessary.

15. 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 from 30 minutes prior to and through for the duration of the game. Further, it is recommended that ball persons wear colored jerseys/vests that distinguish them from all field players. Each ball person's duty shall be to assist in pregame and game ~~act as a ball retrieval retriever~~ to avoid delay of the game. All ball persons shall be instructed by and are under the direct supervision of the game administrators and/or officials.

RATIONALE: Requires ball persons to commence their duties 30 minutes before the start of the game to assist the teams during warm-ups and avoid gamesmanship by opponent's fans not returning balls to teams during pre-game warm-ups.

16. 7.1.2 Length of Game

7.1.2.2 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.**

RATIONALE: Adds that the referee determines which goal shall be used during kicks taken from the penalty mark to determine progression.

17. 9.3 Restarts

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: See A.R. 9.3.2.a.** 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. ~~The goalkeeper, in possession of the ball, has been hurt in a goal-mouth scramble, but no foul has been committed.~~ 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.

RATIONALE: Clarifies that when the goalkeeper is in possession of the ball following a temporary suspension of play, the correct restart is an indirect free kick.

18. 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 hits the post, it is obstructed ~~blocked~~ by a defender another player, or it is high or wide.

RATIONALE: Clarifies that a shot can be obstructed by any player, not just an opponent.

19. 10.6 Goalkeeper Saves, Shutouts

10.6.3 A goalkeeper is credited with a shutout only if he or she plays the entire match. If two or more goalkeepers participate in a game in which no goals are allowed, **all goalkeepers who played shall receive a combined no individual shutout is recorded.**

Note: A combined shutout is a separate statistical category.

RATIONALE: A combined shutout by more than one goalkeeper is permissible.

20. 10.9 Protest

If a game (that is, legal contest, minimum of 70 minutes played) ends and a protest option is elected, the coach lodging the protest, provided it pertains to the misapplication of a rule of conduct (for example, a referee requiring teams to continue playing after a legal goal has been scored in any overtime period), shall file such as follows:

~~The protest shall be recorded on the NCAA Soccer Protest Form (see Appendix F) and forwarded to the NCAA Men's and Women's Soccer Secretary Rules Editor within hours of the end of the contest. (See Page 8 for address, e-mail, fax and phone information.)~~ Protests shall not be considered if they are based solely on a difference of opinion or decision involving the accuracy of the referee's judgment. **The decisions of the referee regarding facts of play are final.**

~~If the protest is found to be valid, and the result of the game changed, the secretary rules editor's decision, which shall be final, shall be reported to the respective teams, and/or governing sports authority (for example, conference, commissioner, director of athletics, etc.).~~

~~The secretary rules editor shall determine the status of the game and if the decision results in a decision to replay the game, it shall be replayed in its entirety. Further, all statistics in the previous game shall not count. *Exception: Cautions and ejections occurring in the protested game are subject to the procedures stated in Rules 12.11, 12.12, 12.13 and 12.14.*~~

~~If a game result clearly delineates a winner, there shall be no replay and all statistics, except the modified score, shall remain.~~

~~If the protest involves a possible scorekeeper error (for example, failure to record an obvious red card ejection), the referee and protesting coach (and/or team representative in the event the coach has been ejected) shall make an immediate determination based on all information available at the game site. The protest shall not be resolved on a delayed basis by the secretary rules editor. All rulings by the secretary rules editor are final and there shall be no right of appeal.~~

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 timely file, complete and serve copies of the Protest Form will result in denial of the protest.

The decisions of the referee regarding facts of play are final. Protests based solely 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.

The decision regarding the protest shall be communicated to the involved institutions and the Governing Sports Authority by the secretary-rules editor.

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 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.

RATIONALE: This is a complete editorial rewrite of the language of the protest rule, with the following substantive changes:

(1) Clarifies that protests are limited to the misapplication of a rule of conduct that clearly has a directly impact on: a) the outcome of the game; or b) player eligibility. This change is intended to eliminate protests involving errors that are technical or de minimis in nature and do not have a significant impact on the outcome of the game.

(2) Reduces the time to file a protest from 72 hours to 48 hours to afford the secretary-rules editor sufficient time to rule in a timely manner.

(3) Requires the institution or Governing Sports Authority filing the protest to file it electronically using the Protest Form via the NCAA Soccer Central Hub website, and give notice of the protest to the opponent and referee so they have an opportunity to provide information and participate.

21. 12.3 Ejections

An ejection is a formal disciplinary action requiring specific procedures to be followed by the referee that, including the display of a red card and a written report filed by the referee to the governing sports authority. 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.

RATIONALE: Requires the referee to file a report directly with the NCAA for any ejection for purposes of ensuring a central record repository and the ability to retrieve information for card accumulation tracking and suspensions.

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; ~~inasmuch as the ball was out of play,~~ restart with the free kick.

RATIONALE: Editorial changes for clarity.

22. 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 holding the ball longer than six seconds;~~

12.4.3~~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 resubstitution being made at an improper time or without being beckoned by the referee;

~~12.4.5 A substitution or resubstitution being made without being beckoned by the referee;~~
(Renumber remaining through Rule 12.4.16.)

RATIONALE: New 12.4.3 adds to the list of indirect free kick offenses a violation that should have been listed previously. New Rule 12.4.4 combines two previous rules for clarity.

23. 12.5 Cautions

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;

RATIONALE: Specifically includes "excessive celebration" as a cautionable offense to more specifically enforce standards of sporting behavior and avoid retaliatory misconduct.

24. 12.6 Violations

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 ~~contact the NISOA regional representative by telephone and transmit by facsimile or electronic mail a completed Fight Reporting Form located on the NCAA Soccer Central Hub website at www.NCAAsoccer.arbitersports.com~~ within 24 hours of completion of the game.

~~The regional representative shall then contact by telephone, facsimile or electronic mail the athletics director of the ejected player's institution within 48 hours and inform him or her of the fighting ejection(s).~~

Notification of the fighting ejection and two-game suspension shall be sent by the NCAA national office to the offending individual's institution and the Governing Sports Authority. (See Rule 12.12.1.)

RATIONALE: Requires the referee to file a Fight Report Form directly with the NCAA via the NCAA Soccer Central Hub website to ensure proper notification to all parties in view of the enhanced suspension penalty.

25. 12.11.1 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 matches (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.) ~~Any game in which a suspended player or coach participates illegally shall be forfeited to the opposing team.~~ 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.

RATIONALE: Strengthens the penalties for illegally using a suspended player to serve a deterrent effect.

26. 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 at least the following three games, 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.NCAAsoccer.arbitersports.com within 24 hours of completion of the game. Notification of the assault ejection and three-game suspension 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.

RATIONALE: Requires the referee to file the Referee Assault Report directly with the NCAA via the NCAA Soccer Central Hub website to ensure proper notification to all parties in view of the enhanced suspension penalty.

27. 12.14 Coaching and Team Area, Restrictions

12.14.2 Coaching from the touch lines is restricted to verbal communication without the use of aids with one's own team and staff, and is confined to the coaching and team areas.

Exception: See Rule 12.14.1(3).

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

A.R. 12.14.2.b. May a coach communicate with anyone by using an electronic messaging device or phone during the game? **RULING:** No.

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.

RATIONALE: Permits coaches to use coaching aids during the game such as electronic tablets and dry erase boards. This change recognizes the merit of using modern technological devices to assist coaching communication and tactics directly with players. However, the rule continues to prohibit a coach from communicating with anyone via an electronic messaging device or phone during the game.

12.14.3 No player, coach or team representative shall approach or speak to the center referee during a stoppage in play or interval between periods, unless summoned by the 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—Upon the first occurrence, the referee shall instruct the coach to return to the coaching and team area. If the coach persists, or upon a ~~On~~ the second infraction, a caution shall be issued. On ~~the~~ a third occurrence, an ejection shall be issued.

RATIONALE: This change is intended to encourage sporting behavior and prohibit inappropriate contact intended to influence the referee during the game.

28. 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 ~~direct~~ 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. ~~If the ball had left the penalty area and then gone into the goal, a corner kick shall be awarded.~~

RATIONALE: Deletion of superfluous language.

29. 15.2 The Throw-In – 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 shall be retaken.

RATIONALE: This change requires a thrower to properly throw the ball into play or there will be a change in possession. There is no reason to reward a team for not properly putting the ball in play on a throw-in. It is intended to eliminate time wasting and gamesmanship.