

2016-17 Law Changes

Law 1:

1. Logos or emblems are permitted on the flags on the flagposts. No Advertising.

Law 3:

1. The match may not start or continue if either team has fewer than seven players.
2. Substitutes can take any restart provided they first enter the field of play.
3. If play is stopped and the interference was by:
 - a. a team official, substitute, substituted or sent off player, restart with DFK or PK if inside PA.
 - b. an outside agent, play restarts with a dropped ball.
4. Team captain has no special status/privileges but has a degree of responsibility for the behavior of the team.

Law 4:

1. Socks: tape or any material must be the same color as that part of the sock it covers
2. A player who loses footwear or shinguard accidentally must replace it as soon as possible or when the ball next goes out of play. May play the ball or score.

Law 5:

1. Decisions made to the best of the referee's ability, according to the LOTG, and the 'spirit of the game'.
2. May not change a decision if play has restarted, has signalled the end of the half, overtime, left the field of play, or terminated the match.
3. Referee's equipment Compulsory equipment:
 - a) Whistle(s), Watch(es), Red/Yellow cards, Notebook(or other means of keeping a record)
4. Referee's other equipment:
 - b) buzzer/beep flags, headsets, fitness monitoring equipment
5. Referees and other match officials are prohibited from wearing jewellery or any other electronic equipment.
6. Referee Signals (*diagrams*) - 'two armed' signal for an advantage, a similar 'one arm' signal is now permitted

LAW 6:

1. Other Match Officials:
 - a) AR's , 4th, AAR, and RAR
 - b) Match officials assist the referee (inspecting field, balls and equipment (problems resolved) and maintaining records (time, score, etc.))
2. Competition rules must state who replaces official or any other changes (who takes over for who).
3. ASSISTANT REFEREE SIGNALS (diagrams)

LAW 7:

1. Allowance for Time Lost - Allowance made for all time lost in that half:
 - a. stoppages for drinks/medical reasons
 - b. assessment/removal of injured players

LAW 8:

1. For every kick-off:
 - a. the ball is in play when it is kicked and clearly moves
 - b. Dropped ball:
 - i. any number of players
 - ii. Referee cannot decide who may contest or its outcome.

Law 10:

1. Kicks from the penalty mark:
 - a. Two coin tosses: 1 to determine goal, 1 to determine who kicks first
 - b. Player(s) temporarily off the field at end of OT may participate.
2. Referee not informed of the order

3. Reduce to Equate: Before and During Kicks.
4. Goalkeeper unable to continue before or during kicks and all substitutes not used, may be replaced.
5. The kick is completed when the ball stops moving, goes out of play or the referee stops play.
6. Team may change the order of kickers
7. KFTM must not be delayed for a player who leaves the field of (with permission). Player's kick will be forfeited (not scored) if player does not return in time to take a kick.

Law 11:

1. Offside Position: hands and arms of players are not considered
2. Defending player who leaves the field without permission still considered to be on the field for the purposes of offside until stoppage or defending team has played the ball (ball outside their penalty area)
3. Attacking player may step off the field to avoid becoming involved. If player re-enters and becomes involved or defending team has played the ball (now outside PA player shall be declared offside.)
4. an attacking player stationary between the goalposts and inside the goal and not interfering a goal is awarded. If the player commits an offside offence, play is restarted with an IFK.

LAW 12:

1. DFK - If an offence involves contact it is penalized by a DFK or PK.
2. DOGSO by Foul - If within penalty area, referee awards a PK and the offending player is cautioned unless:
 - a. the offence is holding, pulling or pushing
 - b. offending player does not attempt to play the ball
 - c. no possibility for the player challenging to play the ball
 - d. offence is punishable by a RC wherever it occurs
3. Restart of play after fouls and misconduct:
 - a. If ball is in play and a player commits offence inside the field:
 - i. against an opponent – IFK, DFK, or PK
 - ii. against substitute, substituted player, team official or a match official – DFK or PK
 - iii. If other person - a dropped ball
 - b. If the ball is in play and a player commits an offence outside the field of play:
 - i. if the player is already off the field – restart dropped ball
 - ii. if the player leaves the field to commit the offence – IFK restart where ball was when stopped.
 - iii. if player leaves the field of play as part of play and commits offence against another player - restart with a FK taken on line nearest where the offence occurred; if inside PA(over Goal Line), PK is awarded

Law 13:

1. The ball is in play when it is kicked and clearly moves.
2. An opponent who deliberately prevents a FK being taken must be cautioned for delaying the restart of play.

Law 14:

1. The PK is completed if the ball stops moving, goes out of play or the referee stops play.
2. For all the following, play will be stopped and restarted with IFK, regardless of whether or not goal is scored:
 - a. a penalty kick is kicked backwards:
 - b. a team-mate of the identified kicker takes the kick; the referee cautions the player who took the kick
 - c. feinting to kick once kicker has completed run-up (feinting in run-up permitted); kicker cautioned
 - d. If the goalkeeper infringes the Laws of the Game (ex: steps off the goal line prior to the kick) and ball does not enter the goal, the kick is retaken and is cautioned.

LAW 15:

1. If player unfairly distracts/impedes the throw-in (including moving closer than 2 yds) cautioned for USB; if the throw-in has been taken an IFK is awarded.

LAW 16

1. Opposing players now allowed inside PA during GK. And in the penalty area when the GK is taken touches or challenges for the ball before it has touched, the GK is retaken.