

2017-2018 Rule Changes

- 1) **If visible apparel is worn under the jersey and/or shorts, it shall be a single solid color matching the predominant color of the respective garment. Visible arm compression sleeves shall be a similar length, all alike and of a solid color matching the predominant color of the jersey. Visible leg compression sleeves shall be of a similar length, all alike and of a solid color matching the predominant color of the shorts. (4-1-1d)**

Rationale: Players often wear compression gear which is longer than the short or jersey. They should be of the same color. This rule addition is needed to maintain consistency with current uniform rule requirements and color restrictions.

PLEASE NOTE: If there are issues with compression gear, do not NOT play the game. Let the coach know about the issue and note in on the game report.

- 2) **A soft padded headgear that meets ASTM standards is permitted. (4-2-9) No hard or sharp edges.**
- 3) **Kickoff – the ball shall be kicked while it is stationary on the ground in the center of the field of play and may clearly move in any direction. (8-1-3)**
- 4) **A goal may not be scored directly from a kickoff into the kicking team’s own goal. (10-1-3f)**

Rationale: This change retains consistency with the concept that a team cannot score against themselves from a free kick, as provided in 10.1.3 c, d, and e.

- 5) **All free kicks, with the exception of penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except for the reasons listed in 13-2-3 where the kick is taken from where the ball was when the referee stopped play (bench misconduct, temporary suspension of play). Indirect free kicks for offside (13-2-2b) are taken from the spot where the offending player interfered with play, interfered with an opponent or gained an advantage by being in that position. (13-1-2)**

- 6) Penalty Kicks – the ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty mark. To be in play, the ball shall be moved forward. The player taking the penalty kick is permitted to use a stutter step or a hesitation move provided there is no stopping and there is continuous movement towards the ball. Failure to kick the ball as specified shall be considered a violation by the attacking team and the appropriate penalties shall apply. Stutter-stepping is not an interruption in movement. (14-1-4)**

KEY CRITERIA: “no stopping” , “continuous movement toward ball”