

Revising FIFA's Laws of the Game

I. A Short History of Association Football and the Fédération Internationale de Football Association (FIFA)

A. The Development of Association Football

The modern game of association football (hereinafter football), known as soccer in the United States, developed slowly over several decades of play throughout England in the 19th century, particularly in the universities. The early game differed significantly in its rules depending on the particular school or university at which it was being played, as each institution played by its own rules.¹ The differences had long existed in the game, dating back to the earliest games called football in the 14th century. The game of football always included a ball, but otherwise did not necessarily resemble the modern game, as even handling and carrying of the ball was often allowed.² As football became more popular in the 1850s schools and universities, the lack of uniformity in rules created major problems when students from different institutions attempted to play against each other, with matches regularly breaking out into open conflict.³

Due to the disputes over rules and the requirement that teams agree to rules before each match to avoid these disputes, several teams cooperated to create a uniform code of rules for football.⁴ From the 1830s through the 1850s, the game of football still differed widely depending on the school or university, at places the game included rules resembling football and at other places more closely resembling rugby. In that period, football players attempted several times to codify rules, but did so unsuccessfully.⁵ Each university had its own rules and the players came from schools that also had their own understanding of the game, with the only common elements, in some cases, being that the game involved two teams attempting to score points with

¹ Graham Curry & Eric Dunning, *Association Football* 62-63 (2015).

² Matthew Taylor, *The Association Game* 19 (2013).

³ Curry, *supra* note 1, at 62-63.

⁴ Taylor, *supra* note 2, at 29.

⁵ See generally, Curry, *supra* note 1, at 64-66.

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a ball.⁶ Each group of students regularly insisted that their version of football was superior, making agreement on a uniform code difficult.⁷

One of the earliest attempts to codify the rules occurred in 1856, under the primary direction of students from Cambridge University. While this code failed to gain the wide acceptance later codes achieved, the 1856 rules started to widen and accentuate the differences between this form of football and another form, which later would become rugby. The Cambridge rules required that goals be scored by kicking the ball under a string, rather than over, prohibited tripping and holding, and only allowed handling to stop the ball. These rules set the groundwork for the later rules that officially recognized a distinct sport of football.⁸

B. The Development of Rules

In 1863, the students at Cambridge attempted again to create written rules for their version of football, based on their desire to easily play the game with students from other institutions. This attempt at codification spurred on the official rule adoption and formation of the Football Association (FA) in that same year.⁹

In 1862, Ebenezer Morley, a lawyer in London, started a football team, Barnes FC. When his players, who came from several universities, argued with each other over the proper rules of play, Morley wrote a letter to Bell's Life, a sports newspaper, stating that the game should have standardized rules. On October 26, 1863, representatives from 12 football clubs met in London's Freemasons' Tavern to accomplish that goal.¹⁰ The meeting eventually resulted in the creation of the FA and codification of 14 rules.¹¹ The FA's new set of rules held little power at first, and were

⁶ *See id.* at 68-69.

⁷ *Id.* at 69.

⁸ *Id.* at 70.

⁹ Taylor, *supra* note 2, at 24.

¹⁰ The Football Association, *The History of the FA*, The FA (2016), <http://www.thefa.com/about-football-association/history> (last visited Apr. 21, 2016).

¹¹ FIFA, *History of the Laws of the Game: From 1863 to the Present*, FIFA (2016), <http://www.fifa.com/about-fifa/who-we-are/the-laws/index.html> (last visited Apr. 21, 2016). Eleven of the twelve representatives approved the new rules, though one rejected the rules due to their penalization of "hacking" and later formed the Rugby Football Union. *Id.*

often ignored. The new rules standardized the game's framework though, allowing for future development of the rules.¹²

The 1863 rules largely adopted the Cambridge style of play. The FA banned carrying the ball and "tripping" or "hacking," as well as wearing nails and certain hard materials in the shoes.¹³ The rules did allow a player to catch the ball to stop it.¹⁴ The game still resembled rugby in many ways; for example, the rules penalized an attacking player for being offside if he was ahead of the ball, leaving dribbling and scrimmaging as the primary ways to advance the ball.¹⁵

Throughout the 1860s and 70s, disputes still occurred regarding the rules. To solve the arguments, representatives from the four governing bodies of football in the United Kingdom (England, Scotland, Wales, and Ireland) met and formed the International Football Association Board (IFAB). The IFAB first convened in 1886, for the purpose of "guard[ing] the Laws of the Game."¹⁶ The IFAB held, and still has, the power to amend and alter the Laws of the Game.¹⁷ At first, the IFAB consisted merely of representatives from the United Kingdom, but included global representatives after 1913.¹⁸

C. The Creation of FIFA

While the British Football Associations largely remained "insular,"¹⁹ in 1904, seven European nations joined together to form the Fédération Internationale de Football Association (FIFA).²⁰ The British nations originally opposed the idea of a European association, but eventually joined in 1906. In 1913, FIFA became a member of IFAB, giving some control over the Laws of the Game to the European association. Under the agreement when FIFA joined IFAB

¹² The Football Association, *supra* note 10.

¹³ Curry, *supra* note 1, at 135.

¹⁴ *Id.*

¹⁵ FIFA, *supra* note 11.

¹⁶ *Id.*

¹⁷ *Id.*

¹⁸ Taylor, *supra* note 2, at 86.

¹⁹ *Id.* at 163.

²⁰ *Id.* The founding nations were "France, Belgium, Denmark, the Netherlands, Spain (represented by Madrid FC), Sweden and Switzerland." FIFA, *supra* note 11.

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and adopted its rules, FIFA received four votes and England, Scotland, Ireland, and Wales each had one vote, with any change to the rules requiring 75% support.²¹ The four British football associations (though Northern Ireland's FA has replaced Ireland's) and FIFA still constitute the IFAB and govern and amend the Laws of the Game.²²

D. Further Development of the Laws of the Game

By the 1930s, the game of football largely resembled the modern game, but the Laws of the Game still maintained their Victorian Era style. The representatives to IFAB determined that they needed to update the rules, to update the language to make it sound less archaic and to more smoothly incorporate the half-a-century of amendments that had been added.²³ Stanley Rous, the English FA Secretary, undertook the task of updating the rules. In 1938, IFAB adopted Rous' 17 rules.²⁴ Rous apparently "did such a good job" that IFAB did not rewrite the Laws of the Game until 1997.²⁵

A three-person subcommittee of IFAB undertook the 1997 rewrite, led by George Cumming, a Development Director of the Scottish FA. The two-year effort consisted of rewriting some rules as well as modernizing the language.²⁶ This modernization included simplifying and "streamlining" the rules, though the rules kept a similar subject and order, and smoothly incorporating amendments to the rules.²⁷ The changes did not alter the rules in any substantive way, but "simplif[ied] and condense[d]" them, cutting out around 30% of the words of the prior

²¹ FIFA, *supra* note 11.

²² FIFA, *The IFAB: How it Works*, FIFA (2016), <http://www.fifa.com/about-fifa/ifab/about-ifab.html> (last visited Apr. 21, 2016).

²³ FIFA, *supra* note 11.

²⁴ The Football Association, *supra* note 10.

²⁵ FIFA, *supra* note 11.

²⁶ Bill Mason, *Summary of the 1997 Changes to the Laws of the Game*, Irish Soccer Referees Society - Cork Branch (1997), http://www.isrscork.com/1997_changes.htm (last visited Apr. 21, 2016).

²⁷ FIFA, *Rewriting the Laws of the Game*, FIFA (1997), <http://www.fifa.com/about-fifa/news/y=1997/m=6/news=rewriting-the-laws-the-game-71950.html> (last visited Apr. 21, 2016).

version.²⁸ Even Cumming stated that the rewrite's purpose was not to change the rules, as "the status quo should continue to apply . . . [a]fter all, the Laws have served us well for 60 years!"²⁹

Because the rewrite did not change the substance of the rules, the Laws of the Game still hold a somewhat archaic form and style; even if the words themselves had been updated, the rules remain unclear and undefined. For example, the rewrite's goal of updating the language meant, not that the rules would clearly define fouls, but that "ungentlemanly conduct" became "unsporting behavior."³⁰ The 1997 rules substantially resemble the 1938 version created by Rous, meaning that the current rules largely duplicate the rules from nearly 80 years ago, with some alterations and simplification.³¹ IFAB has prided itself on maintaining the historic simplicity of the Laws of the Game, attempting to avoid making changes to the rules, when possible.³² This perspective has resulted in Laws of the Game that are overly simplistic and archaic, however, with a lack of clarity and over-reliance on the discretion of the referees. FIFA's rulebook now includes an Interpretation of the Laws of the Game and Guidelines for Referees (Referee Guidelines), which is not technically part of the Laws of the Game but provides further direction for the referees.³³ The required rule changes largely consist of clarifying and expounding on definitions, simplifying some of the language, and making a few substantive alterations.

²⁸ *Id.*

²⁹ *Id.*

³⁰ Mason, *supra* note 26.

³¹ FIFA, *supra* note 27.

³² FIFA, *The International FA Board (IFAB)*, FIFA (2016), <http://www.fifa.com/about-fifa/who-we-are/the-laws/ifab.html> (last visited Apr. 21, 2016).

³³ See FIFA, *Laws of the Game 2015/2016*, FIFA 1, 61 (2015), http://www.fifa.com/mm/Document/FootballDevelopment/Refereeing/02/36/01/11/LawsofthegamewebEN_Neutral.pdf.

II. The "Stoppage Time" Rule (Law 7)

A. The Problem

The so-called "stoppage time" or "added time" rule, located within The Duration of the Match (Law 7) under "Allowance for time lost,"³⁴ began in a primitive form in 1891. Because football has a running clock, a winning team has a great opportunity to waste time to ensure that the clock runs out, preserving their victory. Exactly this problem occurred in a match between Stoke and Aston Villa, in 1891. The referee awarded Stoke a penalty kick, an almost certain goal, when they were one goal behind with two minutes remaining. Aston Villa's goalkeeper kicked the ball out of the field and Stoke could not retrieve the ball and take the penalty before the two minutes ran out, however, resulting in a loss for Stoke. At that time, the rules changed to extend the time in either half, if the referee awarded a penalty, to allow the team to take an awarded penalty kick.³⁵ In 1987, the rule roughly resembling the present one entered the Laws of the Game,³⁶ allowing the referee to add time for four specified stoppages or "any other cause."³⁷

The present stoppage time rule allows the referee to add time to either half to account for lost time from substitutions, injuries, time wasting, and other causes. The rule explicitly states that the added time is based on the referee's discretion.³⁸ The rule is short and simple, as the rule-drafters intended, but lacks clear direction for the referee and an objective standard.

The Referee Guidelines give some further direction for the referee. For example, the guidelines state that the referee should only add time for "excessive" delays, not those that are

³⁴ *Id.* at 30.

³⁵ Naratorn Wirunhchatapant, *Laws of the Game Evolution*, World Football Historic Center (2014), <http://xtrahistory.blogspot.com/2014/05/laws-of-game.html> (last visited Apr. 21, 2016).

³⁶ FIFA, *History of the Laws of the Game - 1980-1990*, FIFA (2016), <http://www.fifa.com/about-fifa/who-we-are/the-laws/1980-1990.html> (last visited Apr. 21, 2016).

³⁷ FIFA, *supra* note 33, at 30.

³⁸ *Id.*

natural parts of the game.³⁹ The guidelines provide no definition for what is excessive, however. The guidelines state that the referee decides the *minimum* time to be added, which is then publicly indicated by the fourth official. The referee may allow the game to continue for longer than the indicated additional time, but not for a shorter period than that indicated.⁴⁰ The guidelines clarify some elements of the rule, but still place nearly complete power within the referee's discretion.

The stoppage time rule primarily presents a problem of excessive referee discretion and potential for influence by players, managers, and fans. The referee's focus on other parts of the game, throughout the game, complicates his ability to properly keep track of added time. Even though the fourth official generally keeps track of how much time to add, the time added often fails to match with the amount of wasted time; for example, the time added to the first half is rarely more than two minutes, even if several injuries and goals occurred.⁴¹ The rule needs a more objective standard by which the referee determines the proper time added.

The influence from players, managers, and fans also factors into the problem, as they often manipulate referees to allow additional time for one team to score an important goal, or to reduce time to preserve a team's victory. Even referees get caught up in the moment and allow the excitement of the match to affect their decision-making. The classic example of referee manipulation for extra stoppage time is Sir Alex Ferguson and Manchester United. Ferguson purposely pointed at his watch as a game neared its end, in order to influence the referee to add time accordingly.⁴² One of Ferguson's former players and later an opposing manager, Steve

³⁹ *Id.* at 106.

⁴⁰ *Id.*

⁴¹ Toby Moses, *Breaking the law: take injury-time out of football referees' hands*, The Guardian, March 11, 2014, <http://www.theguardian.com/football/blog/2014/mar/11/breaking-the-law-injury-time-referees>.

⁴² Ashley Clements, *Sir Alex Ferguson reveals secret behind 'Fergie Time' as former Manchester United boss claims opposing teams were 'frightened' of closing stages at Old Trafford*, Daily Mail, Dec. 22, 2014, <http://www.dailymail.co.uk/sport/football/article-2883680/Sir-Alex-Ferguson-reveals-secret-Fergie-Time-former-Manchester-United-boss-claims-opposing-teams-frightened.html>.

Bruce, stated that Ferguson's achievements and "standing in the game" enabled him to "make sure the refs add the time on."⁴³ A study of matches from 2006 to 2009 showed that, as a result of this influence, referees awarded Manchester United an average of 257.17 seconds when they were losing or tied, compared to 191.35 seconds when they were in the lead.⁴⁴ This evidence shows exactly the issue presented by the current stoppage time rule. The potential for manipulation requires a neutral observer who cannot be influenced by the stadium environment.

B. The Solution

The stoppage time rule is an essential and classic element of the game of football. While some commentators argue that the game should change to a stopped clock and end after 90 minutes,⁴⁵ other solutions exist to solve the problems related to the rule, while still preserving the rule. The rule must maintain a running clock with ample opportunity for a team to attempt to score, in order to keep the excitement of stoppage time. The rule must provide for: objective timing standards to know when time is being wasted; a neutral observer located outside the stadium to keep the clock; and a publicly visible stoppage time clock to make the official's added time decisions transparent.

The issue of determining the amount of time wasted requires some objective standards as to how much time is "natural" for certain common aspects of the game, such as the normal time required for throw-ins, goal kicks, etc. The current rule only adds time when delays in the match are "excessive," which is a good rule, though it needs further definition and clarification. The rule may define what is considered excessive by objectively setting the time allowed for

⁴³ Telegraph Staff, *Manchester United get extra-time due to Sir Alex Ferguson's presence, says Steve Bruce*, The Telegraph, Sep. 25, 2009, <http://www.telegraph.co.uk/sport/football/teams/manchester-united/6230204/Manchester-United-get-extra-time-due-to-Sir-Alex-Fergusons-presence-says-Steve-Bruce.html>.

⁴⁴ Daniel Taylor, *Revealed: Manchester United get more injury time when they need it*, The Guardian, Sep. 21, 2009, <http://www.theguardian.com/football/2009/sep/22/manchester-united-goals-stoppage-time>.

⁴⁵ See, e.g., Moses, *supra* note 41.

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those natural delays in the game. The rule may provide for small ranges of time in these definitions to allow the official's discretion based on the particular circumstances of the delay. The time added for injuries and goals will consist of the entirety of non-playing time.

Due to the potential for influence inside the stadium, the referee and fourth official should not hold the power of keeping track of added time. The timekeeper should either stay in a remote box in the stadium or observe the match remotely from outside the stadium somewhere, in order to remove him from the stadium environment and the influence of the managers. Retired referees, FA officials, or some other person in an FA-related position who would be a neutral observer may hold the position of timekeeper.

To add transparency to the stoppage time debate and reduce the opportunity for controversy, the time added by the timekeeper shall appear in approximately real time on a clock inside the stadium that is visible to players, managers, and fans. This clock exists for the sole purpose of keeping track of added time to notify all people involved in the match of the time added and when the neutral timekeeper adds that time. The referee must then allow the half to continue for the added time at a minimum, like the current rule requires. The neutral timekeeper will also add further time to the stoppage time clock if more time is wasted during stoppage time.

Once the stoppage time clock runs out, then the referee must end the game at the first proper opportunity in the match and not after or before that, to still allow the chance for exciting endings to the game. The rule must clearly define when the proper opportunities to end the match occur. The proper opportunity to end the match occurs when the ball is in neutral territory or cleared by a defender, but never when a team is attacking with a chance to score a goal. Proper opportunities to end the match include: a goal kick; when a defending team clears the ball across the midline; after a goal. Proper opportunities to end the match do not include: a corner kick; a free kick in the awarded team's attacking half; a penalty kick; when a team possesses the ball in its attacking third of the field.

III. The Offside Rule (Law 11)

A. The Problem

The offside rule (Law 11) is one of the most confusing rules for non-football fans and has experienced extreme changes since football became a popular sport. In 1863, the rule's earliest form required that all offensive players remain behind the ball, relative to the goal their team was attacking. The FA later altered the rule, requiring the attacking player to keep at least three defenders between himself and the goal he was attacking in order for him to remain onside.⁴⁶ The rule changed again in 1925, adjusting the required number of defending players between the attacker and goal to at least two.⁴⁷ The FA altered the rule once more in 1990,⁴⁸ to give the advantage to the attacking player and allow him to still be considered onside if he was "level with the second-last opponent."⁴⁹

The substantive elements of the offside rule do not require alteration. The offside rule's problems consist of definitional issues and a lack of guidance and clear direction for officials. The Referee Guidelines contain helpful visual examples of when a player is onside or offside, concerning a variety of the rule's different elements. The inclusion of these images within Law 11 itself would greatly improve the rule's explicit directions for the official. When the 1997 rule changes were discussed, some materials used in the law change discussions included the images. The rules ultimately excluded those images, however, with their later inclusion only in the Referee Guidelines.⁵⁰ The images' inclusion in the rule aids in clarifying definitions of several parts of the rule as well, such as "interfering with play," "interfering with an opponent," and "gaining an advantage."⁵¹

⁴⁶ FIFA, *supra* note 11.

⁴⁷ *Id.*

⁴⁸ *Id.*

⁴⁹ FIFA, *supra* note 33, at 36.

⁵⁰ Mason, *supra* note 26.

⁵¹ FIFA, *supra* note 33, at 36.

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The offside rule requires that, for there to be a violation, the attacking player must be in an offside position and be involved in active play. The offside position element is mostly well-defined and does not present major problems. The only issue here relates to the doctrine that states that a player will not be in an offside position if his arm, which cannot lawfully be used to play the ball, is in an offside position. In other words, the player will not be offside if only his arm is offside. The rule fails to include this doctrine and fails to define “arm.”⁵²

The active play element creates problems though due to its lack of definitions. If the player in an offside position touches the ball, then that clearly constitutes an offense. If the player does not touch the ball, however, the rule lacks clarity in what actions by that player constitute an offense. The classic example of a non-touch involvement in active play consists of a player standing in an offside position in front of the goalkeeper's line of sight to obstruct his view of the ball. The Referee Guidelines provide some further definition of these elements,⁵³ but they must be incorporated into the rules and improved.

B. The Solution

The new rule solves many of the offside rule's problems by incorporating the referee guidelines, including the diagrams, directly into the rule. The diagrams clarify the primary definition problems related to whether a player “played” the ball without touching the ball, placing him in violation of the offside rule.⁵⁴ The Referee Guidelines also include the doctrine stating that an attacker player is not offside if only his arm is beyond the second-last defender.⁵⁵ The new rule must incorporate this doctrine, while also defining the arm, which the Referee Guidelines fail to do.

The Referee Guidelines provide a helpful aid in defining “interfering with play,” “interfering with an opponent,” and “gaining advantage.”⁵⁶ The guideline definitions are

⁵² *See id.*

⁵³ *See id.* at 110.

⁵⁴ *See id.* at 112-118.

⁵⁵ *Id.* at 110.

⁵⁶ *See id.*

insufficient, however, both due to ambiguity and under-inclusion of some acts that would affect a defender and should violate the offside rule. The offside rule's definition for when a player in offside position is involved in active play, causing an offside violation, should focus on the offside player's effect on defending players. If the offside attacker causes the defending players to hesitate or adjust their actions based on the attacking player's actions, then that action should be considered involvement in active play. The rule must include a definition with this focus explicitly stated.

IV. The Handling Rule (Law 12)

A. The Problem

The handling rule (Law 12) constituted an early area of disagreement in the creation of the Laws of the Game as well.⁵⁷ People unfamiliar with football often consider the handling rule to be an absolute rule prohibiting the player from touching the ball with his hands, but the actual rule does not reflect that understanding. The official rule consists of one sentence within the "Direct free kick" section of Law 12, which covers several other fouls.⁵⁸ The rule merely states that the referee will award a direct free kick "to the opposing team if a player . . . handles the ball deliberately."⁵⁹ The rule provides no further direction as to how the referee should determine whether the player acted deliberately and fails to include several doctrines that have developed in relation to the rule.⁶⁰ The rule fails to even define "handles," which the Referee Guidelines define as "making contact with the ball with his hand or arm."⁶¹ Even the Referee Guidelines fail to define "hand or arm," which does not clearly state when the arm becomes the shoulder.⁶²

⁵⁷ See Curry, *supra* note 1, at 70.

⁵⁸ See FIFA, *supra* note 33, at 37.

⁵⁹ *Id.*

⁶⁰ See *id.*; see also Soccerlens, *FIFA Laws of the Game: Ambiguity, Uncertainty & Room For Interpretation*, Soccerlens (Oct. 5, 2012), <http://soccerlens.com/fifa-laws-of-the-game-ambiguity-uncertainty-interpretation/97196/>.

⁶¹ See FIFA, *supra* note 33, at 121.

⁶² See *id.*

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The Referee Guidelines give the referee some additional direction by providing five points for the referee to consider, including noting three doctrines related to the rule, though the guidelines decline to use one of the doctrines.⁶³ The rule's definition creates further problems when compared to the actual application of the rule by referees, as referees often award penalties and free kicks based on clearly non-deliberate instances of handling.⁶⁴ Neither fans, nor referees, nor players consistently recognize the "deliberate" element of the rule. The rule should represent what the handling rule has come to mean, and likely should even have a separate section of Law 12 more fully describing the handling rule and guiding players and referees.

B. The Solution

The handling rule, due to its significant place in the game, should be given its own section of Law 12, in order to allow for more clarification of the rule. The rules should also incorporate the Referee Guidelines and the doctrines that relate to handling. The doctrines that the new rule incorporates include: ball-to-hand vs. hand-to-ball; the unexpected ball; and the hand in a non-playing position.⁶⁵

The general understanding of the ball-to-hand vs. hand-to-ball doctrine involves the belief that when the player's hand moves toward the ball and makes contact, then the player committed handling; when only the ball moves toward the hand and makes contact, then the player did not commit handling. Due to the fast-paced nature of football, the ball will often have moved towards the hand while the hand also moved towards the ball. Therefore, the ball-to-

⁶³ *Id.*

⁶⁴ See, e.g., Jordan Halford, *'I can't cut my hand off!' - Subotic incensed at handball penalty decision*, Goal.com (Oct. 3, 2012), <http://www.goal.com/en-gb/news/2914/champions-league/2012/10/03/3423572/i-cant-cut-my-hand-off-subotic-incensed-at-handball-penalty> (last visited Apr. 21, 2016).

⁶⁵ See FIFA, *supra* note 33, at 121 (noting these three doctrines and stating that the referee should take into account the first two doctrines and not the third).

hand vs. hand-to-ball doctrine necessarily requires the referee's use of a sliding scale in analyzing the two sides of the doctrine.

The guideline states that the referee should consider when the ball's contact with the player's hand was unexpected, presumably not penalizing the contact when the player did not expect the contact.⁶⁶ The next consideration in the guidelines declares that the position of the hand is not determinative.⁶⁷ Fans, players, and even referees often consider the unexpected ball and unnatural hand position doctrines as being significant elements in the handling rule, with the two doctrines even cooperating with each other. The involved parties generally understand the handling rule to synthesize the two doctrines by allowing a player's hand or arm to make contact with 1) an unexpected ball, when 2) the hand or arm was in an unnatural (non-football-playing) position.⁶⁸ The new rule incorporates this understanding of the handling rule and these two doctrines, while attempting to further define an unnatural arm position.

The new rule no longer relies on merely the deliberate intent standard, as that standard is unworkable for referees who cannot always determine a player's intent during fast-paced play. With the incorporation and clarification of the related doctrines, the new rule provides more objective criteria for the referee to consider in determining when a violation has occurred. The new rule attempts to more clearly define the arm and hand as well. The original rule and guidelines fail to mention another doctrine often considered in relation to handling, which makes it a violation for a player to gain an advantage from handling the ball, even if entirely be accident. The new rule incorporates this formerly unstated doctrine and penalizes accidental, but advantageous handling.

⁶⁶ *See id.*

⁶⁷ *See id.*

⁶⁸ *See, e.g.,* Owen H. L. Davies, *FIFA Soccer Rules for Handball*, Livestrong.com (Aug. 19, 2013), <http://www.livestrong.com/article/123838-fifa-soccer-rules-handball/> (last visited Apr. 21, 2016) (misstating the FIFA rules as penalizing accidental handballs when the "player's arm is in an unnatural position").

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Appendix A FIFA's Laws of the Game –Final Version

Definitions:

Arm: means the upper limb of the body going from the wrist bone to a line drawn vertically from the arm pit, which the players' jerseys shall indicate by a contrasting-colored line following this definition.

Ball: means the single leather, spherical object used in the match, by which the teams attempt to score a goal and consistent with the following dimensions:

- a circumference of 68 cm. (27 in.) or greater but not more than 70 cm. (28 in.);
- a weight at the start of the match of 410 g. (14 oz.) or greater but not more than 450 g. (16 oz.); and
- a pressure at sea level of 0.6 atm. or greater but not more than 1.1 atm. (600 – 1,100 g./cm.2) (8.5 lbs./sq. in. – 15.6 lbs./sq. in.).

Field of play: means the rectangular, lined area in which the teams play the match, consisting of two longer touch lines on the sides and two shorter goal lines at the ends.

Goal: means the two upright posts joined by a horizontal cross bar and placed on each goal line with the center of the horizontal cross bar above the center of that goal line. The nearer edges of the upright posts shall be 7.32 m. (8 yds.) apart and the lower edge of the horizontal crossbar shall be 2.44 m. (8 ft.) above the ground.

Goal line: means the shorter sides of the field of play, creating the field of play's width, which are of equal length, with a minimum length of 45 m. (50 yds.) and a maximum length of 90 m. (100 yds.).

Hand: means the body part at the end of the arm that may include the thumbs, fingers, palm, and rest of the fist attached to the end of the arm up to the wrist bone, or any other corresponding attachment to the end of the arm, whether natural or artificial.

Halfway line: means the line dividing the field of play into two equal parts, going from the center point of each touch line and running parallel to both goal lines.

Excessive stoppage in play: means a stoppage in play that takes a period of time longer than the following times:

- After a goal – 0 seconds;
- Assessment of injury to players – 0 seconds;
- Removal of injured players from the field of play – 0 seconds;
- Stoppages caused by fans or managers – 0 seconds;
- Throw-ins – 5 seconds;
- Goal kicks – 10 seconds;
- Free kicks – 10 seconds;
- A referee booking or warning a player after a foul – 15 seconds;
- Penalty kicks – 20 seconds;
- Substitutions – 20 seconds; and
- Any other stoppage in play – 0 seconds.

Last two opponents: means the two players on the opposing team who are closest to the two players' own team's goal line.

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Neutral timekeeper: means a Football Association official keeping time for a match while remotely observing the match from a location outside the stadium where the match is taking place.

Normal time: means a set period of play during the match that the teams agreed to play before the match began.

Opposing player/opponent: means a player on the opposing team.

Opposing team: means the team playing against the team or player being discussed as the focus of the relevant rule, as the player who has committed or potentially committed an offense.

Player: means one of the 22 or fewer team members currently on the field of play and lawfully involved in the match, having either started the match playing or having been substituted into the match.

Period-ending opportunity: means an event, after the accrued stoppage time has fully run, when the referee shall end the current period of the match. The events that constitute a period-ending opportunity include, but are not limited to, when the following occur:

- a goal kick;
- a goal;
- a player kicks the ball across the halfway line but not into the possession of a teammate;
- or
- a team possesses the ball, in the referee's discretion, for at least 20 seconds without attempting to approach the opposing team's goal.

The events that do not constitute a period-ending opportunity are:

- a corner kick;
- a free kick placed in the awarded team's attacking half of the field of play; and
- a penalty kick.

Referee: means the primary official who makes calls and rulings during the match and observes the match from within the field of play.

Second-last opponent: means a player on the opposing team who is the second-closest person on his team to his team's own goal line.

Substitute player: means one of the team members whom the team's manager may substitute into the match for a player, but currently is neither on the field of play nor lawfully involved in the match.

Stoppage in play: means a time during the match when the referee has blown his whistle for some offense, referee decision, or injury, including but not limited to a:

- free kick,
- throw-in,
- goal kick,
- corner kick,
- penalty kick,
- substitution, or
- a time when the referee would prohibit a team from scoring a goal.

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Stoppage time: means the amount of time added to the stoppage time clock by the neutral timekeeper based on the neutral timekeeper's recognition of excessive stoppages in play.

Stoppage time clock: means the official clock maintained inside the stadium that displays the amount of time added by the neutral timekeeper based on excessive stoppages in play.

Stoppage time period: means the extra period of play added on to the end of a period of the match based on the accrued stoppage time.

Teammate: means a player on the same team as the player who is the focus of the rule, as a player who has committed or potentially committed a foul.

Touch line: means the two longer sides of the field of play, which have an equal length, with a minimum length of 90 m. (100 yds.) and a maximum length of 120 m. (130 yds.).

LAW 7 – THE DURATION OF THE MATCH

Periods of play

The match lasts two periods of 45 minutes, unless otherwise mutually agreed between the referee and the two teams, such as two 15 minute extra time periods in case of a tied score. To alter the duration of a period of play (e.g. to reduce each half to 40 minutes because of insufficient light), the teams and referee must make an agreement before the start of play and in compliance with competition rules.

Half-time interval

Players are entitled to an interval at half-time. The half-time interval must not exceed 15 minutes. Competition rules must state the duration of the half-time interval. The teams may alter the duration of the half-time interval only with the consent of the referee.

Allowance for time lost

The duration of the match

The normal time clock will continue running during stoppages in play, with the neutral timekeeper adding time to the stoppage time clock only when excessive stoppages in play occur.

Duties of the neutral timekeeper

A neutral timekeeper shall

- keep the time for the match, independently from the official game clock and the clock maintained by the referee;
- add excessive stoppages in play to the stoppage time clock, adding only the portion of the stoppage defined as excessive;
- add time to the stoppage time clock concurrent with the occurrence of the excessive stoppage in play, with those additions appearing on the stoppage time clock in real time, so that managers, players, fans, and officials may observe the neutral timekeeper's additions to stoppage time; and
- add excessive stoppages in play that occur during the stoppage time period to the stoppage time clock.

Duties of the referee:

The referee shall:

- allow the period to run for the entirety of normal time;

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- allow the period to continue for at least the amount of time accrued on the stoppage time clock by the neutral timekeeper; and
- end the period at the first period-ending opportunity.

LAW 11 – OFFSIDE

Offside position

A player is in an offside position if:

- a part of the player's body, excluding the player's arm or hand, is nearer to the opposing team's goal line than both the ball and the entirety of the second-last opponent's body, excluding the second-last opponent's arm or hand

A player does not commit an offense solely by being in an offside position.

A player is not in an offside position if:

- the entirety of the player's body, excluding the player's arm or hand, is in the player's team's own half of the field of play or
- the entirety of the player's body, excluding the player's arm or hand, is equidistant from the nearest goal line compared to any part of the second-last opponent's body, excluding the second-last opponent's arm or hand or
- the entirety of the player's body, excluding the player's arm or hand, is equidistant from the nearest goal line compared to any part of the last two opponents' bodies, excluding an arm or hand of the last two opponents

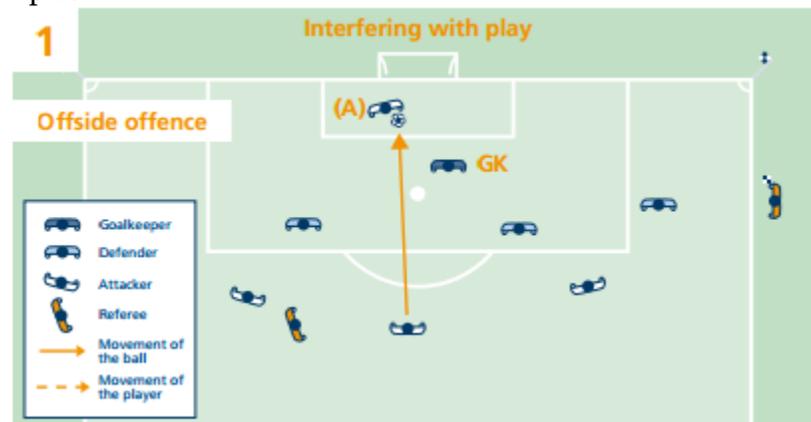
Offence

The referee may only penalize a player in an offside position if, at the moment the player's teammate last touches the ball the player is involved in active play by:

- interfering with play or
- interfering with an opponent or
- gaining an advantage by being in that position

Active play term definitions

- interfering with play means touching or attempting to touch the ball by moving towards the ball last touched by a teammate
- Visual Examples



An attacker in an offside position (A), not interfering with an opponent, touches the ball.

The assistant referee must raise the flag to signal an offside offense when the player touches the ball.

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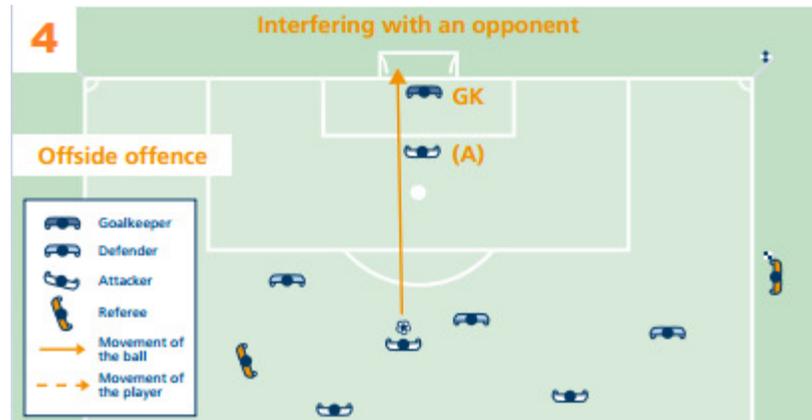
The referee shall penalize a player in an offside position (A) before the player touches the ball, if, in the opinion of the referee, no other teammate in an inside position has the opportunity to play the ball.



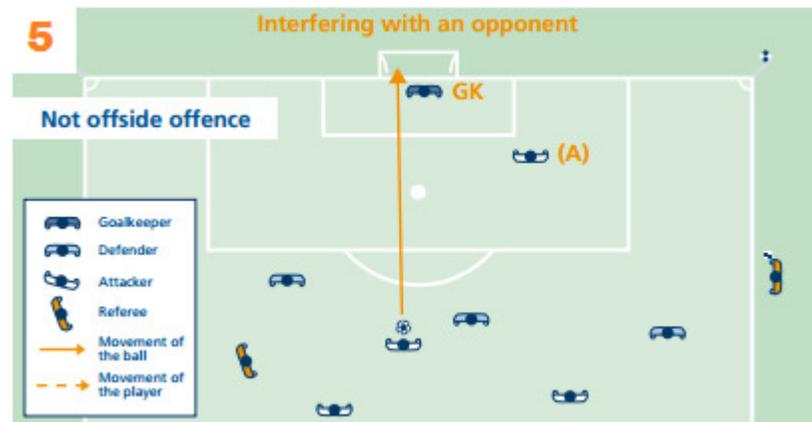
An attacker in an offside position (1) runs towards the ball last touched by a teammate, in an attempt to touch the ball, and does not touch the ball before it goes out of play over the goal line. The assistant referee must signal "goal kick."

- interfering with an opponent means preventing an opposing player from touching or attempting to touch the ball by
 - affecting the opposing player's sight of the ball or of the player who last touched the ball or
 - physically stopping the opposing player using either direct contact or placing his body between the opposing player and the ball or
 - moving towards the ball with the effect of causing the opposing player to pause or cease his own movement towards the ball or to adjust his attempt to touch the ball
- Visual examples

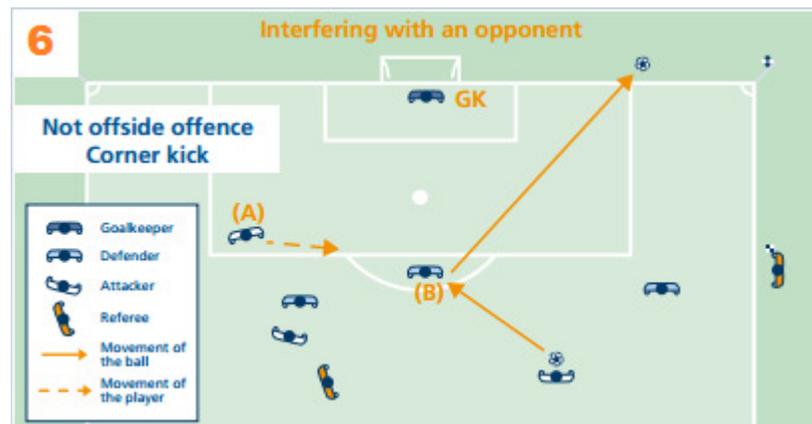
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An attacker in an offside position (A) obstructs the goalkeeper's line of vision. The referee shall penalize the offside attacking player because the player prevents an opponent from touching or attempting to touch the ball.

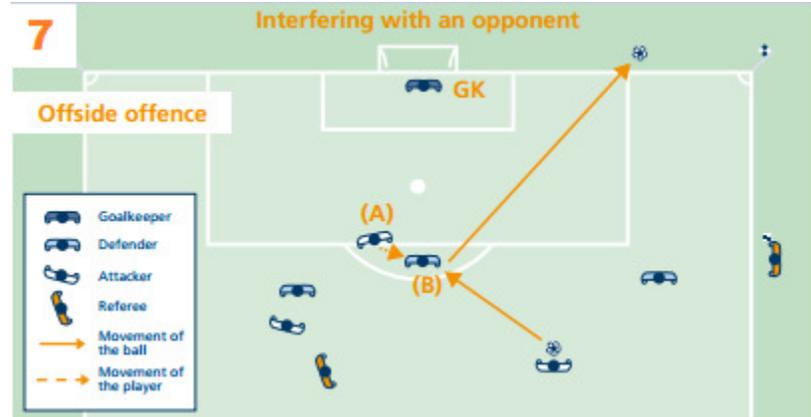


An attacker in an offside position (A) does not obstruct the goalkeeper's line of vision or challenge an opponent for the ball. The referee may not penalize the offside attacking player.



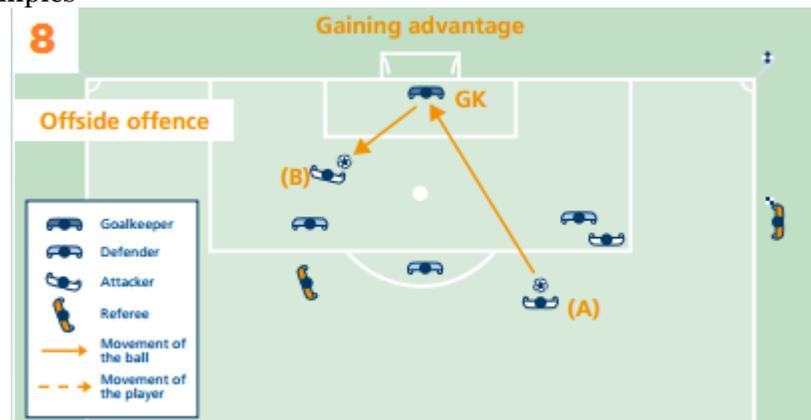
An attacking player in an offside position (A) moves towards the ball but the player does not affect an opposing player in touching or attempting to touch the ball. A is not interfering with an opponent. The referee may not call offside in this example and shall award a corner kick.

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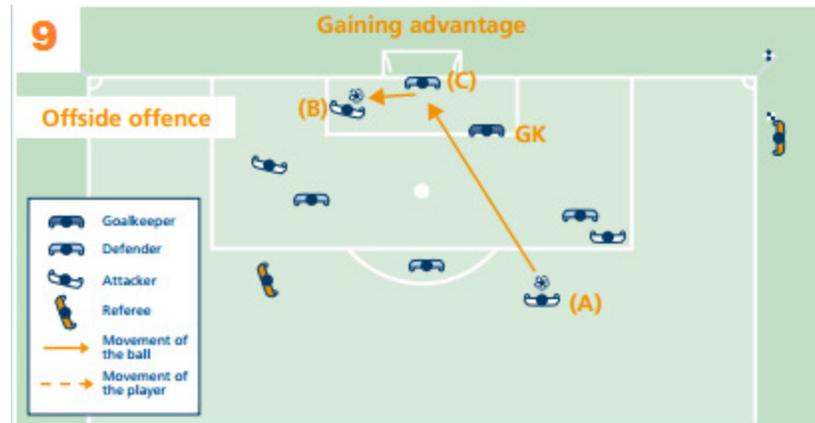
An attacking player in an offside position (A) moves towards the ball preventing an opposing player (B) from touching or attempting to touch the ball or causing the opposing player to adjust his attempt to touch the ball resulting in the opposing player touching the ball in a manner detrimental to his team. A is interfering with an opponent. The referee shall call offside in this example, rather than a corner kick.

- gaining an advantage by being in that position means touching or attempting to touch a ball,
 1. that rebounds or deflects off the goalpost, crossbar, or an opponent to the player, or
 2. that rebounds or deflects to the player from an opponent who attempted to stop a shot towards the goal;
 3. unless the player touched or attempted to touch the ball after an opposing player touched the ball, for a purpose other than saving or stopping a shot towards the goal, in a deliberate manner, as determined by the referee's reasonable belief that the opposing player attempted to or succeeded in:
 - i. dribbling,
 - ii. passing, or
 - iii. otherwise kicking the ball.
- Visual examples

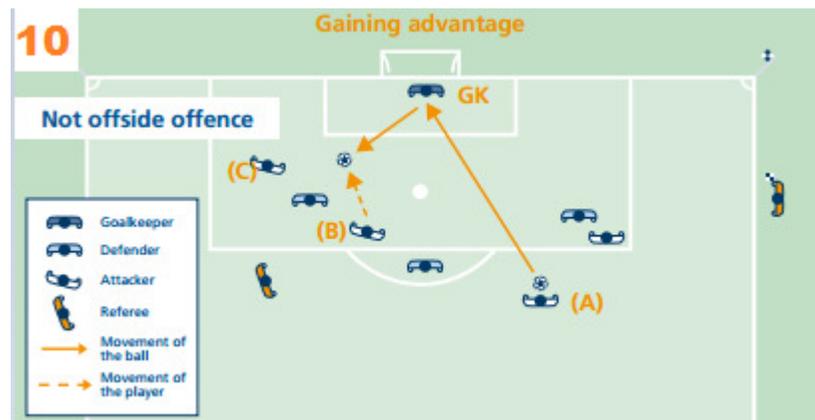


The referee shall penalize an attacking player in an offside position if the player touches or attempts to touch a ball that rebounds or deflects to him from a deliberate save by the goalkeeper having been in an offside position when a teammate last touched the ball.

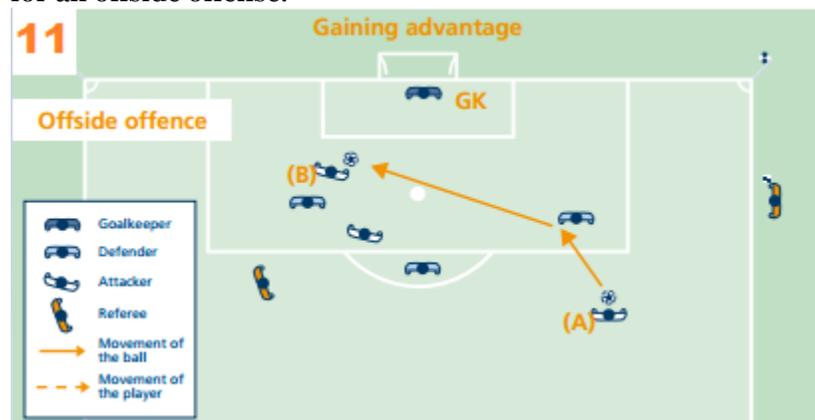
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The referee shall penalize an attacking player in an offside position if the player touches or attempts to touch a ball that rebounds or deflects to him from a deliberate save by an opposing player (C) having been in an offside position when a teammate last touched the ball.



A teammate's (A) shot rebounds from the goalkeeper. Another teammate (B) in an onside position plays the ball. The attacking player (C) stood in an offside position, but did not gain an advantage from being in that position because he did not touch the ball. The referee may not penalize C for an offside offense.



A teammate's (A) shot rebounds or deflects off an opposing player to an attacking player (B) in an offside position. The referee shall penalize B for an offside offense.

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No offence

The referee may not penalize a player for being offside if the attacking player's teammate last touched the ball while taking:

- a goal kick,
- a throw-in, or
- a corner kick.

Infringements and sanctions

In the event of an offside offence, the referee shall award an indirect free kick to the opposing team at the place where the second-last defender stood when the offending player's teammate last touched the ball (see Law 13 – Position of free kick).

LAW 12 – HANDLING

The referee shall award a direct free kick to the opposing team if a player (except for the goalkeeper within his own penalty area) handles the ball by making contact with the ball with his arm or hand, either:

1. deliberately or recklessly or
2. in any manner resulting in a substantial advantage to the player, including, but not limited to:
 - scoring a goal for the player's team,
 - preventing a goal for the opposing team, or
 - aiding the player in maintaining possession of the ball for the player's team.

The referee may consider the following to determine whether the player deliberately or recklessly handled the ball:

- the movement of the player's hand towards the ball, as opposed to the movement of the ball towards the player's hand, based on a sliding scale
 - with the movement of the player's hand towards the ball indicating deliberateness, and
 - with the movement of the ball towards the player's hand indicating a lack of deliberateness;
- the distance between the player and the ball,
 - with less distance indicating that the player did not handle the ball deliberately or recklessly in relation to an unexpected ball and
 - with greater distance indicating that the player handled the ball deliberately or recklessly; and
- the position of the player's hand or arm,
 - with the positioning of the player's arm or hand showing the player committed an offense if the player's hand or arm is in an unnatural position, including,
 - above the player's head, or
 - outstretched perpendicular to the player's body, and
 - with the positioning of the player's arm or hand showing the player did not commit an offense if the player's hand or arm is in a natural, football-playing position, including,
 - covering the player's head, heart, or groin to protect the player's body,
 - hanging at the player's side, or
 - moving in a running motion.

The referee shall also award a direct free kick to the opposing team if a player deliberately:

- touches the ball with an object held in the hand (clothing, shinguard, etc.); or
- hits the ball with a thrown object (boot, shinguard, etc.).

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Appendix B FIFA's Laws of the Game – Revised Version

Definitions:

Arm: means the upper limb of the body going from the wrist bone to a line drawn vertically from the arm pit, which the players' jerseys shall indicate by a contrasting-colored line following this definition.

Ball: means the single leather, spherical object used in the match, by which the teams attempt to score a goal and consistent with the following dimensions:

- a circumference of 68 cm. (27 in.) or greater but not more than 70 cm. (28 in.);
- a weight at the start of the match of 410 g. (14 oz.) or greater but not more than 450 g. (16 oz.); and
- a pressure at sea level of 0.6 atm. or greater but not more than 1.1 atm. (600 – 1,100 g./cm.2) (8.5 lbs./sq. in. – 15.6 lbs./sq. in.).⁶⁹

Field of play: means the rectangular, lined area in which the teams play the match, consisting of two longer touch lines on the sides and two shorter goal lines at the ends.

Goal: means the two upright posts joined by a horizontal cross bar and placed on each goal line with the center of the horizontal cross bar above the center of that goal line. The nearer edges of the upright posts shall be 7.32 m. (8 yds.) apart and the lower edge of the horizontal crossbar shall be 2.44 m. (8 ft.) above the ground.⁷⁰

Goal line: means the shorter sides of the field of play, creating the field of play's width, which are of equal length, with a minimum length of 45 m. (50 yds.) and a maximum length of 90 m. (100 yds.).⁷¹

Hand: means the body part at the end of the arm that may include the thumbs, fingers, palm, and rest of the fist attached to the end of the arm up to the wrist bone, or any other corresponding attachment to the end of the arm, whether natural or artificial.

Halfway line: means the line dividing the field of play into two equal parts, going from the center point of each touch line and running parallel to both goal lines.

Excessive stoppage in play: means a stoppage in play that takes a period of time longer than the following times:

- After a goal – 0 seconds;
- Assessment of injury to players – 0 seconds;
- Removal of injured players from the field of play – 0 seconds;
- Stoppages caused by fans or managers – 0 seconds;
- Throw-ins – 5 seconds;

⁶⁹ FIFA, *supra* note 33, at 15. The dimensions of the ball largely come from the Laws of the Game, Law 2, with some alterations to simplify the language. *See id.*

⁷⁰ *See id.* at 9. The materials for this definition derive from the Laws of the Game, Law 1 (The Field of Play). *See id.*

⁷¹ *See id.* at 7. The materials for this definition derive from the Laws of the Game, Law 1 (The Field of Play). *See id.*

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- Goal kicks – 10 seconds;
- Free kicks – 10 seconds;
- A referee booking or warning a player after a foul – 15 seconds;
- Penalty kicks – 20 seconds;
- Substitutions – 20 seconds; and
- Any other stoppage in play – 0 seconds.

Last two opponents: means the two players on the opposing team who are closest to the two players' own team's goal line.

Neutral timekeeper: means a Football Association official keeping time for a match while remotely observing the match from a location outside the stadium where the match is taking place.

Normal time: means a set period of play during the match that the teams agreed to play before the match began.

Opposing player/opponent: means a player on the opposing team.

Opposing team: means the team playing against the team or player being discussed as the focus of the relevant rule, as the player who has committed or potentially committed an offense.

Player: means one of the 22 or fewer team members currently on the field of play and lawfully involved in the match, having either started the match playing or having been substituted into the match.

Period-ending opportunity: means an event, after the accrued stoppage time has fully run, when the referee shall end the current period of the match. The events that constitute a period-ending opportunity include, but are not limited to, when the following occur:

- a goal kick;
- a goal;
- a player kicks the ball across the halfway line but not into the possession of a teammate; or
- a team possesses the ball, in the referee's discretion, for at least 20 seconds without attempting to approach the opposing team's goal.

The events that do not constitute a period-ending opportunity are:

- a corner kick;
- a free kick placed in the awarded team's attacking half of the field of play; and
- a penalty kick.

Referee: means the primary official who makes calls and rulings during the match and observes the match from within the field of play.

Second-last opponent: means a player on the opposing team who is the second-closest person on his team to his team's own goal line.

Substitute player: means one of the team members whom the team's manager may substitute into the match for a player, but currently is neither on the field of play nor lawfully involved in the match.

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Stoppage in play: means a time during the match when the referee has blown his whistle for some offense, referee decision, or injury, including but not limited to a:

- free kick,
- throw-in,
- goal kick,
- corner kick,
- penalty kick,
- substitution, or
- a time when the referee would prohibit a team from scoring a goal.

Stoppage time: means the amount of time added to the stoppage time clock by the neutral timekeeper based on the neutral timekeeper's recognition of excessive stoppages in play.

Stoppage time clock: means the official clock maintained inside the stadium that displays the amount of time added by the neutral timekeeper based on excessive stoppages in play.

Stoppage time period: means the extra period of play added on to the end of a period of the match based on the accrued stoppage time.

Teammate: means a player on the same team as the player who is the focus of the rule, as a player who has committed or potentially committed a foul.

Touch line: means the two longer sides of the field of play, which have an equal length, with a minimum length of 90 m. (100 yds.) and a maximum length of 120 m. (130 yds.).⁷²

LAW 7 – THE DURATION OF THE MATCH

Periods of play

The match lasts two ~~equal~~ periods of 45 minutes, unless otherwise mutually agreed between the referee and the two teams, ~~such as two 15 minute extra time periods in case of a tied score. Any agreement to~~ **To alter the duration of the periods a period of play (e.g. to reduce each half to 40 minutes because of insufficient light), the teams and referee must make an agreement must be made before the start of play and must comply in compliance** with competition rules.⁷³

Half-time interval

Players are entitled to an interval at half-time. The half-time interval must not exceed 15 minutes. Competition rules must state the duration of the half-time interval. The **teams may alter the** duration of the half-time interval ~~may be altered~~ only with the consent of the referee.⁷⁴

Allowance for time lost

The duration of the match

⁷² See *id.* at 7. The materials for this definition derive from the Laws of the Game, Law 1 (The Field of Play). See *id.*

⁷³ The changes made to this sentence identify the actor, according to the Martineau text. Robert J. Martineau & Michael B. Salerno, *Legal, Legislative, and Rule Drafting in Plain English* 37-38 (2005).

⁷⁴ See FIFA, *supra* note 33, at 30. The black print comes directly from the Laws of the Game. See *id.* The changes made to this sentence identify the actor, according to the Martineau text. Martineau, *supra* note 73, at 37-38.

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The normal time clock will continue running during stoppages in play, with the neutral timekeeper adding time to the stoppage time clock only when excessive stoppages in play occur.

Duties of the neutral timekeeper

A neutral timekeeper shall

- keep the time for the match, independently from the official game clock and the clock maintained by the referee;
- add excessive stoppages in play to the stoppage time clock, adding only the portion of the stoppage defined as excessive;
- add time to the stoppage time clock concurrent with the occurrence of the excessive stoppage in play, with those additions appearing on the stoppage time clock in real time, so that managers, players, fans, and officials may observe the neutral timekeeper's additions to stoppage time; and
- add excessive stoppages in play that occur during the stoppage time period to the stoppage time clock.

Duties of the referee:

The referee shall:

- allow the period to run for the entirety of normal time;
- allow the period to continue for at least the amount of time accrued on the stoppage time clock by the neutral timekeeper; and
- end the period at the first period-ending opportunity.

~~Allowance is made in either period for all time lost through:~~

- ~~• substitutions~~
- ~~• assessment of injury to players~~
- ~~• removal of injured players from the field of play for treatment~~
- ~~• wasting time~~
- ~~• any other cause~~

~~The allowance for time lost is at the discretion of the referee.⁷⁵~~

LAW 11 – OFFSIDE

Offside position

A player is in an offside position if:

- ~~he~~ **a part of the player's body, excluding the player's arm or hand,** is nearer to the opposing team's goal line than both the ball and **the entirety of the second-last opponent's body, excluding the second-last opponent's arm or hand**⁷⁶

~~It is not an offence in itself to be~~ **A player does not commit an offense solely by being** in an offside position.

~~A player is in an offside position if:~~

- ~~• he is nearer to his opponents' goal line than both the ball and the second-last opponent~~

A player is not in an offside position if:

- ~~he~~ **the entirety of the player's body, excluding the player's arm or hand,** is in ~~his~~ **the player's team's** own half of the field of play or

⁷⁵ See FIFA, *supra* note 33, at 30.

⁷⁶ *Id.* at 36 (quoting the black print). The exclusion of the arm or hand comes from the Referee Guidelines, though this version differs from the original. See *id.* at 110.

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- ~~he~~ **the entirety of the player's body, excluding the player's arm or hand, is level equidistant from the nearest goal line** ~~with~~ **compared to any part of the second-last opponent's body, excluding the second-last opponent's arm or hand or**
- ~~he~~ **the entirety of the player's body, excluding the player's arm or hand, is level equidistant from the nearest goal line** ~~with~~ **compared to any part of the last two opponents' bodies, excluding an arm or hand of the last two opponents**⁷⁷

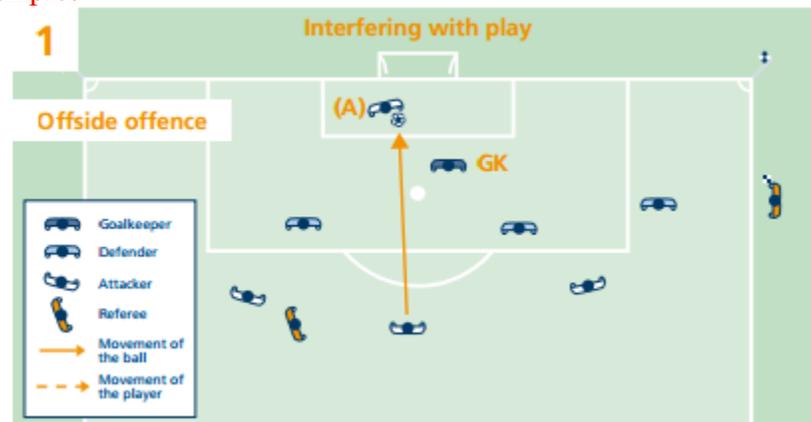
Offence

~~The referee may only penalize a~~ **A player in an offside position is only penalised if, at the moment the player's teammate last touches** the ball ~~touches or is played by one of his team, he~~ **the player** is, ~~in the opinion of the referee,~~ **involved in active play by:**⁷⁸

- interfering with play or⁷⁹
- interfering with an opponent or⁸⁰
- gaining an advantage by being in that position⁸¹

Active play term definitions

- **interfering with play means touching or attempting to touch the ball by moving towards the ball last touched by a teammate**⁸²
- **Visual Examples**



An attacker in an offside position (A), not interfering with an opponent, touches the ball.

The assistant referee must raise the flag **to signal an offside offense** when the player touches the ball.

⁷⁷ *Id.* at 36 (quoting the black print under the “Offside position” section). The exclusion of the arm or hand comes from the Referee Guidelines, though this version differs from the original. *See id.* at 110. This section’s changes limit the use of pronouns, according to the Martineau text. Martineau, *supra* note 73, at 39-41.

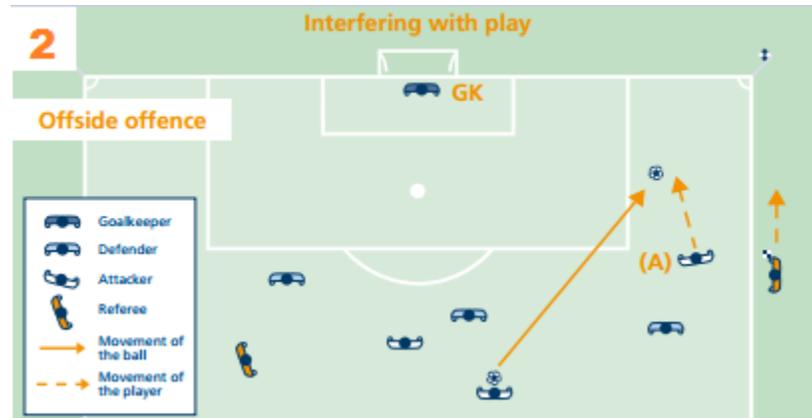
⁷⁸ FIFA, *supra* note 33, at 36 (quoting the black print). The changes made to this sentence identify the actor, Martineau, *supra* note 73, at 37-38, and limit the use of pronouns, *id.* at 39-41, according to the Martineau text.

⁷⁹ FIFA, *supra* note 33, at 36 (stating this term without definition).

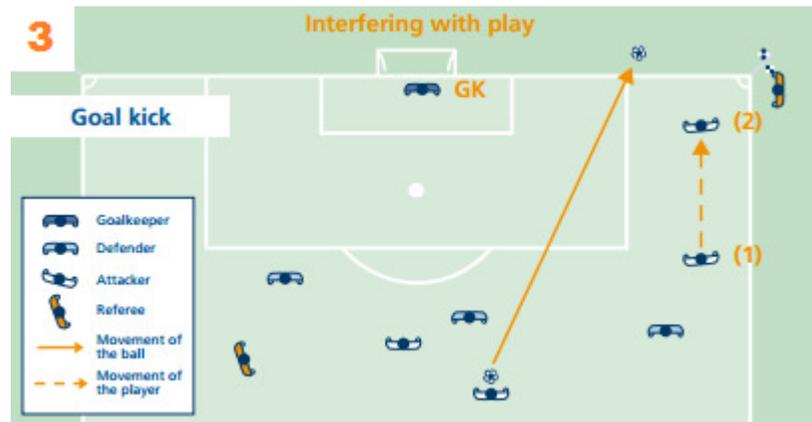
⁸⁰ *Id.* (stating this term without definition).

⁸¹ *Id.* (stating this term without definition).

⁸² *See id.* at 110. This alteration incorporates and reworks the Referee Guidelines’ definition for the term.



The referee shall penalize a player in an offside position (A) ~~may be penalised before playing or~~ **the player touches** 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.⁸³



An attacker in an offside position (1) runs towards the ball **last touched by a teammate, in an attempt to touch the ball,** and does not touch the ball **before it goes out of play over the goal line.** The assistant referee must signal “goal kick.”⁸⁴

- **interfering with an opponent means preventing an opposing player from touching or attempting to touch the ball by**
 - **affecting the opposing player’s sight of the ball or of the player who last touched the ball or**
 - **physically stopping the opposing player using either direct contact or placing his body between the opposing player and the ball or**⁸⁵
 - **moving towards the ball with the effect of causing the opposing player to pause or cease his own movement towards the ball or to adjust his attempt to touch the ball**

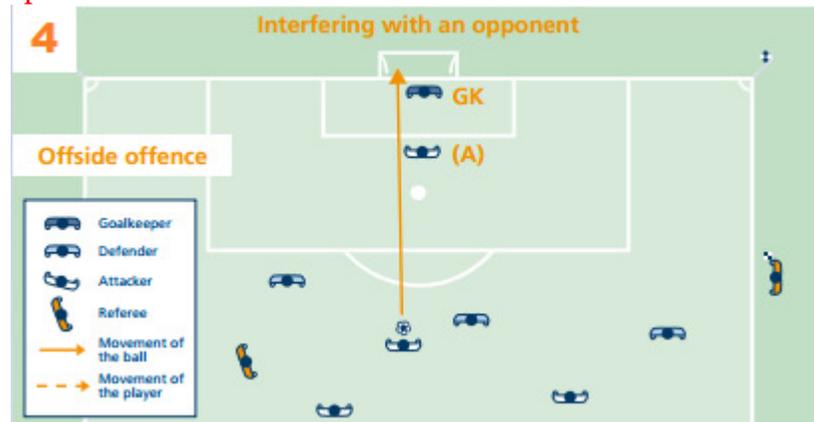
⁸³ The changes made to this sentence identify the actor, according to the Martineau text. Martineau, *supra* note 73, at 37-38.

⁸⁴ FIFA, *supra* note 33, at 112-114. The added images and related black print text for this subsection comes from the Referee Guidelines. *See id.*

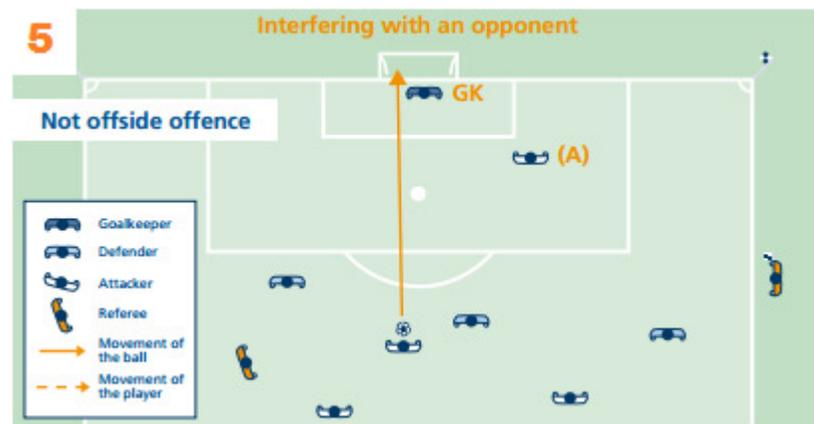
⁸⁵ *See id.* at 110. The preceding red print text came from the Referee Guidelines, though this version significantly alters the original text. *See id.*

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- Visual examples



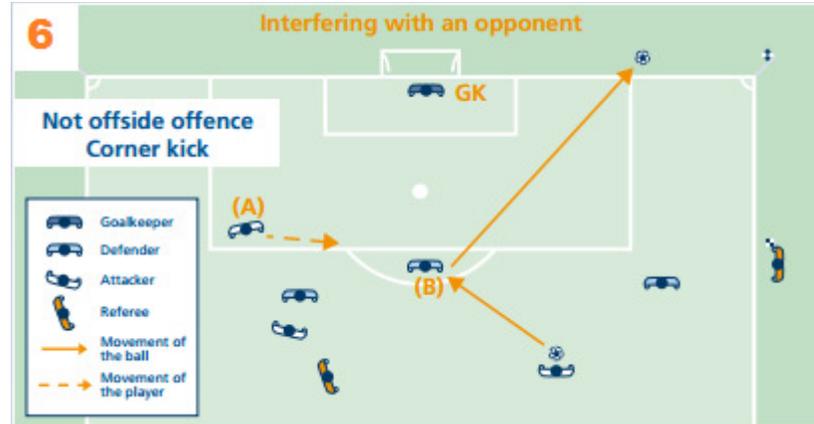
An attacker in an offside position (A) **obstructs** ~~is obstructing~~ the goalkeeper's line of vision. **The referee shall penalize the offside attacking player** ~~He must be penalised because he~~ **the player** prevents an opponent from playing or being able to play **touching or attempting to touch** the ball.



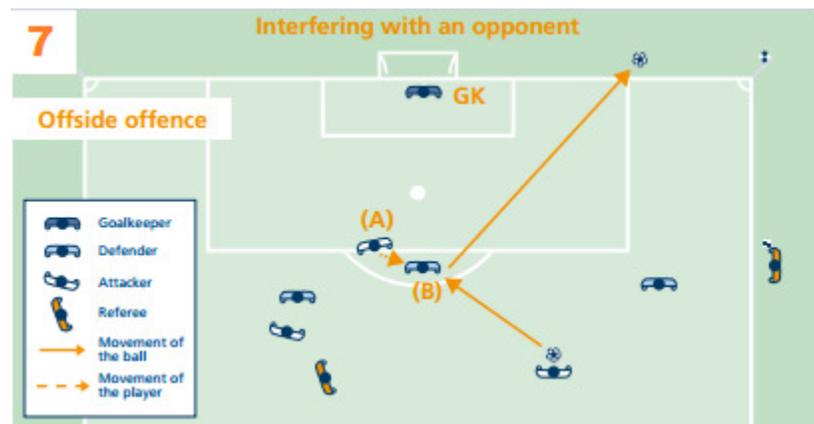
An attacker in an offside position (A) **is not obstructing** ~~does not obstruct~~ the goalkeeper's line of vision or **challenging** ~~challenge~~ an opponent for the ball. **The referee may not penalize the offside attacking player.**⁸⁶

⁸⁶ The changes made to the text related to the two preceding images identify the actor, Martineau, *supra* note 73, at 37-38, and use the active voice, *id.* at 44-46, according to the Martineau text.

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An attacker attacking player in an offside position (A) runs moves towards the ball but he the player does not prevent the opponent affect an opposing player in touching or attempting to touch from playing or being able to play the ball. A is not interfering with an opponent. The referee may not call offside in this example and shall award a corner kick. (A) is not challenging an opponent (B) for the ball.



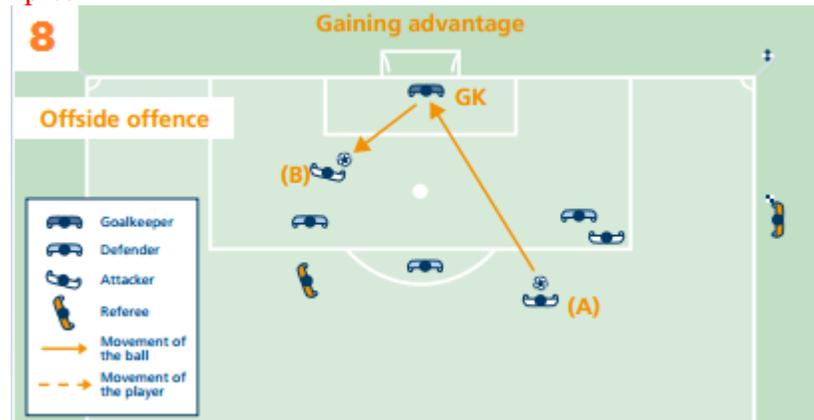
An attacker attacking player in an offside position (A) runs moves towards the ball preventing the opponent an opposing player (B) from touching or attempting to touch playing or being able to play the ball or causing the opposing player to adjust his attempt to touch the ball resulting in the opposing player touching the ball in a manner detrimental to his team by challenging the opponent for the ball. A is interfering with an opponent. The referee shall call offside in this example, rather than a corner kick. (A) is challenging an opponent (B) for the ball.⁸⁷

- gaining an advantage by being in that position means touching or attempting to touch a ball,
 1. that rebounds or deflects off the goalpost, crossbar, or an opponent to the player, or
 2. that rebounds or deflects to the player from an opponent who attempted to stop a shot towards the goal;

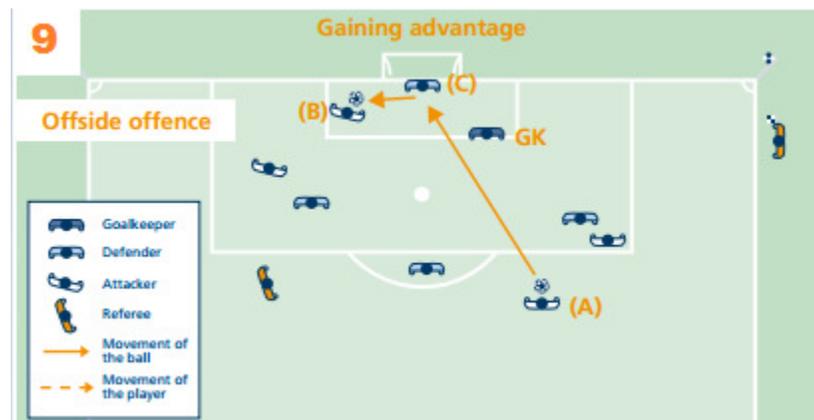
⁸⁷ FIFA, *supra* note 33, at 114-116. The added images and related black print text for this subsection come from the Referee Guidelines. *See id.*

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3. unless the player touched or attempted to touch the ball after an opposing player touched the ball, for a purpose other than saving or stopping a shot towards the goal, in a deliberate manner, as determined by the referee's reasonable belief that the opposing player attempted to or succeeded in:
 - i. dribbling,
 - ii. passing, or
 - iii. otherwise kicking the ball.⁸⁸
- Visual examples



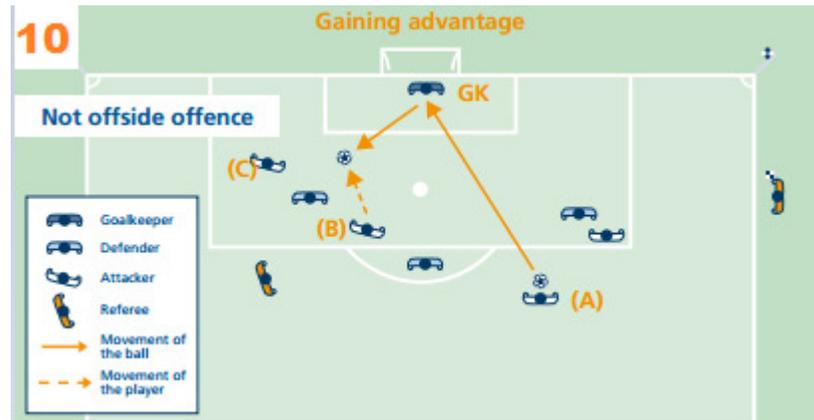
The referee shall penalize an attacking player in an offside position if the player touches or attempts to touch a ball that rebounds, is deflected or is played to him from a deliberate save by the goalkeeper having been in an offside position when a teammate last touched the ball.



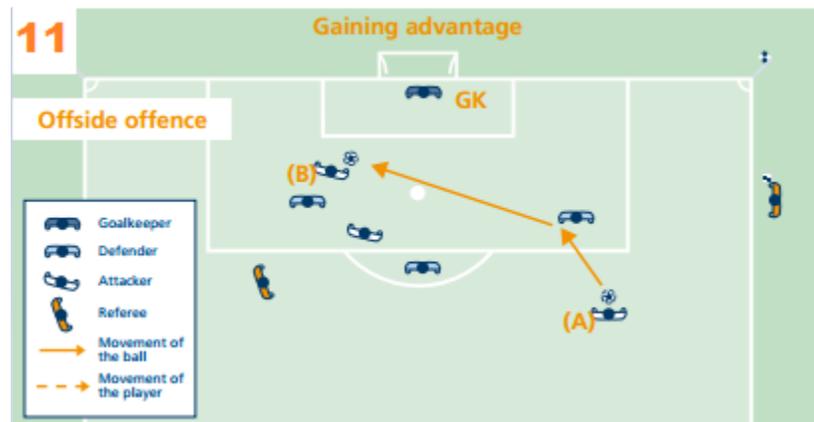
The referee shall penalize an attacking player in an offside position if the player touches or attempts to touch a ball that rebounds, is deflected or is played to him from a deliberate save by an opposing player from the defending team (C) having been in an offside position when a

⁸⁸ See *id.* at 110. The entirety of this subsection's alteration comes from a reworked version of the Referee Guidelines' definition for the term. See *id.*

teammate last touched the ball was last touched or is played by a teammate.⁸⁹



A teammate's (A) shot The shot by a team mate (A) rebounds from the goalkeeper. Another teammate (B) is in an offside position and plays the ball. The attacking player (C) stood in an offside position, but did not gain an advantage from being in that position because he did not touch the ball. The referee may not penalize C for an offside offense. is not penalised because he did not gain an advantage from being in that position because he did not touch the ball.



A teammate's (A) shot The shot by a team mate (A) rebounds or deflects off or is deflected by an opponent opposing player to an attacking player (B) in an offside position attacker (B) who is penalised for playing or touching the ball having previously been in an offside position. The referee shall penalize B for an offside offense.⁹⁰

⁸⁹ The changes made to the text related to the two preceding images identify the actor, Martineau, *supra* note 73, at 37-38, and use the active voice, *id.* at 44-46, according to the Martineau text.

⁹⁰ FIFA, *supra* note 33, at 116-118. The added images and black print text for this subsection come from the Referee Guidelines. *See id.*

No offence

The referee may not penalize a player for being offside if the attacking player's teammate last touched the ball while taking:⁹¹ ~~There is no offside offence if a player receives the ball directly from:~~

- a goal kick,
- a throw-in, or
- a corner kick.

Infringements and sanctions

In the event of an offside offence, the referee shall award an indirect free kick to the opposing team ~~at to be taken from~~ the place where the **second-last defender stood when the offending player's teammate last touched the ball** ~~the infringement occurred~~ (see Law 13 – Position of free kick).⁹²

LAW 12 – HANDLING

~~A direct free kick is also awarded to the opposing team if a player commits any of the following three offences:~~

~~The referee shall award a direct free kick to the opposing team if a player (except for the goalkeeper within his own penalty area) handles the ball deliberately (except for the goalkeeper within his own penalty area) by making contact with the ball with his arm or hand, either:~~⁹³

1. ~~deliberately or recklessly or~~
2. ~~in any manner resulting in a substantial advantage to the player, including, but not limited to:~~
 - scoring a goal for the player's team,
 - preventing a goal for the opposing team, or
 - aiding the player in maintaining possession of the ball for the player's team.

~~The referee may consider the following to determine whether the player deliberately or recklessly handled the ball:~~

- the movement of the **player's hand towards the ball, as opposed to the movement of (not the ball towards the player's hand), based on a sliding scale**⁹⁴
 - with the movement of the player's hand towards the ball indicating deliberateness, and
 - with the movement of the ball towards the player's hand indicating a lack of deliberateness;
- the distance between the ~~opponent~~ **player** and the ball,
 - with less distance indicating that the player did not handle the ball deliberately or recklessly in relation to an ~~(unexpected ball)~~, and⁹⁵
 - with greater distance indicating that the player handled the ball deliberately or recklessly; and
- the position of the **player's hand or arm, does not necessarily mean that there is an infringement**⁹⁶
 - with the positioning of the player's arm or hand showing the player committed an offense if the player's hand or arm is in an unnatural position, including,

⁹¹ The changes made to this sentence identify the actor, according to the Martineau text. Martineau, *supra* note 73, at 37-38.

⁹² FIFA, *supra* note 33, at 36 (stating the black print text included in this subsection).

⁹³ *Id.* at 37 (stating the preceding black print text included in this section).

⁹⁴ *Id.* at 121 (stating the preceding black print text included in this subsection).

⁹⁵ *Id.* (stating the preceding black print text included in this subsection).

⁹⁶ *Id.* (stating the preceding black print text included in this subsection).

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- above the player's head, or
- outstretched perpendicular to the player's body, and
- with the positioning of the player's arm or hand showing the player did not commit an offense if the player's hand or arm is in a natural, football-playing position, including,
 - covering the player's head, heart, or groin to protect the player's body,
 - hanging at the player's side, or
 - moving in a running motion.

The referee shall also award a direct free kick to the opposing team if a player deliberately:

- ~~touching~~ **touches** the ball with an object held in the hand (clothing, shinguard, etc.); or⁹⁷
- ~~hitting~~ **hits** the ball with a thrown object (boot, shinguard, etc.).⁹⁸

⁹⁷ *Id.* (stating the preceding black print text).

⁹⁸ *Id.* (stating the preceding black print text).