
FIFA Laws of the Game

Changes for 2020-2021 Season

Outline Summary of Law changes

Law 1 – The Field of Play

- Goalposts and the crossbar may be a combination of the four basic shapes

Law 10 – Determining the Outcome of a Match

- Yellow cards (YCs) and warnings are not carried forward into kicks from the penalty mark (KFPM)

Law 11 – Offside

- Deliberate handball by a defending player is considered ‘deliberate play’ for offside

Law 12 – Fouls and Misconduct

- Handball, accidental handball, and goalkeeper receiving sanctions for second illegal touch
- Stopping a promising attack, distance for dropped ball, and quick restart sanctions or lack thereof

Law 14 – The Penalty Kick

- Clarifications on sanctions

VAR protocol

- Only one ‘TV signal’ is required for a VAR-only review

Glossary

- A definition of the offence of holding has been included
- Clarification on a player’s position at a restart
- Clarification of a goal kick or free kick in the Penalty Area

Law 1 and 10 Discussion

Law 1 – The Field of Play

- Goalposts and the crossbar may be a combination of the four basic shapes
 - Minimal Effect on our games
 - All of our goals are of the prescribed shapes (Square, Round, Rectangular, Oval)

Law 10 – Determining the Outcome of a Match

- Yellow cards (YCs) and warnings are not carried forward into kicks from the penalty mark (KFPM)
 - Minor Effect on our games
 - AYSO rarely plays matches that are carried forward to KFTM
 - Most likely scenario would be at Area or Section tournaments
 - Players who are involved in KFTM have any cautions levied upon them during the match cleared off as KFTM begin; a sent off player may not participate in KFTM
 - Example: Red Keeper receives a Caution during the match for coming off the Goal Line during the match; If the Keeper comes off the Goal Line during KFTM, first offense is a verbal Caution and second offense would bring a Caution. The Keeper will not be sent off for second Caution of the Match as the first Caution is erased at the beginning of KFTM

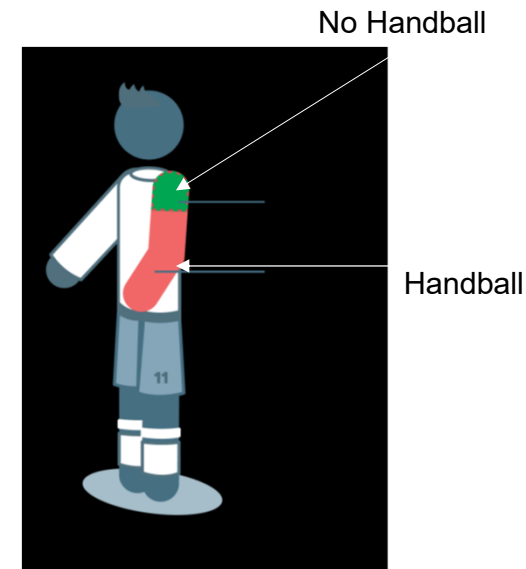
Law 11 and 12 Discussion

Law 11 – Offside

- Minor effect on our games
- Deliberate handball by a defending player is considered ‘deliberate play’ for offside

Law 12 – Fouls and Misconducts

- Medium effect to our games
- Handball: the boundary between the shoulder and the arm is defined as the bottom of the armpit
 - This clarifies the boundary where the “hand” is ruled to be
- ‘accidental’ handball by an attacking player (or team-mate) is only penalized if it occurs ‘immediately’ before a goal or clear goal-scoring opportunity
 - As referee you must determine if the touch was accidental or not based upon the speed of the ball, position of the arms in relation to the body and position on the field



Law 12 and 14 Discussion

Law 12 – Fouls and Misconducts

- A goalkeeper can receive a YC or be sent off (RC) for ‘illegally’ touching the ball a second time after a restart (e.g. goal kick, free kick etc.) even if the touch is with the hand/arm
 - Tricky situation here; goal kick is muffed and the keeper slaps or kicks the ball to a teammate to keep the opposition from gaining control of the ball and take a shot
- A player who fails to respect the 4m required distance at a dropped ball should receive a YC
- Any offence (not only a foul) which ‘interferes with or stops a promising attack’ should result in a YC
 - Assumes no quick restart here
- If the referee plays advantage or allows a ‘quick’ free kick for an offence which ‘interfered with or stopped a promising attack’, the YC is not issued
 - This is a change from previous years we will have to enforce by NOT giving that card if you played “advantage”

Law 14 – The Penalty Kick

- An offence by the goalkeeper is not penalized if a penalty kick misses the goal or rebounds from the goal (without a touch from the goalkeeper) unless the offence clearly affected the kicker
- The goalkeeper is warned for the first offence; it is a YC for any further offence(s)
- The kicker is penalized if the goalkeeper and the kicker offend at exactly the same time