

# Laws of The Game Update



**BE PART OF THE GAME  
BE A REFEREE**

#### EXPLANATION

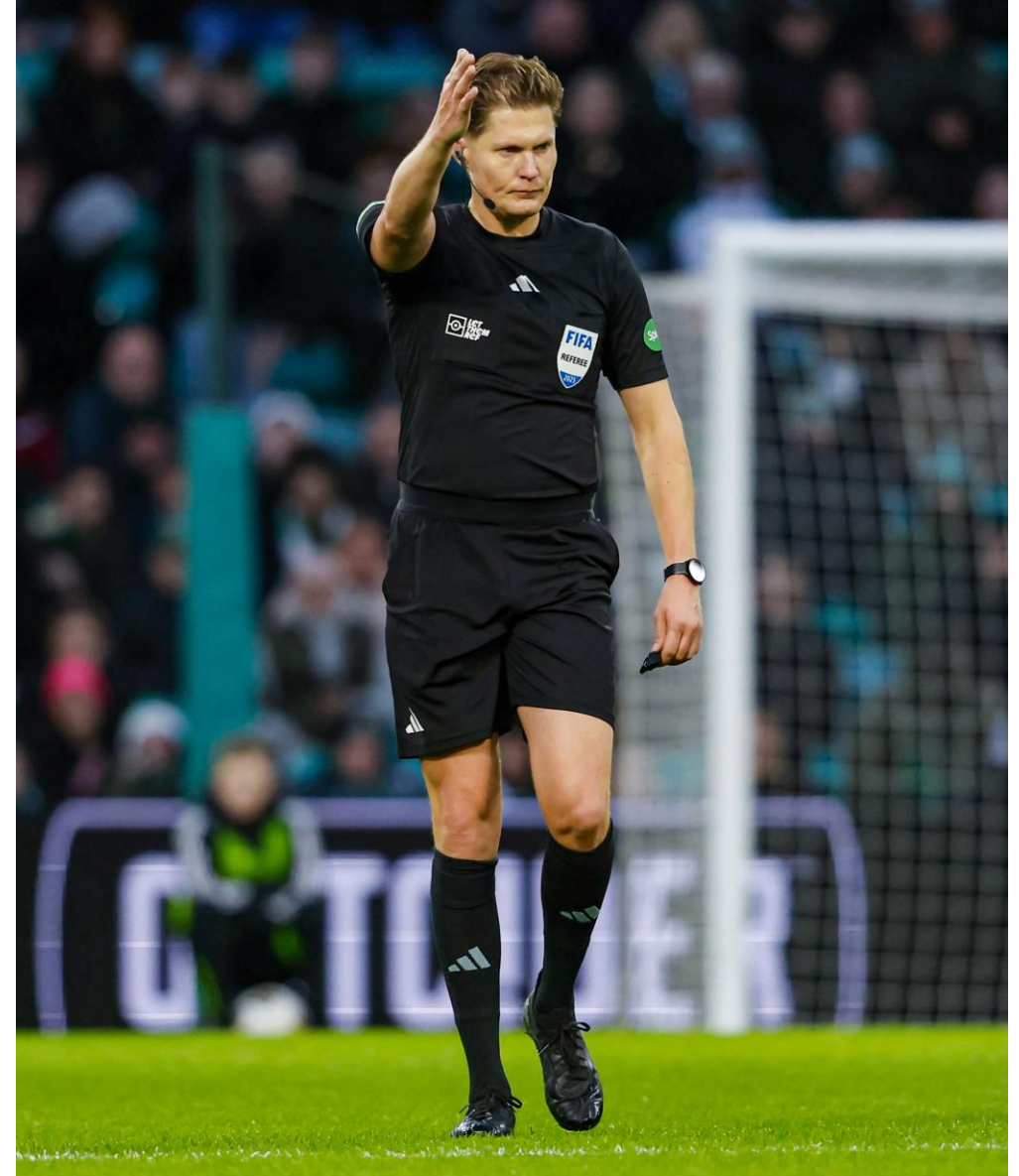
To prevent time-wasting, the player being substituted must leave the field of play within ten seconds of the substitution board being shown or, where there is no board, of the referee's signal for the substitution to take place.

If the player has not left the field of play within those ten seconds, they must still leave but the substitute cannot enter the field of play until the first stoppage after one minute (running clock) has elapsed following the restart of play.



**EXPLANATION**

Confirmation that the referee can play advantage if a team incorrectly takes a restart (free kick, throw-in etc.), and the opponents gain possession.



#### EXPLANATION

- An injured player who is treated/assessed on the field of play or who causes play to be stopped must leave and remain off the field of play for one minute (running clock) after play has restarted. The referee may give permission for the player to return while the ball is in play. A protocol detailing how this will operate is included under 'Notes and modifications'.



#### EXPLANATION

Where an injury results from a physical offence punished by a yellow card or red card, the player can remain on the field after assessment/ treatment, even if it is not completed quickly.



### EXPLANATION

- The main principle is that the ball is dropped for the team that would have kept/gained possession had play not been stopped, which includes the team that would have taken the restart if the ball would have gone out of play.
- If play is stopped because the ball makes contact with a match official or outside agent, the ball is dropped where the contact occurred.



#### EXPLANATION

- If the referee plays advantage following a DOGSO offence and, as a result, a goal is scored by the attacking team, the player who committed the offence is not cautioned or sent off.
- There is no caution when the referee plays advantage when a player has unsuccessfully attempt tried to stop a goal with their hand(s)/arm(s).



**EXPLANATION**

The location and number of attackers are included in the DOGSO considerations, as this can also help determine whether an obvious goal-scoring opportunity exists.



### EXPLANATION

Text introduced to avoid delays at throw-ins. If a team is deliberately delaying their throw-in, the referee will whistle, signal for the throw-in to be taken and then start a visual five-second countdown. If the throw-in has not been taken by the end of the countdown, it is awarded to the opposing team.



### EXPLANATION

Text introduced to avoid delays at goal kicks. If a team is deliberately delaying their goal kick, the referee will whistle, signal for the goal kick to be taken and then start a visual five-second countdown. If the goal kick has not been taken by the end of the countdown, a corner kick is awarded to the opposing team.

