

	FIFA	College (NCAA)	High School (So. Cal.)
field	(50-100) x (100-130) nets optional	built after 1995: (70-80) x (115-120) must have nets	(55-75) x (100-120) min 65 x 110 must have nets
time of game	2 x 45	2 x 45 15 min half-time 5 min before E.T. 2 min E.T. H-T stop clock for: penalty caution/ejection goal injury equip't/jewelry exit sub after 85 min. game ends on horn	2 x 40 10 min half-time 5 min before E.T. 2 min E.T. H-T stop clock for: penalty caution/ejection goal
time modifications	Can reduce halves as long as equal	Can reduce intervals by prior agreement	Can reduce intervals by prior agreement, except 5 min betw'n game and extra time
ball & equipment	8 – 15 psi home changes	0.6 – 1.1 atm 3 – 6 balls supplied home changes keeper diff. Socks numbers (8" & 4")	Manufr's pressure Ball marked NFHS Home light; vis. dark Socks one colour Numbers (6" & 4") Casts under ½" foam
substitutions	any stoppage	Goal kick Goal Own throw-in or crnr Opp. throw-in or crnr if opp subs (up to 11) Inj'd player (incl. blood) Oppt's subst. of inj. player (equal no.) Cautioned player Oppt's sub. of caut'd player (equal no.) Ejected keeper Player changing eqpt Opp. chngng eqpt (equal no.)	Goal kick Goal Own throw-in or crnr Opp. throw-in or crnr if opp subs Upon any injury* Upon blood rule Upon any caut'n/red* *Subst cannot take penalty Need not be beckoned after score
re-entry	Blood: clear'd by ref Inj: run of play Equipt: stoppage	Blood: stoppage Inj: run of play Equipt: stoppage	If short by choice (e.g., blood, injury): stoppage

		Jewelry: next sub 1 re-entry in 2 nd period; 0 in others* *except inj. GK; inj. by misconduct; or blood+sub	Equip: stoppage; replacem't next sub
kicks from mark	on-field players 11 kickers vary order	any players 10 kickers incl/+ GK repeat order	any players name kickers in fives vary order
toss	choice of end	choice of end or ball	choice of end or ball
discipline	Striking or throwing: location of target Caution: may stay Show second yellow before red Red at half – no replacement. Ejected player out of sight and sound Cards for players and substitutes only	Striking or throwing: location of target Caution: may stay Show second yellow before red Red for violent foul of keeper Red at half – no replacement. Ejected player out of sight and sound Show cards to bench personnel	Striking or throwing: location of ? Caution: must leave until next sub. opp. Show red only on second caution Soft red for incid. language or non- violent 2 nd caution Red for flagrant foul of keeper Soft red for taunting Red at half – can replace. Ejected player stays in player area Show cards to bench personnel
restart:	Injury in play: dropped ball Bench misconduct: dropped ball Flat ball: dropped ball	Injury in play: IFK or dropped ball Bench misconduct: IFK Flat ball: dropped ball or IFK	Injury in play: IFK or dropped ball Bench misconduct: IFK Flat ball: dropped ball
throw-in not in play	re-throw	re-throw	opponent's throw
Treated injury to leave field?	remove except keeper (tradition)	Must remove except keeper	Must remove incl. keeper
Trickery on pass back	Caution – restart at passer	Caution – restart at passer	No caution – restart at keeper
Release by keeper	6 seconds	6 seconds	5 seconds