

# Laws of the Game 2024/25

Clarifications and associated Law changes



## Law 1 – The Field of Play

11. Goal line technology (GLT)



### Law 1 – The Field of Play

11. Goal line technology

### **Explanation**

Clarification that the GLT indication that a goal has been scored can be communicated via the referee's earpiece/headset.



### Law 1 – The Field of Play

11. Goal line technology

#### **Additional text**

### **Principles of GLT**

*(…)* 

The indication of whether a goal has been scored must be immediate and automatically confirmed within one second by the GLT system only to the match officials (via the referee's watch, by vibration and visual signal, <u>and/or via the referee's earpiece/headset</u>); it may also be sent to the video operation room (VOR).



2. Number of substitutes



2. Number of substitutes

### **Explanation**

Competitions now have the option to use additional permanent concussion substitutions. The protocol details are contained in the 'Notes and modifications' section of the Laws of the Game.



2. Number of substitutes

Additional text (after the 'Return substitutions' section)

Additional permanent concussion substitutions

Competitions may use additional permanent concussion substitutions in accordance with the protocol listed under 'Notes and modifications'.



10. Team captain



10. Team captain

### **Explanation**

Each team must have a captain who can be easily identified by the referee. Armband details are outlined in Law 4.



10. Team captain

### **Additional text**

Each team must have a captain on the field of play who wears an identifying armband. The team captain has no special status or privileges but (...)



2. Compulsory equipment



2. Compulsory equipment

### **Explanation**

Clarification that players are responsible for the size and suitability of their shinguards. Having provided this information in the definition of 'shinguard' in the Glossary, it is now also included in the Laws text.



2. Compulsory equipment

### Amended text

The compulsory equipment of a player comprises the following separate items:

- (...)
- shinguards these must be made of a suitable material <u>and be of an appropriate size</u>
  to provide reasonable protection and <u>be</u> covered by the socks. <u>Players are responsible</u>
  <u>for the size and suitability of their shinguards</u>
- (...)



2. Compulsory equipment



2. Compulsory equipment

### **Explanation**

The captain must wear an armband which is simple and conforms to the requirements of Law 4 relating to slogans, statements, images and advertising. It may be issued or authorised by the competition organiser.



2. Compulsory equipment

### **Amended text**

The compulsory equipment of a player comprises the following separate items:

- (...)
- footwear

The team captain must wear the armband issued or authorised by the relevant competition organiser, or a single-coloured armband that may also have the word 'captain' or the letter 'C' or a translation thereof, which should also be a single colour (see also 'General modifications').



2. Compulsory equipment & 4. Other equipment



2. Compulsory equipment & 4. Other equipment

### **Explanation**

Reference to gloves has been included under 'Other equipment' to reflect the fact that they are widely used, especially by goalkeepers. Reference to tracksuit bottoms for goalkeepers has been removed from 'Compulsory equipment' and included under 'Other equipment' to accurately reflect the fact that they are not compulsory.



2. Compulsory equipment & 4. Other equipment

### **Amended text**

### 2. Compulsory equipment

The compulsory equipment of a player comprises the following separate items:

• (...)

Goalkeepers may wear tracksuit bottoms.

### 4. Other equipment

Non-dangerous protective equipment, for example <u>gloves</u>, headgear, facemasks and knee and arm protectors made of soft, lightweight padded material is permitted, as are goalkeepers' caps and sports spectacles. <u>Goalkeepers may wear tracksuit</u> <u>bottoms</u>.



3. Disciplinary action



3. Disciplinary action

### **Explanation**

Non-deliberate handball offences are usually the result of a player attempting to play fairly, so when a penalty kick is awarded for such offences, the same philosophy should apply as for offences (fouls) which are an attempt to play the ball or a challenge for the ball, i.e. DOGSO offences result in a yellow card and SPA offences result in no card. Deliberate handball remains a red-card offence when a penalty kick is awarded, as it is similar to holding, pulling, pushing, no possibility to play the ball etc.



3. Disciplinary action

### **Amended text**

### Cautions for unsporting behaviour

There are different circumstances when a player must be cautioned for unsporting behaviour, including if a player:

- (...)
- handles the ball to interfere with or stop a promising attack, except where the referee
   awards a penalty kick for a non-deliberate handball offence
- <u>denies the opposing team a goal or an obvious goal-scoring opportunity and the</u>
   <u>referee awards a penalty kick for a non-deliberate handball offence</u>
- (...)



3. Disciplinary action

### **Amended text**

### **Sending-off offences**

A player, substitute or substituted player who commits any of the following offences is sent off:

- denying the opposing team a goal or an obvious goal-scoring opportunity by
   <u>committing</u> a <u>deliberate</u> handball offence (except a goalkeeper within their penalty
   area)
- <u>denying the opposing team a goal or an obvious goal-scoring opportunity by</u> <u>committing a non-deliberate handball offence outside their own penalty area</u>
- (...)



3. Disciplinary action

### Amended text

Denying a goal or an obvious goal-scoring opportunity (DOGSO)

*(…)* 

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by <u>committing</u> a <u>deliberate</u> handball offence, the player is sent off wherever the offence occurs (except a goalkeeper within their own penalty area).

Where a player denies the opposing team a goal or an obvious goal-scoring opportunity by committing a non-deliberate handball offence and the referee awards a penalty kick, the offender is cautioned.



# Law 14 - The Penalty Kick

1. Procedure



### **Law 14 – The Penalty Kick**

1. Procedure

### **Explanation**

Clarification regarding the ball position for a penalty kick, as there can be disputes and/or delays, especially when the penalty mark is not a 'spot'. Part of the ball must touch or overhang the centre of the penalty mark (just as the ball must be inside the corner area, including overhanging the corner arc, at a corner kick). As with other positional matters, if ground conditions dictate a slight change, this is a decision for the referee.



### **Law 14 – The Penalty Kick**

1. Procedure

### **Amended text**

The ball must be stationary, enwith part of the ball touching or overhanging the centre of the penalty mark, and the goalposts, crossbar and goal net must not be moving.



# Law 14 - The Penalty Kick

2. Offences and sanctions



### Law 14 – The Penalty Kick

2. Offences and sanctions

### **Explanation**

Player encroachment can be difficult to detect and manage, especially at the lower levels of the game, where there may be no neutral assistant referees. However, it can easily be identified by the video assistant referee, and if Law 14 were to be applied strictly, most penalty kicks would be retaken. Since encroachment rarely affects the outcome of the kick (only if the ball rebounds into play), the same principle should apply to player encroachment as to goalkeeper encroachment, i.e. it is penalised only if it has an impact.



### **Law 14 – The Penalty Kick**

2. Offences and sanctions

### Additional text

### If, before the ball is in play, one of the following occurs:

- <u>a team-mate of the player taking the penalty kick is penalised for encroachment only if:</u>
  - the encroachment clearly impacted on the goalkeeper; or
  - the encroaching player plays the ball or challenges an opponent for the ball and then scores, attempts to score or creates a goal-scoring opportunity
- a team-mate of the goalkeeper is penalised for encroachment only if:
  - the encroachment clearly impacted on the kicker; or
  - the encroaching player plays the ball or challenges an opponent for the ball and this prevents the opponents from scoring, attempting to score or creating a goal-scoring opportunity



# Law 14 - The Penalty Kick

3. Summary table



### Law 14 - The Penalty Kick

3. Summary table

### **Amended text**

Law 14 - The Penalty Kick		
3. Summary table		
Amended text		
Outcome of the penalty kick		
	Goal	No goal
Encroachment by attacking player	Impact: penalty is retaken No impact: goal	Impact: indirect free kick No impact: no retake
Encroachment by defending player	Impact: goal No impact: goal	Impact: penalty is retaken No impact: no retake
Encroachment by defending and attacking player	Impact: penalty is retaken No impact: goal	Impact: penalty is retaken No impact: no retake





# Guidelines for temporary dismissals (sin bins)



### **Guidelines for temporary dismissals (sin bins)**

### The guidelines have been revised and the main changes are as follows:

- To help manage temporary dismissals, a temporarily dismissed player can return to the field
  of play only during a stoppage after the end of the temporary dismissal period, i.e. not while
  the ball is in play
- If a temporary dismissal period is not completed at the end of the first half of extra time, it continues at the start of the second half of extra time (a temporary dismissal period cannot continue after the end of the second half of extra time, since temporary dismissals are not used in penalties (penalty shoot-out))
- System B, which uses temporary dismissals as an additional sanction for specific offences
  only, has been simplified so that any two cautionable offences in the same match will result
  in the player being (permanently) sent off (RC)
- 'Handball' has been changed to 'deliberate handball' in the list of offences that might be suitable for a temporary dismissal if they stop or interfere with a promising attack (System B)